

# NEW EVERQUEST D20 SPELLS

## BARD SONGS

### LEVEL ONE

#### CHANT OF COMMAND

**Level:** 1

**Song Line:** Chant of Command

**Instrument:** None

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The bard gives the subject a one-word command in the form of a verb in the imperative mood, which the subject then obeys to the best of their ability unless they make a Will save. Suicide would not work, but Drop would. Die causes the target to swoon and lie prone for 1 round, faking death. A very reasonable command may impose a penalty of -1 to -4 on the Will save, by GM discretion. Obviously the creature must both understand the language and be able to comprehend what it is being told to obey.

#### CHANT OF (element)

**Level:** 1

**Song Line:** Chant of Disease

**Instrument:** None

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature/level

**Duration:** Performance

**Saving Throw:** Will (harmless)

**Spell Resistance:** No

There are many different kinds of this song, each one having the same effect: +1 to save and Resistance (2) against that kind of attack. Each song is a separate piece and must be purchased and performed separately for the benefit. There is a song for each of these elements:

- Acid (Caustic Verses)
- Cold (Chill)
- Curses (Curses)
- Disease (Plagues)
- Electricity (Shocks)
- Fire (Flame)
- Magic (Dwoemer)
- Poison (Venom)
- Sonic (Echoes)

#### JIG OF JUMPING

**Level:** 1

**Song Line:** Jig of Jumping

**Instrument:** Percussion (Dex)

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

**Target:** One creature

**Duration:** performance

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

The target of this jig gets a +15 bonus to Jump checks and does not have the usual maximum limits for jumping distance. The jump reaches its peak (1/4 distance) at the halfway point.

The jump bonus from the *Jig* increases to +30 with the successful use of a percussion instrument.

#### LUDWIGVAN'S CHORD OF OPENING

**Level:** 1

**Song Line:** Chord of Opening

**Instrument:** String (Dex)

**Range:** Close (25 ft+5 ft/level)

**Target:** Portal or object that can be opened or closed

**Duration:** Instantaneous

**Saving Throw:** Fort (object)

**Spell Resistance:** No

You can open or close any object that can be opened or closed with this song. If anything hinders this such as a bar, lock, or some kind of jamming agent such as glue or a *Seal Portal* spell, the song has no effect. The Bard does not need to see or even be aware of any mechanism required to open or close the portal, as long as it is a physical and mechanical device. The maximum size of object that can be affected is up to 100 pounds weight of the door or other closing/opening device.

Using a stringed instrument increases the weight that the song will affect by 10 pounds per level.

### LEVEL TWO

#### ALTORA'S ARIA AGAINST ARROWS

**Level:** 2

**Song Line:** Altaria's aria against arrows

**Instrument:** None

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature/2 levels

**Duration:** Performance

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

**Spell Resistance:** Yes (harmless)

Creatures warded by this song gain Damage Reduction 8/+1 only against ranged physical attacks (arrows, slingstones, etc). The song also grants +1 AC vs these attacks.

#### WHISPERING WINDSONG

**Level:** 2

**Song Line:** Whispering Windsong

**Instrument:** Winds (Dex)

**Range:** One mile per level

**Effect:** sends a message to someone

**Duration:** until discharged, no more than 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This song sends a message along the winds to a specific location when it is sung. The message may be no longer than 25 words or 1 minute in length. This message travels as slow as 1 mile per hour or as fast as 1 mile per minute to the location, and is then related at the volume the Bard desired when the *Whispering Windsong* was played. The words delivered will not act as a verbal component to a spell, magical bard-song, or command word.

Playing this song with a wind instrument increases the maximum length of the message to 40 words and the distance to 3 miles/2 levels.

## LEVEL THREE

### DANSE COMEDIC

**Level:** 3

**Song Line:** Danse Comedic

**Instrument:** none

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** 3 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes (mind-affecting)

This song afflicts the target with uncontrollable laughter, reducing their actions to half for 3 rounds. Creatures with lower than 3 Int, no sense of humor, or those very alien or different from the caster (elementals, dragons, ooze, etc) are unaffected.

### FAUN SONG

**Level:** 3

**Spell Line:** Cinda's Charismatic Carrilon

**Instrument:** Winds (Dex)

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Close (25 ft+5 ft/level)

**Target:** All creatures in a 15 ft radius

**Duration:** Performance

**Saving Throw:** Will negates

**Spell Resistance:** yes (mind-affecting)

This song arouses a single emotion of your choice in the subjects. You can choose any one of the following emotions:

**Despair:** The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and damage rolls. *Emotion (despair)* dispels *Emotion (hope)*.

**Fear:** The enchanted creatures flee from you whenever they are in sight of you. *Emotion (fear)* dispels *emotion (rage)*.

**Friendship:** The enchanted creatures react more positively toward others. Their attitude on the Influencing NPC Attitude Table shifts to the next more friendly reaction. Creatures involved in combat, however, continue to fight back normally. *Emotion (friendship)* dispels *emotion (hate)*.

**Hate:** The enchanted creatures react more negatively toward others. Their attitude on the Influencing NPC Attitude Table shifts to the next less friendly reaction. *Emotion (hate)* dispels *emotion (friendship)*.

**Hope:** The enchanted creatures gain +2 morale bonus against saving throws, attack rolls, ability checks, skill checks, and damage rolls. *Emotion (hope)* dispels *Emotion (despair)*.

**Rage:** The enchanted creatures gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. *Emotion (rage)* dispels *emotion (fear)*.

When *Faun Song* is played on a wind instrument, the save DC is increased by +2.

### MONEYCHANGER'S LITANY

**Level:** 3

**Song Line:** Moneychanger's Litany

**Instrument:** None

**Range:** Touch

**Target:** Coins on person

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This song instantly changes all coins the Bard has in their possession to greater denominations of equal value. Thus, if a Bard has 137 copper pieces, it will render 1 gold, 3 silver, and 7 copper out of the coins. The coins will all be of the type and origin of the majority in number (so if those 137 coins were 2 Iksar, 35 Fier'Dal, and 100 Qeynos, then they would end up all Qeynos currency).

### SELO'S SUREFOOTED MARCH

**Level:** 3

**Song Line:** Selo's Acellerandro

**Instrument:** Percussion (Dex)

**Range:** 5 ft+1 ft/level

**Target:** One creature/level

**Duration:** Performance

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

**Spell Resistance:** No

This jaunty march enables all creatures affected to move at their normal speed over any solid or mostly-solid substance such as snow, mud, or sand. Thus, the *March* negates any movement penalties for traveling over these substances.

Performing this song with a percussion instrument allows all affected to move at any enhanced or magically increased speed.

## LEVEL FOUR

### **AAPRIM'S ANTHEM OF INSPIRATION**

**Level:** 4

**Song Line:** Aaprim's Anthem of Inspiration

**Instrument:** Brass

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature per level

**Duration:** Performance

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

**Spell Resistance:** Yes (harmless)

When played, this *Anthem* inspires all effected with courage, goodwill, and confidence. All skill rolls are given a morale bonus of +1 and all saves vs any fear or demoralizing effect are +2 total. Each round the *Anthem* is played, it gives each creature affected a new save versus any fear effect.

When played with a brass instrument, the roll bonuses are doubled.

### **DANSE TRAGIC**

**Level:** 4

**Song Line:** Danse Comedic

**Instrument:** none

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** performance

**Saving Throw:** Will negates

**Spell Resistance:** Yes (mind-affecting)

This song forces a target that fails their Will save to dance uncontrollably. This dance prevents them from moving from their location although they can turn in place, negates any Dex bonus to AC, and interferes with combat such that the target suffers a -3 penalty to attack and damage rolls. All spellcasting while under the *Danse Tragic* require a channeling roll at a -3 penalty.

### **HYMN OF AGES**

**Level:** 4

**Song Line:** Hymn of Ages

**Instrument:** none

**Range:** Close (25 ft+5 ft/level)

**Target:** One object or location

**Duration:** Performance

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

**Spell Resistance:** No

This song allows the Bard to learn information about any object or location up to 100 square feet of area. For each round, the Bard may learn one piece of information until the spell ends. *Hymn of Ages* only will reveal historical, background, lore, and story related information, not enchantments or magic. The *Hymn* will tell history, previous owner, present condition, background, future intent (1 year per round), and so on, not any secret locations, command words, enchantments, or other information.

### **LYSSA'S LOCATING STANZA**

**Level:** 4

**Song Line:** Lyssa's Locating Lyric

**Instrument:** Wind

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

**Area:** Circle, centered on bard

**Duration:** Performance

**Saving Throw:** None (Will, object)

**Spell Resistance:** No

The Bard can sense the direction of a well-known and clearly visualized object. The maximum size object this can locate is 100 cubic feet, and the minimum is 1 cubic millimeter. A specific item is located in direction, distance, and angle from the Bard when this spell is cast, up to the maximum range.

More general objects can be located, such as a weapon, a jewel, a staircase, a door, or so on. In this case, the song merely locates the distance, direction, and angle of the nearest object of that type without more specific information. *Lyssa's Locating Stanza* is blocked by any amount of lead. Any intelligent object can make a save vs Will to avoid being located.

### **TAREW'S AQUATIC AYRE**

This song also grants +3 swim skill plus 1 per 3 levels of the Bard to all targets.

## LEVEL FIVE

### **NAME**

**Level:** 5

**Song Line:**

**Instrument:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

### **NAME**

**Level:** 5

**Song Line:**

**Instrument:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

## **BEASTLORD SPELLS**

### **LEVEL ONE**

#### **AID BEAST**

Alteration [heal]

**Level:** 1

**Spell Line:** Aid Beast

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One animal

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

With a touch, the Beastlord is able to heal any natural animal by a small amount. The healing is D6 hit points of damage, and it only works on animals or Warders.

#### **EYES OF THE BEAST**

Alteration

**Level:** 1

**Spell Line:** Eyes of the Beast

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 action

**Range:** Short Range (50 ft+10 ft/level)

**Target:** You

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

With this spell, the Beastlord is able to borrow the visual abilities of any natural animal within its range. These are the options the spell can produce, if an animal with this sort of vision is available:

- Increased range of vision (+10 to spot checks for distance - birds of prey)
- Increased radius of vision (see 270 degrees around you - most birds, many herbivores)
- Low light vision (+5 to spot checks to offset poor light conditions - owls, most night predators)
- See motion (+5 to spot checks to notice movement - most predators)

Any creature being duplicated in this manner must be visible and known to the Beastlord. The creature is unaffected by this magic, but the Beastlord's eyes change to match the color and appearance of the creature being duplicated.

#### **FEED ANIMAL**

Conjuration

**Level:** 1

**Spell Line:** Feed Animal

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Personal

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

*Feed Animal* creates one meal's worth of food appropriate to any natural animal that the caster chooses. This food is clean and healthy and appears at the caster's feet. This summoned food will be preferred to any other food nearby for the given creature.

## **LEVEL TWO**

#### **BEAST KNOWLEDGE**

Divination

**Level:** 3

**Spell Line:** Lore

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One person

**Duration:** Concentration, 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

The Shaman is able to learn facts about a specific creature in the range of the spell, one piece of information per round until the spell ends. Undead, outsiders, humanoids and constructs are excluded from this spell's effects. *Beast Knowledge* is limited to information such as species, habitat, food, level, social strata (such as a soldier or worker ant), gender, age, name, special attacks, unusual abilities, and class.

#### **MIMIC ANIMAL**

Alteration

**Level:** 1

**Spell Line:** Mimic Animal

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell allows the Beastlord to duplicate any sound any natural animal can make, provided the Beastlord is familiar with and knows the animal (the GM should require a Knowledge check if there is any question). The sound is of maximum volume and duration of the actual animal and is identical to a real animal, so much that other creatures of that type will believe it to be real.

#### **SWIFT LIKE HARE**

Alteration

**Level:** 2

**Spell Line:** Spirit of the Wolf

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell increases the run speed of the Beastlord by 10 ft per round (5 ft per round for small races). This extra speed can only be used in full moves each round. Because of the increased speed, the Beastlord also gains +2 armor class to avoid attacks of opportunity triggered by movement.

### LEVEL THREE

#### **ANIMAL MESSENGER**

Alteration [mind-affecting]

**Level:** 3

**Spell Line:** Animal Messenger

**Mana:** 4

**Components:** V, S (M)

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 1 mile/level

**Target:** One animal

**Duration:** Until message delivered, 1 day, or animal dies.

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows the Beastlord to enchant any Diminutive or Tiny natural animal with fewer hit die than the Beastlord has levels. The animal targeted must be within 5 feet of the Beastlord when *Animal Messenger* is cast and cannot be tamed or trained by someone else.

The animal will permit anything light to be tied to or given it such as a scroll or piece of paper, which it will carry to a specific location that it understands, can find, or knows about. The animal will do anything it can to get to that location and will do nothing except move as well and quickly as it is able to get there. It will then go and wait at that location, allowing the first person to approach and take the message away. The animal will wait until the spell expires or someone takes the message from it, at whereupon it resumes its normal activities. This message cannot be a command word nor does it act as a verbal component to any spell.

### LEVEL FOUR

#### **HAFBOB'S ARACHNID CRAWL**

Alteration

**Level:** 4

**Spell Line:** Habob's Arachnid Crawl

**Mana:** 7

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min/level

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

**Spell Resistance:** Yes (harmless)

The subject of this spell can move half speed straight up vertical surfaces and normal speed on ceilings, inverted. If a creature tries to pull the subject off a surface, they must make a Str check against 10+spell caster's level to do so. The subject is able to stand and act normally, even horizontal to the floor while standing on the wall.

#### **REPEL VERMIN**

Abjuration

**Level:** 4

**Spell Line:** Repel Vermin

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 10 ft

**Target:** 10 ft radius emanating from caster

**Duration:** 10 min/level

**Saving Throw:** None or Will negates (see text)

**Spell Resistance:** Yes

An invisible barrier holds back vermin, pushing any out of its radius when established. Any vermin with less HD than a third the caster's level cannot cross the barrier. Creatures with more than a third the caster's level may cross the barrier with a Will save, but suffer 2d6 damage upon crossing the barrier. If a creature is pinned in a corner or trapped by the barrier, it will sustain 2d6 a round until it dies or crosses into the barrier (if able).

### SOOTHE ANIMAL

Alteration [mind-affecting]

**Level:** 4

**Spell Line:** Calm Animal

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One animal

**Duration:** 1 min/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Soothe Animal* will reduce aggression, fear, and hostility in any one target animal. The animal will become calm, removing any territorial anger or fear, allowing anyone to come near to them without becoming agitated. Animals under this effect will not become tamed or pets; most will not appreciate physical contact and will avoid intruders, but will not be upset or angry as long as the spell's effect continues. Animals under the effect of this spell cannot attack but will defend themselves if attacked, preferring to move away.

When *Soothe Animal's* effect ends, the animals will return to their normal behavior, but will not immediately become hostile or frightened by anyone they were calm around before unless they do something that would upset or anger the animal.

### TINY COMPANION

Alteration

**Level:** 4

**Spell Line:** Tiny Companion

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One Creature

**Duration:** 30 min/level

**Saving Throw:** None

**Spell Resistance:** No

This spell may only be cast on the caster's own warder. The pet is instantly reduced by one size category (see *Monsters of Norrath*, pg 5 for affects of size changes). This spell may be cast more than once on the Companion.

### LEVEL FIVE

#### SPELL NAME

type

**Level:** 5

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

#### SPELL NAME

type

**Level:** 5

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

#### SPELL NAME

type

**Level:** 5

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

## CLERIC SPELLS

### LEVEL ONE

#### CALL OF ZEAL

Alteration

**Level:** 1

**Spell Line:** Call of Zeal

**Mana:** 3

**Components:** V

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

This spell calls upon the Cleric's god, empowering them to greater will to fight their enemies. While in effect, Call of Zeal causes all attack rolls to be made with the Cleric's Wisdom modifier rather than Strength or Dexterity. Further, the Cleric adds their Wisdom modifier to damage rather than Strength.

#### COMMAND

Alteration

**Level:** 1

**Spell Line:** Command

**Mana:** 2

**Components:** V

**Casting Time:** 1 Action

**Recast:** Instant

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

**Target:** One living creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The character gives the subject a one-word command in the form of a verb in the imperative mood, which the subject then obeys to the best of their ability unless they make a Will save. Suicide would not work, but Drop would. Die causes the target to swoon and lie prone for 1 round, faking death. A very reasonable command may impose a penalty of -1 to -4 on the Will save, by GM discretion. Obviously the creature must both understand the language and be able to comprehend what it is being told to obey.

#### DETECT POISON

Divination

**Level:** 1

**Spell Line:** Detect Poison

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One creature, one object, or a 5 ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20), or Alchemy check (DC 18). This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood/dirt.

#### LIGHT OF QUELLIOUS

Divination

**Level:** 1

**Spell Line:** Light of Quellious

**Mana:** 1

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** Object touched

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

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. *Light of Quellious* taken into an area of magical darkness causes the darkness and torchlight to be canceled, reverting to natural lighting.

#### MINOR HEALING

This spell is as written, except it heals +1 hit point per level past the first.

#### PELOM'S SUSTENANCE

Conjuration

**Level:** 1

**Spell Line:** Sustenance

**Mana:** 2

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** permanent (see text)

**Saving Throw:** Fort (harmless)

**Spell Resistance:** Yes (harmless)

The Cleric negates a target creature's need for food and water, making them feel sated and full, with the full nutritional benefit as if they had eaten a sensible meal. This does not eliminate the need to eat again later as normal.

#### PURIFY FOOD AND DRINK

Alteration

**Level:** 1

**Spell Line:** Purify

**Mana:** 2

**Components:** V, S, DF

**Casting Time:** 1 Action

**Recast:** 1 Round

**Range:** 10 ft

**Target:** 1 cubic ft/level of contaminated material

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food or water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. This spell has no effect on any creature or liquid other than water.

#### STRIKE

This spell is identical to its write up in the Player's Handbook except it does d6 damage, not d8.

## YAULP

This spell grants Clerics +3 to hit and damage, not to Str score.

## LEVEL TWO

### COURAGE OF MARR

Alteration

**Level:** 2

**Spell Line:** Courage of Marr

**Mana:** 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

This spell grants the creature touched a +2 morale bonus on attack rolls, saving throws and skill checks.

### DETECT TRAPS

Divination

**Level:** 1

**Spell Line:** Detect Traps

**Mana:** 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Close (25 ft+5 ft/level)

**Target:** one object or 10ft<sup>3</sup> area

**Duration:** Concentration (D)

**Saving Throw:** None

**Spell Resistance:** No

While concentrating, the caster is able to detect traps and triggered negative effects in an object or small area. Each round of concentration gives one piece of information as desired:

- Existence of a trap
- Location of trap
- Basic effect of trap
- Trigger of trap

Each round you can detect a new trap or examine a new area. The detect This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood or dirt.

### DIAGNOSE

Divination

**Level:** 2

**Spell Line:** Diagnose

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 round per state determined

**Saving Throw:** No

**Spell Resistance:** Yes (harmless)

With this spell, the Cleric is able to determine the health and condition of any creature touched. Each round the Cleric may determine the one piece of information about the target:

- Age (actual and magical aging, if any)
- Disease
- Level Drains
- Mental control or not
- Poison
- Possession or not
- Relative health (hp value in quarters)
- Sanity
- Stat Drains

If the target is feigning death, then they get a Will save to fool the diagnosis to reveal “dead” as the physical state of the target.

### FUROR

This spell is identical to its write up in the Player’s Handbook except it does 2d6 damage instead of 2d8.

### GATE

Clerics do not get Gate at level 2, they gain it at level 3.

### LIGHT HEALING

This spell is as written, except it increases by 3 hit points per level past level 3.

### LYMON’S CHEER

Alteration

**Level:** 2

**Spell Line:** Lymon’s Cheer

**Mana:** 5

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See Text

**Spell Resistance:** No

With a touch, the Cleric removes any fear effect in the target if *Lymon’s Cheer* succeeds. The Cleric must make a Will check against the fear spell’s save DC to dispel its effects.

### SHIELD OTHER

Abjuration

**Level:** 2

**Spell Line:** Shield Other

**Mana:** 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

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

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

**Spell Resistance:** Yes (harmless)

This spell wards the subject, creating a mystic connection between them and the Cleric. The target of *Shield Other* gains a +1 deflection bonus to AC and a +1 resistance bonus to all saves. The subject also takes only half damage from all wounds and attacks that deal hit point damage. The caster of *Shield Other* suffers the remaining half damage. If the target has any bonus hit points, those are deducted before splitting the damage in half. Self-inflicted and environmental damage (such as falling off a cliff) is not halved or shared.

### **SLEEP**

Evocation (divine)

**Level:** 2

**Spell Line:** Sleep

**Mana:** 5

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will halves

**Spell Resistance:** Yes

With a touch, the Cleric inflicts d4+1/level subdual damage to the target. This spell has no effect on any target that cannot or does not sleep for any reason, and obviously does nothing to targets immune to subdual damage.

### **VALIANCE**

Enhancement

**Level:** 2

**Spell Line:** Valiance

**Mana:** 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 20 feet

**Target:** One creature/level

**Duration:** 10 minutes/level

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

**Spell Resistance:** Yes (harmless)

While Valiance lasts on a character, they gain a +2 morale bonus to saves versus any fear-based or low-morale based effects, and +2 to hit rolls or any skill check to offset any penalty due to fear, intimidation, or low morale.

### **PAIN UNDEAD**

Evocation

**Level:** 2

**Spell Line:** Pain Undead

**Mana:** 6

**Components:** V, S, DF

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 1 round + 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

The cleric is able to, with this spell, cause damage to undead rather than frighten them with his *Turn Undead* ability. When cast, the next *Turn Undead* attempted within the duration of *Pain Undead* will, if successful, cause 1d4 damage +1 hp per level to each undead affected by the attempt instead of frightening them.

## **LEVEL THREE**

### **AUGURY**

Divination

**Level:** 2

**Spell Line:** Augury

**Mana:** 4

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An augury can tell the caster whether a particular action in the immediate future will bring good or ill results. The base chance for receiving a meaningful reply is 70%+1% per level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that success is automatic, or so vague as to have no chance of success. If the augury succeeds, the character learns one of four results:

- “Weal” (probably good results)
- “Woe” (probably bad results)
- “Weal and Woe” (mixed results)
- “Nothing” (for actions that will have neither positive nor negative results.)

If *Augury* fails, the character gets the “Nothing” result, and has no way of knowing whether this was due to success or failure. Augury can only see into the future about half an hour, so anything that might happen after that time period does not affect the augury.

### **DIVINE FURY**

Alteration

**Level:** 3

**Spell Line:** Divine Fury

**Mana:** 6

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One weapon

**Duration:** 10 min/level

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

**Spell Resistance:** No

This spell allows the cleric to enchant a weapon to do increased damage and have greater accuracy against certain foes. The affected weapon is +2 to hit and damage only against enemies of the cleric's god. The weapon gains no bonus against any other targets (although if it is otherwise unenchanted, it is treated as a +1 weapon for the purposes of damage reduction abilities).

*Divine Fury* may be cast even on weapons that are already enchanted, although intelligent weapons may make a Will save to ignore the spell.

### **GATE**

Clerics get this spell at level 3, not level 2.

## DEITY-BASED SPELLS

Clerics are able to call upon specific powers and learn unique spells based upon their god at some levels. This starts at level 3. Only devotees of the listed deities can learn these spells.

### BRELL'S SHOVEL

*Brell Serilis*

Alteration

**Level:** 3

**Spell Line:** Brell's Shovel

**Mana:** 1/round

**Components:** S, DF

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** 25 feet

**Target:** Earth, sand, or clay.

**Duration:** Concentrate, 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

*Brell's Shovel* allows the Cleric to excavate and tunnel with magical force. This spell will remove a 1-foot cube every round of effect, but cannot dig through any material harder than hard-packed clay. This spell has no effect on intelligent or animate earthen objects such as elementals. Each round this spell is used to dig, it costs 1 mana.

### DRAGON'S CLAWS

*Veeshan*

Alteration

**Level:** 3

**Spell Line:** Dragon's Claws

**Mana:** 12

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the Cleric's hands to lengthen, harden, and turn into small dragon talons. With these claws, the Cleric is then able to make hand-to-hand attacks without triggering an Attack of Opportunity, dealing d4 damage per level. These Dragon Claws are +1 to hit for every 5 levels of the Cleric and are treated as if they are enchanted with that level of power for the purposes of ignoring Damage Reduction. However, while this spell is in effect, the Cleric cannot cast any spell which requires Somatic components and cannot engage in any fine activity with the fingers (sewing, lockpicking, etc).

### EMOTION

*Ayonae Ro, Erollisi Marr, Lanys T'vyl, Tholuxe Paells*

Alteration [Mind]

**Level:** 4

**Spell Line:** Alliance

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 action

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

**Target:** All living creatures within a 15-ft. radius

**Duration:** Concentration

**Saving Throw:** Will negates

**Spell Resistance:** yes

This spell arouses a single emotion of your choice in the subjects. You can choose any one of the following emotions:

**Despair:** The enchanted creatures suffer a -\2 moral penalty to saving throws, attack rolls, ability checks, skill checks, and damage rolls. *Emotion (despair)* dispels *Emotion (hope)*.

**Fear:** The enchanted creatures flee from you whenever they are in sight of you. *Emotion (fear)* dispels *emotion (rage)*.

**Friendship:** The enchanted creatures react more positively toward others. Their attitude on the Influencing NPC Attitude Table shifts to the next more friendly reaction. Creatures involved in combat, however, continue to fight back normally. *Emotion (friendship)* dispels *emotion (hate)*.

**Hate:** The enchanted creatures react more negatively toward others. Their attitude on the Influencing NPC Attitude Table shifts to the next less friendly reaction. *Emotion (hate)* dispels *emotion (friendship)*.

**Hope:** The enchanted creatures gain +2 morale bonus against saving throws, attack rolls, ability checks, skill checks, and damage rolls. *Emotion (hope)* dispels *Emotion (despair)*.

**Rage:** The enchanted creatures gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. *Emotion (rage)* dispels *emotion (fear)*.

### FIRESTRIKE

*Solusek Ro*

This is identical to the level 2 Wizard spell *Icestrike*, but deals fire damage instead of cold.

### INVISIBILITY TO ANIMALS

*Tunare*

This is identical to the level 3 Druid spell of the same name.

### JUSTICE

*The Tribunal*

Alteration

**Level:** 3

**Spell Line:** Justice

**Mana:** 15

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** 50 ft

**Target:** One creature and you

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Calling on the Tribunal, the Cleric negates some of the imbalance between them and their opponent. Justice compares the Cleric and its target, and adjusts AC, Hit points, Attack Bonus, Damage, and Saving Throws to bring them closer to equal. Each stat is reduced by up to -2 on the target, and each stat is raised by up to +2 on the Cleric, only to bring them to be equal. If there is no difference or the target's stat is lower than the Cleric, there is no effect. Damage is adjusted by dice increments (so d4 raises to d6, or d12 reduces to d10).

### LUCK SHIELD

*Fizzlthorpe Bristlebane, Torvonnulous, Xev Bristlebane*

Abjuration

**Level:** 3

**Spell Line:** Luck Shield

**Mana:** 12

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Close (25 ft+5 ft/level)

**Target:** Up to 6 creatures within range

**Duration:** 10 min/level

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

**Spell Resistance:** Yes (harmless)

The Cleric is able to protect creatures with an aura which provides a +2 luck bonus to AC and Saving Throws, and requires all attack rolls which succeed in hitting the protected target to be re-rolled (which might result in a critical hit when it did not before). Sometimes luck works for ill.

### MARR'S ARMOR

*Mithaniel Marr*

Abjuration

**Level:** 3

**Spell Line:** Marr's Armor

**Mana:** 10

**Components:** V, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

This spell grants the Cleric a divine bonus of +5 AC and DR 5/- but only while fighting evil, the undead, or creatures bent on destruction and disorder (rioters, looters, etc). Any other creature can attack the Cleric without facing this extra protection, although their action may trigger it from then on by an act of evil or destruction and disorder.

### MESMERIZE

*Morrel-Thule, Quellious*

This is identical to the level 2 Enchanter \spell of the same name.

### NIFE'S BLESSING

*Rodcet Nife*

Alteration

**Level:** 3

**Spell Line:** Nife's Blessing

**Mana:** 10

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** Two creatures/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

The creatures affected by this blessing receive increased benefit from any healing. Any effect which restores hit points — including Heal skill, Bard songs, and magic — are increased by 10% for the duration of Nife's Blessing.

### RAGE OF ZEK

*Rallos Zek, Roflon Zek, Sullon Zek, Tallon Zek, Vallon Zek*

Alteration

**Level:** 3

**Spell Line:** Rage of Zek

**Mana:** 13

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 round

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

**Target:** Up to 6 creatures within range

**Duration:** Concentration (D)

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

**Spell Resistance:** Yes (harmless)

Each affected creature gains +2 Morale bonus to Str and Con, a +1 morale bonus to Will saves, and a -2 penalty to AC. While under effect of this spell, the creature may not use any abilities that require concentration or patience, such as the Warrior's *Berserk* skill or any spellcasting.

### TAPER ENCHANTMENT

*Druzzil Ro*

This is identical to the level 1 Enchanter spell of the same name.

### WATER WALKING

*Prexus*

This is identical to the level 3 Druid spell of the same name. (needs writeup)

### WHIRLING WIND

*Karana*

This is identical to the level 2 Druid spell of the same name.

## LEVEL FOUR

### CALM EMOTIONS

Alteration [mind-affecting]

**Level:** 4

**Spell Line:** Lull

**Mana:** 10

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One creature/level, all of which must be within 30 feet of each other.

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell calms agitated creatures. It grants no control over the affected creatures, but this spell can stop them from raging and fighting or joyous reveling. Creatures affected by *Calm Emotions* cannot take violent action, although they can defend themselves. They cannot do anything aggressive or emotionally intense. Any damage dealt to a creature under this spell immediately breaks its effect on them.

This spell automatically suppresses (but does not dispel) mind-affecting spells such as *confusion*, *emotion*, and *fear*. While *Calm Emotions* last, the suppressed spell has no effect, but it starts up as soon as the spell ends providing its duration has not expired.

## CURE PARALYSIS

Alteration

**Level:** 4

**Spell Line:** Cure Poison

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature per level, no more than 30 feet apart

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

This spell frees one or more creatures from the effects of any temporary *paralysis* effect including *slow* effects of equal or lower level than the Cleric. If the effect is higher level than the Cleric, the victim gains an immediate save check at +4 to break free.

## GENTLE REPOSE

Alteration

**Level:** 4

**Spell Line:** Gentle Repose

**Mana:** 12

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One corpse

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** No

This spell preserves the remains of a dead creature so it does not decay. Doing so extends the time limit on raising the creature from the dead. Days spent under the influence of this spell do not count against any time limit on resurrection effects. In addition, this spell makes transporting a fallen comrade more pleasant.

Any continuing or corruptive influence on the corpse is stopped immediately as well, such as transformation to undead. This spell also works on severed body parts.

## NAHOR'S LIBERTY

Abjuration

**Level:** 4

**Spell Line:** Nahor's Liberty

**Mana:** 10

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

*Nahor's Freedom* enables you or the creature you touch to move and act normally for the duration of the spell, even under the influence of effects that hinder or end movement such as *Root*, *Slow*, and *Web* effects.

The spell also allows a character to move and attack normally underwater as if on dry land (but does not permit water breathing or protect from pressure).

## PROTECTED SOUL

Abjuration

**Level:** 4

**Spell Line:** Protected Soul

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (harmless)

With a touch, the Cleric wards the creature from effects that drain ability points or levels. Each time a creature is struck by such an attack, it rolls a save at d20+Cleric's level against 11+attacker's HD/level.

If the warded creature succeeds in this save, they lose no levels or ability points. *Protected Soul* does not protect against ability damage dealt by disease or poison, only from negative energy, soul damage, or necromantic attacks.

## SPEAK WITH DEAD

Divination

**Level:** 4

**Spell Line:** Speak with dead

**Mana:** 9

**Components:** V, S

**Casting Time:** 10 minutes

**Recast:** 1 minute

**Range:** 10 ft

**Target:** One corpse

**Duration:** 1 min/level

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

**Spell Resistance:** No

The caster is able to contact a corpse's spirit and question it up to one question per 2 levels of the Cleric. The corpse only knows what it knew in life. Answers are usually brief and cryptic. If the creature's alignment is different than the Cleric, it gains a Will save to refuse answers. This spell can only be cast on a given corpse once a week. The body must be intact enough to give the semblance of speaking. This spell has no effect on undead creatures.

## SUNLIGHT

Alteration [light]

**Level:** 4

**Spell Line:** Light of Quellious

**Mana:** 15

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Effect:** Creates light source

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

With a word of command, the Cleric creates a glowing light above his head, floating a few inches to a foot above it. This light illuminates an area of 30 feet in radius and is actual sunlight, so any creature that reacts poorly to direct light of the sun will be affected by this light source. If there is no room above the Cleric's head, the light will not form.

**LEVEL FIVE**

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

**SPELL NAME**

type  
Level: 5  
Spell Line:  
Mana:  
Components:  
Casting Time:  
Recast:  
Range:  
Target:  
Duration:  
Saving Throw:  
Spell Resistance:  
description

## DRUID SPELLS

### LEVEL ONE

#### AZIRAL'S THISTLES

Alteration

**Level:** 1

**Spell Line:** Shield of Thistles

**Mana:** 1

**Components:** V

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Very Close (5 ft+1 ft/level)

**Target:** One creature

**Duration:** 1 round+1 round/level

**Saving Throw:** Will (harmless)

**Spell Resistance:** Yes (harmless)

*Aziral's Thistles* puts a very short-term damage shield (1) on the target. This damage shield only lasts for 1 hit, the first hit the creature sustains before the duration runs out.

#### DANCE OF FIREFLIES

Instead of summoning an item, this summons a cloud of fireflies around the Druid, illuminating an area of 20 feet in radius with tiny dancing lights.

#### DETECT POISON

Divination

**Level:** 1

**Spell Line:** Detect Poison

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One creature, one object, or a 5 ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20), or Alchemy check (DC 18). This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood or dirt.

#### FAIRY FIRE

Divination

**Level:** 1

**Spell Line:** Fairy Fire

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** 1 minute/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

A pale glow of twinkling fay light surrounds the target. Any creature affected by *Fairy Fire* sheds light as if they were a candle, cannot turn invisible, and suffer a -10 penalty to stealth checks until the spell ends. The druid decides the color of the *Fairy Fire* when the spell is cast. *Fairy Fire's* light is too dim to cause damage to any creature vulnerable to light.

#### FEATHER FALL

Alteration

**Level:** 1

**Spell Line:** Feather Fall

**Mana:** 2

**Components:** V

**Casting Time:** Free action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** Until landing, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the caster to fall at 60 feet a round, sustaining no damage upon impact while the spell lasts. *Feather Fall* does not function any time the Levitate line of spells cannot function.

#### FEED ANIMAL

Conjuration

**Level:** 1

**Spell Line:** Feed Animal

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Personal

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

*Feed Animal* creates one meal's worth of food appropriate to any natural animal that the Druid chooses. This food is clean and healthy and appears at the Druid's feet. This summoned food will be preferred to any other food nearby for the given creature.

#### FERAL FURY

Alteration

**Level:** 1

**Spell Line:** Feral Fury

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless, object)

Casting *Feral Fury* on a creature enchants it so that its natural attacks are treated as if they were +1 weapons. The spell grants no enhancement, but allows creatures to normally affect any target with Damage Reduction  $x/+1$ . *Feral Fury* cannot be cast on any target but a creature's natural weapons, but it will affect hand-to-hand attacks by monks, for instance. Every 5 of the Druid's levels, this increases by +1 for the creature.

## HAFBOB'S THORN DART

Evocation

**Level:** 1

**Spell Line:** Hafbob's Thorn Dart

**Mana:** 3

**Components:** V, S, M

**Casting Time:** 1 Action

**Recast:** 1 round

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Ref negates

**Spell Resistance:** Yes

The druid enchants an ordinary thorn to fly at the target, causing minor wounds and ignoring normal toughness. This spell deals d4 damage but ignores all Damage Reduction, Intangibility, and any other damage-reducing power, including immunities such as resistances.

*Material Components:* a thorn

## NATURAL LORE

Divination

**Level:** 1

**Spell Line:** Natural Lore

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

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

**Target:** Quarter circle emanating from you to maximum range

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect a certain type of animal or plant in whatever direction you face. The species or type must be decided before the spell is cast. Each round, a new type or species may be selected. With a Wilderness Lore or appropriate Knowledge check against DC 20, the number, condition, and location of the plant or animal in question may be determined. *Natural Lore* is blocked by any worked metal or glass.

## SPEAK WITH ANIMALS

Divination

**Level:** 1

**Spell Line:** Speak with Animals

**Mana:** 2

**Components:** V, S, F

**Casting Time:** 1 Round

**Recast:** 1 Round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

This spell allows the Druid to communicate with animals as if they had the 1<sup>st</sup> level beastlord ability. While in effect, this grants a +2 enhancement bonus to Animal Empathy, Handle Animal, and Ride checks.

*Focus:* some food of the type the animal eats.

## LEVEL TWO

### ANIMAL MESSENGER

Alteration [mind-affecting]

**Level:** 2

**Spell Line:** Animal Messenger

**Mana:** 3

**Components:** V, S (M)

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 1 mile/level

**Target:** One animal

**Duration:** Until message delivered, 1 day, or animal dies.

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows the Druid to enchant any Diminutive or Tiny natural animal with fewer hit die than the Druid has levels. The animal targeted must be within 5 feet of the Druid when *Animal Messenger* is cast and cannot be tamed or trained by someone else.

The animal will permit anything light to be tied to or given it such as a scroll or piece of paper, which it will carry to a specific location that it understands, can find, or knows about. The animal will do anything it can to get to that location and will do nothing except move as well and quickly as it is able to get there. It will then go and wait at that location, allowing the first person to approach and take the message away. The animal will wait until the spell expires or someone takes the message from it, at whereupon it resumes its normal activities. This message cannot be a command word nor does it act as a verbal component to any spell.

### FAYWALK

type

**Level:** 2

**Spell Line:** Faywalk

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature/level touched

**Duration:** 10 minutes/level

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

**Spell Resistance:** Yes (harmless)

The subjects of this spell can move through any terrain and leave neither footprints nor scent. Tracking the subject is impossible through non magical means.

## MIST

Conjuration

**Level:** 2

**Spell Line:** Mist

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Area:** Cloud centered on you spreads 30 ft wide and 20 ft high

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

A misty vapor arises around you. This *Mist* is stationary once created, and obscures all sight including Infravision beyond 5 feet. Creatures 5 feet away in the *Mist* gain 50% concealment. Creatures further away have total concealment. A moderate wind (11+ mph) will disperse the *Mist* in 4 rounds. A strong wind (21+mph) disperses the *Mist* in 1 round. Any wind stronger than 30 mph or fire-based area effect spell clears out the fog instantly. This spell does not function underwater.

## SPEAK WITH PLANTS

Divination

**Level:** 2

**Spell Line:** Speak With Animals

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

The Druid gains the ability to speak to any plant with any level of intelligence. Ordinary plants have no intelligence to communicate with, but Norrath has more than a few intelligent plant life species. *Speak With Plants* does not make the plants any more friendly or cooperative than normal, although they may be curious and interested when engaged in conversation. The plant's personality and motivations does not change. If the plant is friendly, it may do a service for the Druid, as determined by the GM.

## SUSTENANCE

Conjuration

**Level:** 1

**Spell Line:** Sustenance

**Mana:** 2

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** permanent (see text)

**Saving Throw:** Fort (harmless)

**Spell Resistance:** Yes (harmless)

The Druid negates a target creature's need for food and water, making them feel sated and full, with the full nutritional benefit as if they had eaten a sensible meal. This does not eliminate the need to eat again later as normal.

## WARP WOOD

Alteration

**Level:** 2

**Spell Line:** Warp Wood

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Close (25 ft+5 ft/level)

**Target:** Wood no larger than 10 ft<sup>3</sup>+1 ft<sup>3</sup>/level

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

The druid is able to reshape any worked, dead wood in simple ways, up to a certain volume based on their level. This wood cannot be magical or enchanted and must be dead and worked or cut in some way (a fallen branch off a tree is immune to *Warp Wood*, but firewood cut by a creature would be vulnerable to it). The wood may be affected any way a Druid could bend or twist hard rubber with his hands, and remains in that shape after the Druid ends the spell.

*Warp Wood* may be used to construct very simple structures such as a bowl or a rough box, to spring planks on a ship, create an opening, or even seal an opening with wood. Nothing complex or with moving parts may be constructed with *Warp Wood*.

## ZEPHYR

Conjuration (air)

**Level:** 2

**Spell Line:** Zephyr

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** long (100 ft+10 ft/level)

**Area:** 10x10 wind moves toward or away from caster

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a breeze of gentle winds (5 mph or less) that emanates from the caster and blows away from or toward him, up to the full length of the range. The breeze is strong enough to extinguish a candle, but will not harm any larger flame.

## LEVEL THREE

### HAFBOB'S ARACHNID CRAWL

Alteration

**Level:** 3

**Spell Line:** Habob's Arachnid Crawl

**Mana:** 7

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min/level

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

**Spell Resistance:** Yes (harmless)

The subject of this spell can move half speed straight up vertical surfaces and normal speed on ceilings, inverted. If a creature tries to pull the subject off a surface, they must make a Str check against 10+spell caster's level to do so. The subject is able to stand and act normally, even horizontal to the floor while standing on the wall.

## REMOVE LESSER CURSE

Abjuration

**Level:** 3

**Spell Line:** Remove Lesser Curse

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See below

**Spell Resistance:** No

This spell will remove a single curse effect of caster level 10 or less. If the curse's caster level is higher than the Druid, then he must roll a check of D20+level vs the curse's DC of 9+caster level.

## SHIELD OF MUD

Alteration

**Level:** 3

**Spell Line:** Shield of Mud

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Saving Throw:** See below

**Spell Resistance:** No

This spell causes anyone who hits the Druid to need to make a Reflex save at DC 10+ the Druid's Wis bonus or become stuck to the ground. This magically forces the target to remain in their location for D4 rounds (the GM rolls secretly).

The mud can be broken free by taking damage; each time the immobilized character is hit, the root must make a check against a DC equal to 10+damage sustained. Teleporting will break free of the mud.

## SOFTEN ROCK

Alteration [earth]

**Level:** 3

**Spell Line:** Soften Rock

**Mana:** 13

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** 10 ft<sup>2</sup>/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, all natural earth or soft stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes sand or dirt, and stone becomes clay that is easily molded or chopped. *Soften Rock* affects a 10x10 area with the depth determined by the density and hardness of the material; from 1 to 4 feet by the GM's determination. Only unworked, undressed natural stone or earth may be affected. This spell has no effect on elementals.

Mud or dirt reduces movement by half and requires a Reflex save to attempt any special maneuvers involving movement to stay standing.

## STARSHINE

Instead of summoning an object, this creates starlight in the area the Druid indicates which illuminates an area with the soft glow of 20 foot radius (acting as a very bright light source for ultravision, showing a 75 foot radius). This glow does not interfere with infravision and will not alarm natural animals. The glowing area may be moved to anywhere within close range (25 ft+5 ft/level) of the Druid.

## WATER WALK

**Level:** 3

**Spell Line:** Water Walk

**Mana:** 5

**Components:** S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 10 min/level

**Saving Throw:** Reflex negate (harmless)

**Spell Resistance:** No

While under the effect of this spell, any creature is able to run about and even crawl on top of the water as if it is a solid surface. They may move normally even across acid, lava, mud, quicksand, oil, and snow, but any damage sustained from contacting this material will still take place. If someone is under water when this spell is cast, they can swim normally but are able to jump up pull themselves out of the water on the surface, or conversely dive under if they desire.

## WOOD SHAPE

Alteration

**Level:** 3

**Spell Line:** Wood Warp

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One piece of wood or structure no larger than 10<sup>2</sup>ft+1<sup>2</sup>ft/level.

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This spell allows the caster to form one existing piece of wood or wooden structure into any shape that suits their purpose. For example they could make a wooden weapon, fashion a trap door, or sculpt a crude idol. This spell also permits someone to make an exit where a door was, or seal an area with wood.

*Wood Shape* will not allow fine detail, only rough structure without moving or complex parts. The hardness and type of wood is unchanged, only its physical shape and appearance may be shaped with this spell.

## **LEVEL FOUR**

### **AZIRAL'S PRUNING**

Alteration

**Level:** 4

**Spell Line:** Aziral's Pruning

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** 100 ft radius circle or 200 foot radius quarter circle (see below)

**Duration:** Instantaneous

**Saving Throw:** None (see below)

**Spell Resistance:** No (see below)

This spell causes all normal vegetation within the affected area to shrink to about a third their normal size, becoming less bushy and lush. The caster can affect a 100 foot radius circle or 200 foot radius quarter circle, and leave any areas desired within that unaffected by *Aziral's Pruning*. This could be used, for example, to create a pathway through thick undergrowth.

Any intelligent or animate plants in the area receive a Fortitude save against the spell to ignore its effects. For each such creature affected, every such plant gains +1 to their saving throw. Intelligent or animate plants affected by *Aziral's Pruning* are reduced by one size level (see page 5 of *Monsters of Norrath* for the effects of size changes), suffering a 25% reduction in damage dealt and losing 25% of their hit points.

### **GUST**

Conjuration [air]

**Level:** 4

**Spell Line:** Zephyr

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 100 ft+10 ft/level

**Target:** quarter circle 50 feet radius

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a strong blast of air (30 mph) that originates from the caster and moves out to the extent of the range and area in the direction they are facing. This *Gust* automatically extinguishes candles, torches, and small fires, and will extinguish uncovered lanterns as well. Any light, loose objects will be blown about, gasses and smoke is instantly cleared from the area, and small creatures may be *knocked down*.

Any creature of small or lower size must make a Reflex save to avoid being knocked prone. For each size class smaller, the creature in question suffers a -2 circumstance penalty to their save. Flying creatures are knocked back d6x10 feet by the *Gust*. This *Gust* only lasts an instant.

### **NAHOR'S LIBERTY**

Abjuration

**Level:** 4

**Spell Line:** Nahor's Liberty

**Mana:** 10

**Components:** V, S DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

*Nahor's Freedom* enables you or the creature you touch to move and act normally for the duration of the spell, even under the influence of effects that hinder or end movement such as *Root*, *Slow*, and *Web* effects.

The spell also allows a character to move and attack normally underwater as if on dry land (but does not permit water breathing or protect from pressure).

### **PARALYZE ANIMAL**

type

**Level:** 4

**Spell Line:** Calm Animal

**Mana:** 7

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One animal

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target animal freezes in place, standing helpless. It is aware and breathes normally but can take no physical action, even speech. The creature is able to engage in mental activity.

Any winged flying creature cannot flap its wings and will fall. Any swimming creature cannot swim.

### **PATH LORE**

Divination

**Level:** 4

**Spell Line:** Natural Lore

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 10 ft

**Target:** One pathway or trail

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

**Saving Throw:** None

**Spell Resistance:** No

With this spell, the caster is able to determine information about a track, trail, path, or walkway. Any unworked, natural trail can be examined with Path Lore; thus a trail worn by workers traveling to fields would qualify, but a road cleared and smoothed by workers would not.

Each round the caster learns information about the pathway:

1st round: what created the path (the principle origin)

2nd round: the closest objects of interest the path leads to either direction

3rd round: any hazards or troubles on the path within 100 feet

4th and subsequent rounds: hazards, troubles, and objects of interest 100 feet further each round.

## QUENCH

Alteration

Level: 4

Spell Line: Quench

Mana: 6

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Target: a 20 foot cube/level or one fire based magic effect

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell instantly extinguishes all non magical fires in its area, cooling the materials so that they will not readily ignite again. The spell also dispels magical fire effects in the area, although the caster must succeed at a dispel check of D20+caster level (max +15) against 11+caster level of the fire effect.

Any magical item or creature with a fire effect can make a will save to ignore the *Quench* spell.

## SOOTHE ANIMAL

Alteration [mind-affecting]

Level: 4

Spell Line: Calm Animal

Mana: 10

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Target: One animal

Duration: 1 min/level

Saving Throw: Will negates

Spell Resistance: Yes

*Soothe Animal* will reduce aggression, fear, and hostility in any one target animal. The animal will become calm, removing any territorial anger or fear, allowing anyone to come near to them without becoming agitated. Animals under this effect will not become tamed or pets; most will not appreciate physical contact and will avoid intruders, but will not be upset or angry as long as the spell's effect continues. Animals under the effect of this spell cannot attack but will defend themselves if attacked, preferring to move away.

When *Soothe Animal's* effect ends, the animals will return to their normal behavior, but will not immediately become hostile or frightened by anyone they were calm around before unless they do something that would upset or anger the animal.

## SPIKES

Conjuration [earth]

Level: 3

Spell Line: Spikes

Mana: 10

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Area: one 5 ft square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell causes any solid surface to be covered with stone spikes. Any creature moving on foot into or through the spell's area suffers 1d4 damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by 1/3. This speed penalty lasts for 24 hours or until the injured creature has its damage healed through magic. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spells's save DC.

The area that Spikes cover is up to a 5 foot square per level of the caster. These squares can be in any configuration as long as each square touches another square in some way (even diagonally).

## WARP STONE

Alteration

Level: 4

Spell Line: Warp Wood

Mana: 10

Components: V, S

Casting Time: 1 round

Recast: 1 round

Range: Close (25 ft+5 ft/level)

Target: Wood no larger than 10 ft<sup>3</sup>+1 ft<sup>3</sup>/level

Duration: Instantaneous

Saving Throw: Fort negates (object)

Spell Resistance: Yes (object)

The druid is able to reshape any worked stone in simple ways, up to a certain volume based on their level. This stone cannot be magical or enchanted and must be dead and worked or cut in some way (a naturally formed rock is immune to *Warp Stone*, but bricks or blocks of stone shaped by a creature would be vulnerable to it). The stone may be affected any way a Druid could bend or twist hard rubber with his hands, and remains in that shape after the Druid ends the spell.

*Warp Stone* could be used to construct very simple structures such as a bowl or a rough box, to pop bricks free of a building, create an opening, or even seal an opening with wood. Nothing complex or with moving parts may be constructed with *Warp Stone*.

## WEBS

Conjuration

**Level:** 4

**Spell Line:** Snare

**Mana:** 12

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 action

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

**Target:** 20 foot radius spread

**Duration:** 10 min/level

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

**Spell Resistance:** Yes

*Webs* creates a multi-layered mass of strong sticky strands that will catch anyone in their midst. The strands are similar to giant spider webs and must be anchored on two or more solid and opposed surfaces (pillars, the floor and the ceiling, two trees, etc) or else the web collapses to the ground. Creatures caught within the *Webs* or simply touching the strands become *entangled* among the gluey fibers.

An *entangled* creature suffers a -2 entanglement penalty to attack rolls, a -4 entanglement penalty to Dex, and cannot move. An entangled character attempting to cast a spell must make a Channeling check at DC 15.

Anyone within the area of the *Webs* must make a Reflex save. If the save succeeds, the creature is not stuck in the strands, but if they try to move away may become stuck (see below). Any stuck creature can attempt to escape the webs by succeeding at a Str check at DC 20 or an Escape Artist check at DC 25. Once free, a character can move through the *Webs* very slowly. Each round devoted to moving the character must make a new Str or escape artist check, or a Reflex save. The creature moves 5 feet for each full five points the check exceeds 10.

*Webs* provides one-quarter cover for every five feet of the strands between you and your foe (so 15 feet gives 75% coverage). The strands of the *Webs* are flammable and will ignite and burn away rapidly when exposed to an open flame (such as a spell or torch). Anything caught within the *Webs* suffers 2d4 damage from the flames.

## LEVEL FIVE

### SPELL NAME

type

**Level:** 4

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

### SPELL NAME

type

**Level:** 4

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

### SPELL NAME

type

**Level:** 4

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

### SPELL NAME

type

**Level:** 4

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

## ENCHANTER SPELLS

### LEVEL ONE

#### CLAMOR

Divination

**Level:** 1

**Spell Line:** Minor Illusion

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

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

**Duration:** 1 minute

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

*Clamor* allows you to create a volume of sound that varies in volume and moves as you desire. You choose what type of sound the spell creates when casting the spell and that sound is fixed in type until *Clamor* is recast. You can produce as much noise as four normal humans per caster level (up to a maximum of twenty humans).

When used with *Glamor* this can be a very effective illusion.

#### COMMAND

Alteration

**Level:** 1

**Spell Line:** Command

**Mana:** 2

**Components:** V

**Casting Time:** 1 Action

**Recast:** Instant

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

**Target:** One living creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The character gives the subject a one-word command in the form of a verb in the imperative mood, which the subject then obeys to the best of their ability unless they make a Will save. Suicide would not work, but Drop would. Die causes the target to swoon and lie prone for 1 round, faking death. A very reasonable command may impose a penalty of -1 to -4 on the Will save, by GM discretion. Obviously the creature must both understand the language and be able to comprehend what it is being told to obey.

#### GILLIT'S MARK

Divination

**Level:** 1

**Spell Line:** Gillit's Mark

**Mana:** 1

**Components:** S

**Casting Time:** 1 action

**Recast:** 1 round

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

**Target:** One person

**Duration:** permanent

**Saving Throw:** none

**Spell Resistance:** no

This spell allows you to inscribe your personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible – but it always is visible to the caster. *Gillit's Mark* enables you to etch the rune on any substances (even stone or metal) without harm to the material upon which the mark is placed. If an invisible mark is made, a *Detect Magic* spell causes it to glow and be visible (although not necessarily understandable). *See Invisibility* also allows others to see an invisible mark.

#### GILLIT'S VOICE CASTING

Divination

**Level:** 1

**Spell Line:** Minor Illusion

**Mana:** 2

**Components:** V

**Casting Time:** 1 Action

**Recast:** Instant

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

**Duration:** 1 Round

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

This spell allows the caster to make his voice (or any other sound he could normally make) seem to issue from any location within the range of *Gillit's Voice Casting*. Even if the Will save is successful, the voice is still audible and any language used comprehensible as normal.

#### GLAMOR

Divination

**Level:** 1

**Spell Line:** Minor Illusion

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

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

**Duration:** 1 Round

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

This spell creates a visible illusion which can be up to 100 cubic feet in size, but of any complexity or type desired. The Illusion can be separated into several pieces, as long as it does not exceed the volume limitation. This illusion has no sound and the less plausible or reasonable it is, the easier the save may be (+1 to +4) for the victims. On the other hand a very convincing or plausible illusion may impose a -1 to -4 penalty on the Will save, by GM discretion.

When used with *Clamor* this can be a very effective illusion.

#### TORCHLIGHT

Alteration

**Level:** 1

**Spell Line:** Torchlight

**Mana:** 1

**Components:** V,S, F

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** Object touched

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

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. This light is a flame with heat but does not damage the item it is placed upon. The effect is immobile, but it can be cast on a movable object. *Torchlight* taken into an area of magical darkness causes the darkness and torchlight to be canceled, reverting to natural lighting.

## LEVEL TWO

### ENCHANT WEAPON

Alteration

**Level:** 2

**Spell Line:** Enchant Item

**Mana:** 3

**Components:** V S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless, object)

*Enchant Weapon* treats a weapon as if it is magical and has a +1 bonus. The weapon gains no actual bonus, but affects creatures with Damage Reduction  $x/+1$ . This spell can be cast on a weapon with any other enchantment on it, including temporary buffs. *Enchant Weapon* also cannot be cast on natural weapons such as claws or teeth.

### EXTEND ENCHANTMENT

Alteration

**Level:** 2

**Spell Line:** Extend Enchantment

**Mana:** 2

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** existing enchantment

**Duration:** doubles enchantment duration

**Saving Throw:** no

**Spell Resistance:** no

Extend Enchantment causes a spell cast on some object or target to last longer than normal. This can only be a beneficial spell that is cast on a target or one's self, a "buff" such as *Courage* or a magical enhancement cast on an item such as *Magic Weapon*. This spell causes the enchantment to last twice as long before fading away.

*Material Component:* Cat's Eye Agate

### FEATHER FALL

Alteration

**Level:** 2

**Spell Line:** Feather Fall

**Mana:** 2

**Components:** V

**Casting Time:** Free action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** Until landing, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the caster to fall at 60 feet a round, sustaining no damage upon impact while the spell lasts. *Feather Fall* does not function any time the Levitate line of spells cannot function.

### GATE

This spell is moved from level 2 to level 3.

### MAGIC MOUTH

Alteration

**Level:** 2

**Spell Line:** Magic Mouth

**Mana:** 3

**Components:** V, S, M

**Casting Time:** 1 minute

**Recast:** Instant

**Range:** 25 feet

**Target:** One creature or object

**Duration:** Permanent until discharged (D)

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

**Spell Resistance:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that remains invisible and undetectable until the next time a specified event occurs, at which time it suddenly appears and speaks its message. The message must be no longer than 20 words (+1 per level) in length, can be in any language the caster speaks, and can be delivered over a period of 10 minutes. The mouth cannot deliver verbal components of a spell or command words, nor otherwise activate any magic. It does, however, present an actual visible mouth which can be lipread and seen by all.

Any visual trigger can be defeated by magical darkness or invisibility, disguise (checked against the mage's level+Int modifier), or illusion. The Magic mouth is unable to determine non-visual or non-audio clues (such as level or alignment). The trigger's range can be no more than of 5 feet per caster level.

*Material Component:* Cat's Eye Agate

### MASQUE

Divination

**Level:** 2

**Spell Line:** Masque

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 action

**Range:** Personal

**Target:** You

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

**Saving Throw:** None (see below)

**Spell Resistance:** No

You are able to change your physical appearance to be similar to other members of the same race and gender. Thus, you can look fat, tall, skinny, ugly, old, young, attractive, pale, dusky, etc, but always the same race and gender. *Masque* is unable to make exact copies of someone, nor will it function as a disguise to appear as some other specific person.

The magic of *Masque* will at best cause you to look very similar, but easily distinguished from, another person. You do not gain any abilities or special characteristics in this manner except *Masque* can increase or reduce charisma by a maximum of 2 points. Any creature that interacts with you may make a Will check to discern the illusion of *Masque*.

## MISDIRECTION

Divination

**Level:** 2

**Spell Line:** Minor Illusion

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

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

**Target:** One creature or object

**Duration:** 1 hour/level

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

**Spell Resistance:** no

This spell misdirects information from divination spells that reveal auras (including detect evil, detect magic, discern lies, etc). Upon casting the spell, you choose another object within range. For the duration of the spell, the subject of the *misdirection* is detected as if it were the other object. Detection spells provide information based on the second object rather than the actual target of the detection unless the caster of the detection succeeds at his save.

## LEVEL THREE

### DETECT THOUGHTS

Divination

**Level:** 3

**Spell Line:** Detect Thoughts

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 minute

**Range:** 60 ft

**Area:** Quarter circle emanating from caster

**Duration:** Concentration, 1 min/level (D)

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

**Spell Resistance:** No

The caster can detect other creature's surface thoughts. The amount of information learned depends on how long the caster studies the area or subject:

1st Round: The presence or absence of thoughts

2nd Round: The number of thinking minds and rough intelligence level of each. If the highest Int in the area is at least 10 points higher than the caster (and Int 26 or higher) the caster is stunned 1 round and the spell ends.

3rd Round: Surface thoughts of any mind in the area, one mind per round can be examined. A target's Will save prevents the caster from reading its thoughts, requiring the spell to be recast to attempt again.

1 foot of stone, 3 inches of metal, a thin layer of lead, 6 inches of glass, or 3 feet of wood will block this detection effect.

## ENCHANT ARMOR

Alteration

**Level:** 3

**Spell Line:** Enchant Armor

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 Round

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

**Target:** One weapon

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

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

**Spell Resistance:** see below

This spell grants +1 Armor Class to a suit of armor while the duration lasts, and reduces the armor skill penalty by 1 and arcane spell failure by 3% (so armor with a -4 penalty would be -3 and with 25% arcane spell failure penalty it would be 22%). This spell cannot be cast on armor that is already enchanted nor any shields, but will take effect on masterwork armor.

## ENCHANT CLAY

Alteration

**Level:** 3

**Spell Line:** Enchant silver

**Mana:** 10

**Components:** V, M

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Touch

**Target:** One clay block

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

The Enchanter transforms a block of clay with a touch to enchanted material which can then be used in trade skills to make extraordinary pottery.

*Material Component:* A block of clay.

## ENCHANT SILVER

Alteration

**Level:** 3

**Spell Line:** Enchant silver

**Mana:** 10

**Components:** V, M

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Touch

**Target:** One bar of silver

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell transforms a bar of silver into a bar of Enchanted Silver which may be used in various tradeskills such as jewelcrafting and blacksmithing to make exceptional items.

## FEATHERWEIGHT

Alteration

**Level:** 3

**Spell Line:** Featherweight

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 71 round

**Range:** touch

**Target:** One container

**Duration:** 1 hour/level

**Saving Throw:** see below

**Spell Resistance:** yes

This spell causes one pack or other container for carrying items to reduce the weight of all it can hold normally. While Featherweight is in effect, the weight of the items in the bag is reduced by 10% although their bulk and size is not affected. This spell cannot be cast on any magical bag or container.

## GATE

This spell is moved from level 2 to level 3.

## SHIELD OF CONFUSION

Abjuration

**Level:** 3

**Spell Line:** Shield of Confusion

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Saving Throw:** See below

**Spell Resistance:** See below

This provides +2 AC against ranged attacks and +2 to Reflex saves. Also, each time the caster is struck in combat with any attack, effect, or spell the attacker must make a Will check or suffer a mind-affecting penalty of -2 to attack rolls, saves, ability score checks, and skill checks for the next 3 rounds.

## SUGGESTION

Alteration [mind-affecting]

**Level:** 3

**Spell Line:** Command

**Mana:** 6

**Components:** V

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One living creature

**Duration:** 1 hour/level or until completed (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The Enchanter influences the actions of the target creature by suggesting a course of activity (limited to one full, comprehensible sentence). The suggestion must be worded in such a way as to make the activity sound reasonable.

The suggested course of action can continue for the entire duration. If the suggested activity is completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion or one which the target is very inclined to perform may impose a penalty on the saving throw (usually -1 or -2 at the GM's discretion).

## SOOTHE

Correction: Soothe affects multiple targets as the Druid spell Harmony (a 10 foot radius burst).

## TRUE WEAPON

Alteration [Fire]

**Level:** 3

**Spell Line:** Enchant Weapon

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 Round

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

**Target:** One weapon

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

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

**Spell Resistance:** Yes (object), see below

This spell enchants a weapon to be more accurate, granting an enhancement bonus of +1 to hit and damage. The weapon so enchanted is a magical weapon, but may not be cast on any weapon that is already enchanted (it will land on masterwork weapons). This spell only works on normal melee and ranged weapons, not siege engines or other enormous devices, and not natural weapons such as claws or fists.

## LEVEL FOUR

### ANIMATE SHIELD

Alteration

**Level:** 4

**Spell Line:** Animate Shield

**Mana:** 7

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** Shield Touched

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

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

**Spell Resistance:** Yes (object)

This spell enchants a shield to float by the owner and protect them without needing to be held. This allows the use of a two-handed weapon while gaining the benefit of a shield, and also gives the full protection of the shield to any one side, even behind the character. While this spell is in effect, as long as the shield is not destroyed, it will move to protect that character, even if they are flat-footed, stunned, and so forth, but only on the side it was last commanded to protect.

The Animated Shield will remain within 5 feet of the character no matter where they move or how fast they travel, unless they teleport away, at which point the spell ends and the shield will be left behind unless first grabbed by the character.

This spell will protect a character even if they are not able to normally wield one or have no skill with one. If the shield is magical it may make a will save to resist the *Animation*.

## BLINDING SPEED

Alteration

**Level:** 4

**Spell Line:** Blinding Speed

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One set of footgear

**Duration:** 1 hour + 1 hour/level

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

**Spell Resistance:** no

This spell enchants the footgear of a target to increase their running speed, and is intended for travel, as it is less useful in combat. The magic of Blinding Speed will be overwritten by any more powerful spell, rather than stack on it. The target of this spell gains 25% greater running speed, but if this extra movement is used in combat as the character is so unsteady and must concentrate so hard that they lose any Dexterity bonus to Armor Class and may not Dodge or use a Shield. Further, any move made while this spell is in effect, even a 5-foot free action move, will trigger an attack of opportunity where applicable.

This increased movement speed stacks with *Spirit of the Wolf*, but not Selo's Accelerandro.

## CALM EMOTIONS

Alteration [mind-affecting]

**Level:** 4

**Spell Line:** Lull

**Mana:** 10

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One creature/level, all of which must be within 30 feet of each other.

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell calms agitated creatures. It grants no control over the affected creatures, but this spell can stop them from raging and fighting or joyous reveling. Creatures affected by *Calm Emotions* cannot take violent action, although they can defend themselves. They cannot do anything aggressive or emotionally intense. Any damage dealt to a creature under this spell immediately breaks its effect on them.

This spell automatically suppresses (but does not dispel) mind-affecting spells such as *confusion*, *emotion*, and *fear*. While *Calm Emotions* last, the suppressed spell has no effect, but it starts up as soon as the spell ends providing its duration has not expired.

## EXTEND MAGIC

Alteration [Magic]

**Level:** 4

**Spell Line:** Extend Enchantment

**Mana:** 15

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 2 rounds

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

**Target:** One person

**Duration:** doubles duration of all buffs on target

**Saving Throw:** no

**Spell Resistance:** no

This spell causes the duration of *all* spells with the save descriptor (harmless) on the target person to be doubled in duration. In effect, it adds duration to the spell equal to its original duration. If Extend Magic is dispelled, the extra time is removed. Thus if a buff would have worn out before the time Extend Magic is dispelled, then the duration ends on that buff when Extend Magic is dispelled.

## FLAME AURA

Alteration [Fire]

**Level:** 3

**Spell Line:** Enchant Weapon

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 Round

**Range:** Touch

**Target:** Weapon Touched

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

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

**Spell Resistance:** see below

This spell enchants a given weapon with a magical flame that increases the damage of the weapon by +2 damage and +1 to melee attack while in effect. This fiery aura changes the weapon's damage to fire instead of physical melee damage, and as such will bypass damage reduction but be affected by fire resistance. Weapons with *Flame Aura* on them are wrapped with fire and obviously magical, but the flame does not harm the wielder or any sheath the weapon is ordinarily kept in.

This spell only works on normal melee and ranged weapons, not siege engines or other enormous devices, or natural attacks. This magic is too weak to land on any weapon that already has an enchantment, and will only take effect on non-magical weapons.

There are versions of this spell for Acid (*Caustic Aura*), Cold (*Ice Aura*), electrical (*Shock Aura*), and magic (*Mystic Aura*) as well. All are identical to Flame Aura except for the enchanted effect is the given element.

### GILLIT'S KEY

Alteration

**Level:** 4

**Spell Line:** Gillit's Key

**Mana:** 6

**Components:** V

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One door, box, or similar device up to 10 ft<sup>2</sup>/level

**Duration:** Instantaneous (see below)

**Saving Throw:** Will (object)

**Spell Resistance:** Yes (object)

This spell opens stuck, barred, locked, held, or sealed with the *Seal Portal* spell. It unlocks any door, box, chest, lock, shackle, or any other mechanical device that can be opened and closed. The object is not opened, it merely is freed to be opened easily when desired.

Each application of the spell removes two impediments, so casting Gillit's Key once will remove a lock and bar, but if the door is still sealed, stuck, or held, subsequent repeat castings will be required.

Objects locked with *Gillit's Lock* become suspend that spell's effect for ten minutes, after which they are locked again. Magical items can make a Will save to resist being unlocked.

### GILLIT'S LOCK

Alteration

**Level:** 4

**Spell Line:** Gillit's Lock

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One door, box, or similar device up to 10 ft<sup>2</sup>/level

**Duration:** 1 day/level

**Saving Throw:** Will (object)

**Spell Resistance:** Yes (object)

This spell will lock any portal or openable object, even if it does not normally have a lock. The caster can freely pass their own lock without affecting it, otherwise any door secured by *Gillit's Lock* may only be passed by breaking it down, a *Dispel Magic* or *Gillit's Key* spell, or picking the lock at DC 15+caster level. Breaking down a door enchanted with this spell adds 5 to the DC.

### NORAD'S CLOUDING

Divination

**Level:** 4

**Spell Line:** Minor Illusion

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One Creature or object touched

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless, object)

This spell causes a creature or object to become difficult to detect by divination and detection spells. If divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check against a DC of 11+ the caster level of the spell caster who cast *Norad's Clouding*. If you cast *Norad's Clouding* on yourself or an item currently in your possession, the difficulty of this check is increased by 4. If the spell is cast on a creature, *Norad's Clouding* covers the creature's gear as well as the creature.

### PSYCHIC PURITY

Alteration

**Level:** 4

**Spell Line:** Psychic Purity

**Mana:** 6

**Components:** V, S, M

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One creature/level

**Duration:** 1 hour + 1 hour/level

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

**Spell Resistance:** no

This spell makes the spells cast by the target to cost slightly less mana. As long as *Psychic Purity* is in effect, each spell cast costs 10% less mana. This spell stacks with Bard mana-reduction songs.

*Reagent:* Bloodstone

### RENDING WEAPON

Alteration

**Level:** 4

**Spell Line:** Enchant Weapon

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Touch

**Target:** One Weapon touched

**Duration:** 10 minutes + 10 minutes/level

**Saving Throw:** Fortitude negates (harmless, object)

**Spell Resistance:** no

This spell enchants a weapon so that it ignores 1 point of Damage Resistance of a target. The weapon so enchanted is treated as if it were a +1 weapon, although it gains no bonus to hit or damage. This spell may be cast on any weapon, whether ranged or hand-to-hand, even if it already has an enchantment.

Note: this spell also allows the weapon to ignore one point of Hardness in objects as it does Damage Resistance.

### THICKEN MANA

Conjuration

**Level:** 4

**Spell Line:** Thicken Mana

**Mana:** 30

**Components:** V, M

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Personal

**Target:** One vial

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a magical reagent for tradeskills by converting a portion of their own mana into a substance called *viscous mana*. The caster must be holding the container which the viscous mana will be created in as well as a pearl to cast this spell. Usually a potion or poison vial of some sort is used.

## TRANSFORM WEAPON

Divination

Level: 4

Spell Line: Enchant Weapon

Mana: 7

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Touch

Target: One weapon

Duration: 10 minutes + 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: no

This spell enchants a weapon to temporarily take on a different type. Piercing weapons can be made into blunt, blunt weapons into slashing, Large weapons into small weapons, medium weapons into large, etc. Nothing about the weapon changes other than the character of their attack type and their size which can be useful against certain creatures. Ranged weapons can be enchanted with this spell as well, changing the ammunition (so an arrow can become a slashing attack, for instance). This spell will land on enchanted weapons, but they get an automatic save, which negates the magic.

## LEVEL FIVE

NAME

type

Level: 5

Spell Line:

Mana:

Components:

Casting Time:

Recast:

Range:

Target:

Duration:

Saving Throw:

Spell Resistance:

Description

NAME

type

Level: 5

Spell Line:

Mana:

Components:

Casting Time:

Recast:

Range:

Target:

Duration:

Saving Throw:

Spell Resistance:

Description

NAME

type

Level: 5

Spell Line:

Mana:

Components:

Casting Time:

Recast:

Range:

Target:

Duration:

Saving Throw:

Spell Resistance:

description

NAME

type

Level: 5

Spell Line:

Mana:

Components:

Casting Time:

Recast:

Range:

Target:

Duration:

Saving Throw:

Spell Resistance:

Description

NAME

type

Level: 5

Spell Line:

Mana:

Components:

Casting Time:

Recast:

Range:

Target:

Duration:

Saving Throw:

Spell Resistance:

description

## MAGE SPELLS

### LEVEL ONE

#### ACID BOLT

Evocation [acid, bolt]

**Level:** 1

**Spell Line:** Acid Bolt

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** 1 round

**Range:** Medium (125 ft+15ft/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell launches a blob of acid at the target, dealing d6+2 damage if it hits.

#### BOLT SPELLS

All spells with the descriptor “bolt” are no longer “ray” effects but “bolt” effects. See Wizard spells for more information.

#### BURST OF FLAME

This spell is identical to the way it is written up in the Player’s Handbook except that it does d8 damage, not d6.

#### CINDER ELEMENTAL

Conjuration [elemental, fire]

**Level:** 1

**Spell Line:** Blaze Elemental

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Round

**Recast:** Instant

**Range:** Touch

**Effect:** Summons a very weak fire elemental

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a very weak fire elemental which cannot move or act independently, but provides heat and light equal to a small campfire without requiring fuel. This *Cinder Elemental* ignores cold, wind, and rain, but is dissipated when immersed in water or dirt or the Mage commands it to extinguish.. The *Cinder Elemental* is as hot as an ordinary camp fire.

#### FLARE

This spell is slightly different than described in the Player’s Handbook and how it works in the MMOG. Flare summons a glowing light that is launched, giving off as much light as a torch. It moves continually in one direction when summoned, but can be as fast as 100 feet per round or slow as 10 feet per round. When it reaches a solid object or the extent of its range, the *Flare* is extinguished.

#### HORKIN’S EMBERCOAT

Alteration

**Level:** 1

**Spell Line:** Shield of Fire

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Very Close (5 ft+1 ft/level)

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will (harmless)

**Spell Resistance:** Yes (harmless)

*Horkin’s Embercoat* puts a very short-term damage shield (1) on the target. This damage shield only lasts for 1 hit, the first hit the creature sustains before the duration runs out.

#### SEAL PORTAL

Alteration

**Level:** 1

**Spell Line:** Seal Portal

**Mana:** 3

**Components:** V

**Casting Time:** 1 Action

**Recast:** Instant

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

**Target:** One portal, up to 20 square ft/level

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes

This spell magically bars a door, gate, window, or shutter of wood, metal, stone, or glass. The magic holds the portal fast as if it were securely closed and normally locked. Such a door cannot be opened with lockpicking, but it may be forced open with a DC check at +5 for the normal attempt. A *Gillit’s Key* spell or any magical dispel will negate *Seal Portal*.

#### SUMMON CLOTHING

Conjuration [creation]

**Level:** 1

**Spell Line:** Summon Clothing

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Effect:** creates one outfit

**Duration:** 23 hours+1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The mage is able to summon a complete outfit of ordinary clothing of the type and style common to the area they are in. This outfit will last for the full duration of normal use while worn, but if not donned, the clothing will disappear in an hour. The clothing looks normal while worn, but if closely examined or off someone’s body is clearly made up of summoned objects. The mage may alter the size of the clothing to fit any size of person from small to large.

## **LEVEL TWO**

### **BURN**

This spell is identical to the write up in the Player's Handbook except it deals 2d8 damage instead of d10.

### **BURROW**

Alteration (earth)

**Level:** 2

**Spell Line:** Burrow

**Mana:** 2+1/round

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 25 ft

**Target:**

**Duration:** 1 round/level

**Saving Throw:** Fort negates (object) see below

**Spell Resistance:** No

This spell digs through soft materials at a rate of 5 feet per round, creating an opening five feet across. The densest material this spell will dig through is 5 toughness. Each round this spell is maintained, the Mage must spend 1 more mana. Any intelligent or magical material Burrowed through can make a save to resist its effects.

### **FEATHER FALL**

Alteration [air]

**Level:** 2

**Spell Line:** Feather Fall

**Mana:** 2

**Components:** V

**Casting Time:** Free action (see text)

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** Until landing, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the caster to fall at 60 feet a round, sustaining no damage upon impact while the spell lasts. *Feather Fall* does not function any time the Levitate line of spells cannot function. *Feather Fall* may be cast as a free action and it counts toward the normal limit of one free-action spell per round.

### **GATHER OBJECT**

Conjuration

**Level:** 2

**Spell Line:** Gather Object

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** Will (object) (see below)

**Spell Resistance:** Yes (object)

Summons any small object within the range weighing no more than 1 lb/level of the Mage to his hand. The mage may instead choose for the object to be summoned at his feet. If the object is in the hands of someone else, they get a Reflex save to retain it, and the mage must roll to hit the object (vs AC 15+Size mod+Dex mod). This spell is audible and visible to anyone nearby, but it is not obviously clear where the object went, only that it vanished.

### **HAND OF WIND**

Conjuration [elemental, air]

**Level:** 1

**Spell Line:** Blaze Elemental

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

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

**Effect:** One summoned creature

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a very minor air elemental in the form of a translucent, cloudy hand. This hand may be directed to take action in any way as if it were the Mage's hand, but at range, without any connection to the Mage. The most the *Hand of Wind* can lift or exert is 5 pounds, +1 pound per level of the mage. Any damage done to the hand causes it to dissipate, dropping anything it was holding; it has AC 18. If the *Hand of Wind* is commanded to move or move an object beyond the spell's range it also dissipates

### **MENDING**

Alteration

**Level:** 2

**Spell Line:** Mending

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** 10 ft

**Target:** One object of up to 1 pound/level

**Duration:** Instantaneous

**Saving Throw:** Fort negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell allows the age to repair small breaks or tears in unliving objects. For example, it will repair a broken ring, a chain link, a broken or bent slender dagger, multiple breaks of a glass object, a hole in sack, and so on, provided all the pieces are present. The spell cannot replace missing parts, rebuild complex objects, or reconstruct an entirely destroyed item. *Mending* can repair magical items, but will not restore any missing magical abilities. The mended item is as good as brand new, with full hit points and functionality.

### **OBSIDIAN SHARD**

Evocation [earth]

**Level:** 2

**Spell Line:** Obsidian Shard

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

The Mage launches a razor-sharp sliver of obsidian at the target, inflicting 1d10 damage. The *Obsidian Shard* partly ignores Damage Reduction, lowering by 1 hit point damage based on the magical bonus required to bypass the DR (so a DR 5/2 would subtract 2 from the *Shard's* damage). If there is no magical weapon level (such as DR 5/-) then the Shard is reduced normally by the Damage Reduction.

### SUMMON BRASS CHOKER

Conjuration [creation]

**Level:** 2

**Spell Line:** Summon Brass Choker

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Personal

**Effect:** 1 choker

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a magical brass necklace with the *reagent conservation 1* focus effect. The choker vanishes after 24 hours, and its temporary nature is obvious to anyone who looks at or touches it.

### SUMMON WISP

Instead of summoning an item, this spell summons a Will-o-Wisp which stays within 5 feet of the caster at all times, emitting a 20 ft radius light.

This wisp has an AC of 16, 10 hps, and all saves at +2. It can be destroyed, and if it is, the wisp vanishes rather than leaving a body behind.

## LEVEL THREE

### BARRIER

Conjuration [earth]

**Level:** 3

**Spell Line:** Barrier

**Mana:** 12

**Components:** V, S

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Area:** a flat surface up to 5ft+1 ft<sup>2</sup>/level and 6 in thick

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

The Mage is able to create a barrier of earth and stone. This *Barrier* must either be directly up against or connect on at least two sides to existing structures (such as a doorway). This *Barrier* can be at most 5 square feet (+1 square foot per level of the mage) in area, and is six inches thick.

The barrier is permanent until destroyed, and has hardness 6, 30 hp, break DC 20, climb DC 12. This barrier can only be shaped in basic flat geometric designs and will not form where something else is already standing. A second *Barrier* will not form up against another to reinforce it.

### BATTERING RAM

Evocation

**Level:** 3

**Spell Line:** Battering Ram

**Mana:** 13

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** close (25 ft+5 ft/level)

**Target:** One door

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

**Saving Throw:** None

**Spell Resistance:** No

While a thief or a Bard could open a lock delicately, a Mage opens doors a bit more directly. This spell summons a column of moving earth and stone which crushes open portals and doorways in its path, destroying them. This *Battering Ram* deals 1d4 damage/level to any door, portal, portcullis, or other item that opens and is used to travel through. The *Ram* deals damage every round at the Mage's initiative until the spell ends, exerting pressure on the portal without need of control or concentration by the Mage.

This *Battering Ram* will simply push any loose object around (with 5 Str +1 per level) and is only effective against fixed rigid barriers. The *Ram* is too slow and awkward to use in combat. This spell could be used against an immobilized or paralyzed target, but it cannot harm any free-standing person, only knock them over.

The *Ram* must be formed out of solid earth, sand, mud, or rock and extends its range to whatever door the Mage directs. It may be attacked by others, and has AC 15, 30 hp (+1/level of the mage), and hardness 5.

### BURDEN ELEMENTAL

Conjuration [elemental, earth]

**Level:** 3

**Spell Line:** Blaze Elemental

**Mana:** 6

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 5 ft

**Effect:** Summons a very weak earth elemental

**Duration:** 3 hours/level

**Saving Throw:** None

**Spell Resistance:** No

The mage summons a simple earth elemental that can carry up to 100 pounds/level of the mage of anything the mage desires (even liquids). These items will be piled into a bowl-like structure with legs which will follow the mage anywhere they move on the ground (even underwater, but it will stay on the ground) at any speed at a maximum distance of 25 feet. The elemental is three feet wide and one inch deep in the center, and will hold up to 3 gallons of liquid in the shallow dish and always remains absolutely level.

Should the mage teleport away or the duration of the summon expire, the Elemental will simply vanish, dropping everything it was holding. If this spell is recast before the duration is up, it will extend the effective duration of the summon. The *Burden Elemental* has AC 10+1/level of the caster and 10 hps+1/level of the caster.

*Material Component:* 1 pound of stone or earth

### INVISIBILITY

This spell is moved to level 4.

### MILENIA'S EXCHANGE

Alteration

**Level:** 3

**Spell Line:** Milenia's Exchange

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** 10 ft

**Target:** One item under 1 cubic yard

**Duration:** Instantaneous

**Saving Throw:** see below (object)

**Spell Resistance:** Yes (object)

This spell transforms any one distinct unliving, inanimate object of under a cubic yard in volume into 50% of its average sale value. If a magical item is thus transformed, the magic of *Milena's Exchange* must "break" the item with a bonus to the check of 3+Int bonus of the caster. The money that results from this exchange is deposited into the Mage's hands.

### SHIELD OF MUD

Alteration

**Level:** 3

**Spell Line:** Shield of Mud

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Saving Throw:** See below

**Spell Resistance:** No

This spell causes anyone who hits the Mage to need to make a Reflex save at DC 10+ the Mage's Int bonus or become stuck to the ground. This magically forces the target to remain in their location for D4 rounds (the GM rolls secretly) or until broken.

The mud can be broken free by taking damage; each time the immobilized character is hit, the root must make a d20 check against a DC equal to 10+damage sustained; failure to make the check frees the victim. Teleporting will break free of the mud.

### SPIKES

Conjuration [earth]

**Level:** 3

**Spell Line:** Spikes

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Area:** one 5 ft square/level

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

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

This spell causes any solid surface to be covered with stone spikes. Any creature moving on foot into or through the spell's area suffers 1d4 damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by 1/3. This speed penalty lasts for 24 hours or until the injured creature has its damage healed through magic. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spells's save DC.

The area that Spikes cover is up to a 5 foot square per level of the caster. These squares can be in any configuration as long as each square touches another square in some way (even diagonally).

### STAFF OF TRACING

Instead of the Con bonus detailed in the book, the staff has unlimited charges of the spell *Flare* in it.

### SUMMON LINEN MANTEL

Conjuration [creation]

**Level:** 3

**Spell Line:** Summon linen mantle

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** Personal

**Effect:** 1 mantle

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a magical shoulder piece with the *Extended Enhancement I* focus effect on it. The mantle vanishes after 24 hours, and is obviously transparent to anyone who examines it.

## TINY HUT

type

**Level:** 3

**Spell Line:** Tiny Hut

**Mana:** 8

**Components:** V, S, M

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 20 ft

**Effect:** 1 Hut

**Duration:** 10 hours (D)

**Saving Throw:** None

**Spell Resistance:** No

The Mage creates a rough hut of stone and wood in the area directed. If there is not enough room, the hut cannot form, but the Mage suffers 3d6 subdual damage from feedback. This hut is round a twenty feet across, ten feet tall at the center. Within it, ten medium-sized, seven large, or fifteen small creatures can sleep comfortably. The interior can be lit or darkened at the Mage's command and is a comfortable temperature at all times.

The hut also provides complete protection against any natural environmental hazards such as snow, sleet, rain, and wind, but any strong wind deals 1 hit point to the hut per hour, per wind speed of 10 miles an hour in excess of 75.

This hut has an AC of 10, hardness 7, 50 hit points, and a break DC of 25. The door will only open to those the Mage permits in and out, but permission can be permanently designated without needing to be granted every passage through.

*Material Component:* Malachite

## WALL OF WIND

Conjuration [air]

**Level:** 3

**Spell Line:** Wall of Wind

**Mana:** 9

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Area:** line 5 ft long+1 ft/level and 10 feet tall

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

**Saving Throw:** None (see below)

**Spell Resistance:** No (see below)

The Mage summons a barrier made up of screaming high force winds in a line up to 5 feet long + 1 foot/level, and 10 feet tall. For each 2 feet sacrificed in length, the wall may be 1 foot taller. The line can be in any shape, even connected into a circle. Anything that passes through the wind is stopped and finishes their movement on the other side unless they make a Str check against the save DC of *Wall of Wind*. No physical ranged attacks of any sort may pass through the Wall of Wind unless they are magical and the attacker succeeds in a Will check against the save DC of the *Wall of Wind*.

Any siege weapons are able to attack through this barrier without impediment. The *Wall of Wind* makes so much noise that no communication or Listen checks may be made through the barrier. All Spot checks through the barrier are at -2 due to distortion and debris.

The *Wall of Wind* blocks any gas or air-based effects, and whisks them away from any area within 10 feet of the wall's surface in one round.

## LEVEL FOUR

### ACID SHOCK

type

**Level:** 4

**Spell Line:** Acid Bolt

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex halves (see below)

**Spell Resistance:** Yes

This spell launches a blob of potent acid at the target, dealing 4d8 damage and splashing them with acid. This acid eats away at all equipment the character owns, dealing 1 hp of damage to the object unless it makes a successful save at +1 per 3 hardness. Glass and similar objects are immune to the acid. If the character succeeds at their reflex save, their equipment suffers no damage.

### CANCEL MAGIC

This spell is moved to level 5 from level 4.

### CURRENT ELEMENTAL

Conjuration [elemental, water]

**Level:** 4

**Spell Line:** Blaze Elemental

**Mana:** 10

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 25 ft

**Effect:** Summons a very weak water Elemental

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

*Current Elemental* summons a Small water elemental that accompanies the caster while in water. It cannot be summoned on dry land and will not leave water. As long as the mage is within 25 feet of this elemental, he gains water breathing, +10 to swim checks, and eliminates the cumulative penalty for underwater swimming. The Current Elemental will keep up with the caster at any speed as long as it is in contact with a body of water.

If somehow forced out of water or further than 25 feet from the mage, the *Current Elemental* is destroyed. A *Current Elemental* requires at least 10 gallons of water to maintain its form. The Current Elemental has AC 10+1/level of the caster and 10 hps+1/level of the caster.

*Material Component:* 1 gallon of fresh water.

### INVISIBILITY

This spell is moved to level 4 from level 3.

## QUENCH

Alteration

Level: 4

Spell Line: Quench

Mana: 6

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Target: a 20 foot cube/level or one fire based magic effect

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell instantly extinguishes all non magical fires in its area, cooling the materials so that they will not readily ignite again. The spell also dispels magical fire effects in the area, although the caster must succeed at a dispel check of D20+caster level (max +15) against 11+caster level of the fire effect.

Any magical item or creature with a fire effect can make a will save to ignore the *Quench* spell.

## STINKING CLOUD

Conjuration [air]

Level: 4

Spell Line: Stinking Cloud

Mana: 9

Components: V, S

Casting Time: 1 action

Recast: 1 round

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

Effect: Cloud that spreads, 30 ft radius, 20 ft high

Duration: 1 round/level

Saving Throw: Fort negates (see text)

Spell Resistance: Yes

This spell conjures a yellowish *Cloud* of horrible smelling gas that obscures all sight, including ultravision and infravision, beyond 5 feet. A creature within 5 feet has one-half concealment, creatures further away have total concealment.

All creatures caught within the area of the *Cloud* are *nauseated* unless they make their Fortitude save or do not breathe for some reason. This nausea lasts d4+1 rounds after the cloud departs. Any creature within the cloud must make a save each round to resist its effects.

A moderate wind (11+ miles per hour, a *Zephyr* spell) will disperse the *Cloud* in 4 rounds, and a strong wind (20+ miles per hour, a *Gust* spell) will disperse the cloud in 1 round. The *Stinking Cloud* will not form underwater.

## SUMMON BOAT

Conjuration

Level: 4

Spell Line: Summon Boat

Mana: 10

Components: V, S

Casting Time: 1 round

Recast: 1 action

Range: Close (25 ft+5 ft/level)

Effect: Creates a small boat/3 levels

Duration: 1 hour per level (D)

Saving Throw: None

Spell Resistance: No

The mage summons a rowboat that will seat eight medium-sized people (or 10 small, 6 large) within the range of effect. This boat has a hardness of 8, AC of 5, 12 hit points, and a Break DC of 22. If the mage summons a new boat before its duration is up, he can choose instead to extend the duration of the present boat. The mage can only create one such boat per 3 levels at any given time.

## SUMMON FEAST

Conjuration

Level: 4

Spell Line: Summon Food

Mana: 7

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft+5 ft/level)

Effect: Creates one fine banquet

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell summons a very fine banquet of gourmet foods, sufficient to feed 10 people and stave off hunger for 6 hours. The food is of the highest quality, sufficient to feed a king.

## SUMMON FINE CLOTHING

Conjuration

Level: 4

Spell Line: Summon Clothing

Mana: 8

Components: V, S

Casting Time: 1 round

Recast: 1 action

Range: 25 feet

Effect: summons one outfit for targeted person

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell summons one outfit of very fine (Noble's) clothing suitable for fancy dress in any setting. The clothing is of the latest style and fashion, tailored exactly for the targeted creature, but is obviously temporary when examined.

## SUMMON TARNISHED BAUBLE

type

Level: 4

Spell Line: Summon Tarnished Bauble

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Effect: 1 earring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell summons an earring with the focus effect *Mana Preservation I*. The earring is clearly temporary to anyone who examines it.

**LEVEL FIVE**

**NAME**

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

**NAME**

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

**NAME**

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

**NAME**

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

**NAME**

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

## **PALADIN SPELLS**

### **LEVEL ONE**

#### **PROTECTION FROM EVIL**

type

**Level:** 1

**Spell Line:** Protection from Evil

**Mana:** 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Personal

**Area:** 5 ft radius, +1 ft/level centered on the Paladin

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

All creatures within the area of effect are granted +1 AC, +1 saves, and DR 1/- versus any attack or effect by a creature with an evil alignment.

#### **SALVE**

Alteration [healing]

**Level:** 1

**Spell Line:** Salve

**Mana:** 2

**Components:** V, S

**Casting Time:** Free action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

This very small heal allows the Paladin to heal d6 hit points of damage to any living target.

#### **WORD OF WAR**

Conjuration [creation]

**Level:** 1

**Spell Line:** Word of War

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

The *Word of War* instantly summons a temporary battleaxe, longsword, or warhammer to the Paladin's hand, decided upon casting the spell. This weapon is an ordinary weapon that not enchanted, lasts only one minute per level of the Paladin, and is obviously temporary in nature.

### **LEVEL TWO**

#### **ENRAGE DEAD**

Alteration

**Level:** 2

**Spell Line:** Enrage Dead

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

**Range:** none

**Target:** Self

**Duration:** 1 minute/level

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

**Spell Resistance:** no

This spell allows the paladin to better taunt undead targets. While this spell is in effect, the Paladin's Taunt skill is increased by the level of the Paladin against undead targets only. Even creatures ordinarily unable to be taunted can be taunted by this spell, provided they are undead. Any creature without a mind gets a flat roll to sense motive, which in this case is simply it trying to understand what is happening.

#### **SENSE EVIL**

Divination

**Level:** 2

**Spell Line:** Sense Evil

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** Circle centered on the caster

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell notes the direction and range of the closest evil creature within the radius of the spell's effect. The evil creature is identified by race or species, but not its exact location or any other details other than specific direction and range the instant that *Sense Evil* was cast.

### LEVEL THREE

#### **RORIUS' WARDING**

Abjuration

**Level:** 3

**Spell Line:** Divine Aura

**Mana:** 3

**Components:** V, S

**Casting Time:** Free action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature or item under 100 ft<sup>3</sup>

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (harmless)

The Paladin is able to protect one creature or object under 100 cubic feet in size with this spell. The *Warding* completely protects the target from the next single source of hit point damage that affects them. This single source of damage is completely negated, even if DOTs, provided it takes place before the duration of *Rorius' Warding* ends.

Secondary effects or procs accompanying the damage are also negated, as long as they take effect immediately and do hit point damage. This spell can protect a target from falling damage or other environmental effects.

#### **SACRIFICIAL HEAL**

Alteration [healing]

**Level:** 1

**Spell Line:** Sacrificial Heal

**Mana:** 3

**Components:** V, S, DF

**Casting Time:** Free action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

The Paladin is able to sacrifice his own life to save that of another. This spell heals 1 hit point of damage in the touched creature at the expense of 1 hit point suffered by the Paladin. The maximum that the Paladin can heal (and thus damage himself) with this spell is their total number of current hit points (including any temporary hit points). The paladin may only do this one per day for each 5 levels they have attained.

### **SMITE THE DEAD**

Abjuration

**Level:** 3

**Spell Line:** Smite the Dead

**Mana:** 2

**Components:** V, S

**Casting Time:** Free Action

**Recast:** 1 Round

**Range:** Touch

**Target:** Undead

**Duration:** 1 Round

**Saving Throw:** Will negates

**Spell Resistance:** no

This spell is able to stun undead targets, ignoring the rule that states that undead cannot be stunned. *Smite The Dead* only works on undead targets. This stunning lasts for one round, and will take effect even on intangible targets.

### LEVEL FOUR

#### **COURAGE OF MARR**

Alteration

**Level:** 4

**Spell Line:** Courage of Marr

**Mana:** 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

This spell grants the creature touched a +2 morale bonus on attack rolls, saving throws and skill checks.

## DIAGNOSE

Divination

**Level:** 4

**Spell Line:** Diagnose

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 round per state determined

**Saving Throw:** No

**Spell Resistance:** Yes (harmless)

With this spell, the caster is able to determine the health and condition of any creature touched. Each round the Paladin may determine the one piece of information about the target:

- Age (actual and magical aging, if any)
- Disease
- Level Drains
- Mental control or not
- Poison
- Possession or not
- Relative health (hp value in quarters)
- Sanity
- Stat Drains

If the target is feigning death, then they get a Will save to fool the diagnosis to reveal “death” as the physical state of the target.

## HOLY WEAPON

Alteration

**Level:** 4

**Spell Line:** Magic Weapon

**Mana:** 19

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** Your weapon

**Duration:** 1 round/level

**Saving Throw:** See Below

**Spell Resistance:** No

This spell has two effects. First, it charges the Paladin’s weapon with great power against undead, giving it a proc of *Ward Undead* with a DC of 18. The blade becomes a +3 *Holy* weapon that completely ignores all Damage Resistance on undead creatures.

Second, the Paladin wielding a weapon augmented with Holy Weapon emits a ward that protects creatures within 10 feet of him. All these creatures (including the Paladin) gain a +2 deflection bonus to AC and +2 resistance bonus to all saves, both only against attacks by evil creatures and undead.

In addition, the barrier blocks any attempt to exercise mental control or possess any creature within it. Charms and other similar effects take place, but they cannot be commanded by their controller while in the warded area.

Finally, the ward prevents bodily contact by any summoned creature or undead creatures. This causes natural weapon attacks of these creatures to fail and the creatures to recoil if such attacks require attacking the warded creature, moving back 5 feet. Good-aligned summoned creatures are immune to this effect. This aspect of the ward’s protection is canceled if a character attacks a summoned creature, but only for them.

If the ward ends (for example, if it was dispelled), the holy weapon creates a new one the paladin’s next turn as a free action.

This spell automatically ends 1 round after the affected weapon leaves the paladin’s hand for any reason.

*Holy Weapon* may be cast on any weapon, but the weapon temporarily has any magical powers temporarily suppressed while in effect. Any intelligent item may make a Will save to ignore the effects of *Holy Weapon*. A Paladin may only have one *Holy Weapon* active at one time.

## WORD OF PROTECTION

Conjuration

**Level:** 4

**Spell Line:** Word of War

**Mana:** 9

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

The Paladin instantly summons a full suit of Plate Armor around his body with this spell. Word of Protection fails if the Paladin is wearing any piece of armor. The armor summoned by this spell is obviously temporary in nature when examined.

## ZEALOUS FOCUS

Alteration

**Level:** 4

**Spell Line:** Zealous Focus

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

Calling on their god, the Paladin is consumed with a furious determination and becomes unstoppable. While *Zealous Focus* is in effect, the Paladin ignores any effects such as *Root*, *Snare*, *Webs*, *Stun*, or any other that would charm, slow, push back, stop, paralyze, trip, fear, or hinder his movements. Even effects that slow attack speed have no effect while this spell continues.

However, the Paladin may not retreat or hide while under the effects of this spell, and they must destroy their single target when it is cast, taking no other actions but to move into range and attack that target until it is dead or destroyed. Once that single target is destroyed, the paladin must immediately move to attack the next nearest foe. The Paladin cannot stop fighting for any reason, even to help others, until the round after the spell ends.

**LEVEL FIVE**

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

## RANGER SPELLS

### LEVEL ONE

#### FEED ANIMAL

Conjuration

**Level:** 1

**Spell Line:** Feed Animal

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Personal

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

*Feed Animal* creates one meal's worth of food appropriate to any natural animal that the Druid chooses. This food is clean and healthy and appears at the Druid's feet. This summoned food will be preferred to any other food nearby for the given creature.

### LEVEL TWO

#### DETECT SNARES AND PITS

Divination

**Level:** 1

**Spell Line:** Detect snares and pits

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** Quarter circle emanating from the caster

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

**Saving Throw:** None

**Spell Resistance:** No

While concentrating, the caster is able to detect simple pits, deadfalls, snares of wilderness creatures, and primitive traps constructed of natural materials. The spell does not detect magical or complex traps, including trapdoor pits. Each round of concentration gives one piece of information:

- Existence of a trap
- Location of trap
- Basic effect of trap
- Trigger of trap

Each round you can detect a new trap or examine a new area. The detect This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood or dirt.

#### NATURAL LORE

Divination

**Level:** 2

**Spell Line:** Natural Lore

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

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

**Target:** Quarter circle emanating from you to maximum range

**Duration:** Concentration, up to 10 min/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect a certain type of animal or plant in whatever direction you face. The species or type must be decided before the spell is cast. Each round, a new type or species may be selected. With a Wilderness Lore or appropriate Knowledge check against DC 20, the number, condition, and location of the plant or animal in question may be determined. *Natural Lore* is blocked by any worked metal or glass.

#### SPEAK WITH ANIMALS

Divination

**Level:** 1

**Spell Line:** Speak with Animals

**Mana:** 2

**Components:** V, S, F

**Casting Time:** 1 Round

**Recast:** 1 Round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

This spell allows the Ranger to communicate with animals as if they had the 1<sup>st</sup> level Beastlord ability. While in effect, this grants a +2 enhancement bonus to Animal Empathy, Handle Animal, and Ride checks.

*Focus:* some food of the type the animal eats.

#### TANGLING WEEDS

As written, except the spell only lasts 1 round. This is used primarily for pulling or an emergency stop of runners.

## LEVEL THREE

### **ARROW TREE**

Conjuration

**Level:** 3

**Spell Line:** Arrow Tree

**Mana:** 4

**Components:** V, S, F

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Touch

**Effect:** creates 10 arrows+1/level

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (see below)

You are able to summon arrows out of any living tree of any size at least 4 feet in height. The tree sprouts 10 arrows+1 per level of the Ranger, which then can be plucked loose and used normally. These arrows are treated as if they are +1, but do not gain any bonus to hit or damage. If the tree is intelligent or magical, it may make a save to prevent its self from sprouting arrows. These arrows only last 1 hour/level of the Ranger and are obviously temporary.

*Focus:* any living tree

### **FLAME ARROW**

Alteration (Fire)

**Level:** 3

**Spell Line:** Flame Arrow

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One arrow/level

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** Yes (object)

This spell enchants the Ranger's arrows to do increased damage and transforms them from piercing to fire damage, dealing +1 hit point damage. The magic affects 1 arrow per level of the Ranger, but will not land on any arrows that are enchanted in any other way (except those summoned by *Arrow Tree*). The arrows are destroyed on impact, even if they miss.

### **PIZBOB'S AIM**

Alteration

**Level:** 3

**Spell Line:** Pizbob's Aim

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Touch

**Target:** One ranged weapon

**Duration:** 10 min/level

**Saving Throw:** No (see below)

**Spell Resistance:** No (see below)

The Ranger is able to enchant his ranged weapon (usually a bow) with natural power so that it increases damage based on their Dex bonus. Ordinarily bows do not gain any bonus to damage based on Dex. This spell has no effect if the bow is enchanted in any way, including by a temporary buff, and it has no effect if the ammunition used in the bow are in any way enchanted (except those summoned by *Arrow Tree*).

## **SNOWSHOES**

Alteration

**Level:** 3

**Spell Line:** Snowshoes

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature/level

**Duration:** 10 minutes/level

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

**Spell Resistance:** Yes (harmless)

This spell enables the affected creature to move at their normal speed over any solid or mostly-solid substance such as snow, mud, or sand. Thus, *Snowshoes* negates any movement penalties for traveling over these substances.

## LEVEL FOUR

### **LONG SHOT**

Alteration

**Level:** 4

**Spell Line:** Long Shot

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One ranged weapon

**Duration:** 1 minute/level

**Saving Throw:** Will (object)

**Spell Resistance:** Yes (object)

This spell enchants a weapon so that it gains greater range and accuracy at distance. The bow gains +20 to its range increment, and is +1 to hit any target of at least 50 feet distant. This spell may be cast on any ranged weapon, but a magical one gains a Will save to resist the spell if it chooses (and has a will).

### **PATH LORE**

Divination

**Level:** 4

**Spell Line:** Natural Lore

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** 10 ft

**Target:** One pathway or trail

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

**Saving Throw:** None

**Spell Resistance:** No

With this spell, the caster is able to determine information about a track, trail, path, or walkway. Any unworked, natural trail can be examined with Path Lore; thus a trail worn by workers traveling to fields would qualify, but a road cleared and smoothed by workers would not.

Each round the caster learns information about the pathway:

1st round: what created the path (the principle origin)

2nd round: the closest objects of interest the path leads to either direction

3rd round: any hazards or troubles on the path within 100 feet

4th and subsequent rounds: hazards, troubles, and objects of interest 100 feet further each round.

## SHOCK ARROW

Evocation

**Level:** 4

**Spell Line:** Flame Arrow

**Mana:** 5

**Components:** V, S, M

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** by weapon

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The ranger transforms an arrow into a magical projectile that deals 4d6 electrical damage when it hits. The arrow is destroyed by this spell.

*Material Component:* an arrow

## WATER WALK

**Level:** 4

**Spell Line:** Water Walk

**Mana:** 5

**Components:** S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 10 min/level

**Saving Throw:** Reflex negate (harmless)

**Spell Resistance:** No

While under the effect of this spell, any creature is able to run about and even crawl on top of the water as if it is a solid surface. They may move normally even across acid, lava, mud, quicksand, oil, and snow, but any damage sustained from contacting this material will still take place. If someone is under water when this spell is cast, they can swim normally but are able to jump up pull themselves out of the water on the surface, or conversely dive under if they desire.

## LEVEL FIVE

NAME

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

NAME

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

NAME

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

NAME

type

**Level:**

**Spell Line:**

**Mana:**

**Components:**

**Casting Time:**

**Recast:**

**Range:**

**Target:**

**Duration:**

**Saving Throw:**

**Spell Resistance:**

description

## SHAMAN SPELLS

### LEVEL ONE

#### BEAST KNOWLEDGE

Divination

**Level:** 1

**Spell Line:** Beast Knowledge

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One person

**Duration:** Concentration, 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

The Shaman is able to learn facts about a specific creature in the range of the spell, one piece of information per round until the spell ends. Undead, outsiders, humanoids and constructs are excluded from this spell's effects. *Beast Knowledge* is limited to information such as species, habitat, food, level, social strata (such as a soldier or worker ant), gender, age, name, special attacks, unusual abilities, and class.

#### DETECT DISEASE

Divination

**Level:** 1

**Spell Line:** Detect Poison

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One creature, one object, or a 5 ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been diseased or is contains disease. You can determine the exact type of disease with a successful Wisdom check (DC 20), or Alchemy check (DC 18). This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood/dirt.

#### DETECT POISON

Divination

**Level:** 1

**Spell Line:** Detect Poison

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One creature, one object, or a 5 ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20), or Alchemy check (DC 18). This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood or dirt.

#### FEATHER FALL

Alteration

**Level:** 1

**Spell Line:** Feather Fall

**Mana:** 2

**Components:** V

**Casting Time:** Free action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** Until landing, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the caster to fall at 60 feet a round, sustaining no damage upon impact while the spell lasts. *Feather Fall* does not function any time the Levitate line of spells cannot function.

#### GUIDANCE

Alteration

**Level:** 1

**Spell Line:** Guidance

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One Creature

**Duration:** 1 minute or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

Calling on the spirits for *Guidance*, this spell grants a +1 luck bonus to the next single die roll except damage that the target attempts. The creature has no control over which roll this affects, simply the next that takes place, even if forced on him by circumstances.

#### HEALING SPIRITS

This spell is the same as Minor Healing, except it heals d6+1 hit points immediately and 1 hit point per round for 10 rounds. This replaces Minor Healing for Shaman.

#### RESISTANCE

Abjuration

**Level:** 1

**Spell Line:** Resistance

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 round

**Recast:** instant

**Range:** Touch

**Target:** One creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (Harmless)

The shaman grants a single target +1 to all magical saving throws as well as saves vs acid, cold, sonic, disease, poison, and fire. This bonus is negated by any other bonus to saving throws that the target has or gains during the duration of Resistance.

## TOTEM

Conjuration

**Level:** 1

**Spell Line:** Totem

**Mana:** 2

**Components:** V, S, F

**Casting Time:** 1 Action

**Recast:** instant

**Range:** None

**Target:** Allies within 10 ft+2 ft/level

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

This spell calls upon spirits of various animals, granting abilities to all nearby allies while they are near. The effect varies by the type of totem used, but only one totem at a time can affect any given person (the last one dropped).

- Bear: +1 Con and +1 AC
- Deer: +2 to jump and listen checks
- Eagle: +2 to spot and search checks
- Fire Beetle: +1 save vs fire and totem glows like a hooded lantern
- Lion: +1 Cha and +1 Reflex Saves
- Shark: +10 ft swim speed and breathe water
- Spiderling: +2 to climb skill and +2 to spot checks to avoid surprise

The GM should allow PCs to come up with their own totems of similar or lesser power as befit a Shaman of their race.

*Focus:* A small, carved totem of the specific type costing 1s.

## LEVEL TWO

### AUGURY

Divination

**Level:** 2

**Spell Line:** Augury

**Mana:** 4

**Components:** V, S, F

**Casting Time:** 1 round

**Recast:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An augury can tell the caster whether a particular action in the immediate future will bring good or ill results. The base chance for receiving a meaningful reply is 70%+1% per level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that success is automatic, or so vague as to have no chance of success. If the augury succeeds, the character learns one of four results:

- “Weal” (probably good results)
- “Woe” (probably bad results)
- “Weal and Woe” (mixed results)
- “Nothing” (for actions that will have neither positive nor negative results).

If *Augury* fails, the character gets the “Nothing” result, and has no way of knowing whether this was due to success or failure.

Augury can only see into the future about half an hour, so anything that might happen after that time period does not affect the augury.

*Focus:* Owl totem worth at least 2g 5s.

### HARPATH’S CURSE

Evocation

**Level:** 2

**Spell Line:** Harpath’s Curse

**Mana:** 4

**Components:** V, S, F

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One creature

**Duration:** 1 min/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This curse fills a single subject with uncertainty and dread, slowing their actions and filling them with weakness. The subject suffers a -1 moral penalty to attack rolls, weapon damage, ability checks, saving throws, and skill checks.

*Focus:* a fetish, something from that creature’s race or species

### MURDEK'S MIGHTY LEAP

Alteration

**Level:** 2

**Spell Line:** Murdek's Mighty Leap

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** Creature touched

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

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

**Spell Resistance:** No

The target of this spell gets a +30 bonus to Jump checks and does not have the usual maximum limits for jumping distance. The jump reaches its peak (1/4 distance) at the halfway point.

### SLEEPLESS

Alteration

**Level:** 2

**Spell Line:** Sleepless

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 8 hours (D)

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

**Spell Resistance:** Yes (harmless)

You are able to grant one person the ability to go without sleep for eight hours. Such a person does not tire any more than they were before the spell was cast and suffers no ill effects from the lack of sleep. They do not recover any differently than when a normal person who is awake, and cannot go to sleep while under the effect of this spell unless they make a successful Will save.

### SMOKE STORY

Divination

**Level:** 2

**Spell Line:** Smoke Story

**Mana:** 2

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** Instant

**Range:** 15 feet

**Effect:** Flame and smoke shows images

**Duration:** Concentration 1 min/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The Shaman is able to craft images and movement in smoke and flames with this spell. The images are obviously made of smoke and fire, and are visible to everyone in the area. As long as the Shaman concentrates, they are able to make the smoke display any images and shift into any shapes desired, but no sound is provided. These images can be of anything the Shaman imagines, but cannot be larger than the volume of flame and smoke a fire of that size could reasonably display, even if it normally does not.

This smoke may be moved anywhere in the area as long as it is connected to the fire, but it will not cause any choking or reduction in vision beyond what the normal volume of smoke the fire puts out ordinarily would. While in effect, *Smoke Story* provides a +2 circumstance bonus to perform skill checks.

*Material Component:* an open fire.

### SPEAK WITH ANIMALS

Divination

**Level:** 2

**Spell Line:** Speak with Animals

**Mana:** 2

**Components:** V, S, F

**Casting Time:** 1 Round

**Recast:** 1 Round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

This spell allows the Druid to communicate with animals as if they had the 1<sup>st</sup> level beastlord ability. While in effect, this grants a +2 enhancement bonus to Animal Empathy, Handle Animal, and Ride checks.

*Focus:* some food of the type the animal eats.

### SUSTENANCE

Conjuration

**Level:** 2

**Spell Line:** Sustenance

**Mana:** 2

**Components:** V, S, DF

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** permanent (see text)

**Saving Throw:** Fort (harmless)

**Spell Resistance:** Yes (harmless)

*Sustenance* negates a target creature's need for food and water, making them feel sated and full, with the full nutritional benefit as if they had eaten a sensible meal. This spell does not eliminate the need to eat again later as normal.

### LEVEL THREE

#### ANCESTOR'S WARNING

Divination

**Level:** 3

**Spell Line:** Ancestor's Warning

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Area:** one five foot square per level of the Shaman

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The ancestors will warn the Shaman of any immediate danger in the area designated, which can be any configuration of the five-foot squares, as long as they all touch another square (even diagonally). This spell will warn of ambushes, invisible monsters, traps, triggered spells; anything that will be activated by the Shaman physically entering that area or that will activate on the shaman from that area.

The exact information varies, based on the GM's determination of how well the Shaman is liked by his ancestors and how well they have been playing their alignment and Shaman. For example, a diligent, ancestor-honoring Shaman will learn that an ambush in that area consists of ten orcs with bows and a shaman, while a casual, uncaring one might simply learn that area is dangerous.

## GATE

This spell is moved from level 2 to level 3.

## LIFE SPIRIT

This is identical to Light Healing except it heals 2d8+4 hit points immediately and 2 hit points a round for 15 rounds

## MOVE DISEASE

Alteration

**Level:** 3

**Spell Line:** Move Disease

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fort negates (sometimes harmless)

**Spell Resistance:** Yes (sometimes harmless)

With a touch, the Shaman is able to take a disease from any target onto himself, or from himself onto another target. If the disease is from a spell higher level than the Shaman's spell level, then he must make a Will check against the spell's save DC to successfully move it. When a disease is moved from a target, they are cured of the disease, but the previous effects it has caused are not eliminated. When a disease is moved onto a target, it starts immediately anew with full vigor and duration.

## REMOVE LESSER CURSE

Abjuration

**Level:** 3

**Spell Line:** Remove Lesser Curse

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See below

**Spell Resistance:** No

This spell will remove a single curse effect of caster level 10 or less. If the curse's caster level is higher than the Druid, then he must roll a check of D20+level vs the curse's DC of 9+caster level.

## SPIRIT OF TRUTH

Alteration [mind-affecting]

**Level:** 3

**Spell Line:** Spirits of Truth

**Mana:** 13

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 5 ft.

**Target:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell compels a creature to speak only truth, they cannot speak any deliberate and intentional lies. Any affected creature are aware of this enchantment. Therefore, they may avoid answering questions which they would normally respond with a lie or answer evasively. Creatures who move further than 100 feet from the Shaman are freed from this spell.

## SPIRIT WALL

Conjuration [spirit]

**Level:** 3

**Spell Line:** Spirit Wall

**Mana:** 10

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** Instant

**Range:** Personal

**Area:** line 5 ft long +1 ft/level

**Duration:** 1 minute/level

**Saving Throw:** See below

**Spell Resistance:** Yes

The *Spirit Wall* is a barrier that stops spirits and undead from passing. The Shaman draws a line on an surface with bone chips, up to 5 feet in length +1 foot per level. This line can be in any shape, even connected to form a circle. For any spirit or undead to cross this line, they are forced to attempt a Will check against the spell's save DC. Creatures that have no Will check are unable to cross the line. This line will not stop ranged attacks, but any magical attack by a spirit or undead through the line are at a -1 DC to save due to its weakening effect.

This line is presumed to extend a mile upward and downward from the point it is drawn, but only affects undead hostile toward the Shaman or those the Shaman are aware of.

*Material Component:* Bone chips.

## ZEPHYR

Conjuration

**Level:** 3

**Spell Line:** Zephyr

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** long (100 ft+10 ft/level)

**Area:** 10x10 wind moves toward or away from caster

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a breeze of gentle winds (5 mph or less) that emanates from the caster and blows away from or toward him, up to the full length of the range. The breeze is strong enough to extinguish a candle, but will not harm any larger flame.

## **LEVEL FOUR**

### **CURE PARALYSIS**

Alteration

**Level:** 4

**Spell Line:** Cure Poison

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One creature per level, no more than 30 feet apart

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

This spell frees one or more creatures from the effects of any temporary *paralysis* effect including *slow* effects of equal or lower level than the Cleric. If the effect is higher level than the Cleric, the victim gains an immediate save check at +4 to break free.

### **HEAL SOUL**

Alteration

**Level:** 4

**Spell Line:** Heal Soul

**Mana:** 14

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One Creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The Shaman attempts to exorcise any possession, end any mental control, and remove any spiritual corruption or bondage that a creature suffers from with this spell. To do so, the Shaman makes a Wisdom check against the spell or effect save DC of the power involved (if there is no save, it is 11+the level of the attack). The character being healed may add their Will save bonus to the Shaman's attempt if they wish to be healed (or would, were they not possessed). If this check succeeds, that one spell effect ends immediately, curing the creature of its affliction. If the spell fails, the Shaman suffers 1d4 subdual damage per level of the spell they were attempting to overcome from the backlash.

### **PRESERVE SPIRIT**

Alteration

**Level:** 4

**Spell Line:** Gentle Repose

**Mana:** 12

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Touch

**Target:** One corpse

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** No

This spell preserves the remains of a dead creature so it does not decay. Doing so extends the time limit on raising the creature from the dead. Days spent under the influence of this spell do not count against any time limit on resurrection effects. In addition, this spell makes transporting a fallen comrade more pleasant.

Any continuing or corruptive influence on the corpse is stopped immediately as well, such as transformation to undead. This spell also works on severed body parts.

### **WARD SPIRITS**

Evocation (magic)

**Level:** 4

**Spell Line:** Ward Undead

**Mana:** 13

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Target:** One spirit

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

This spell deals 5d8 damage to any ghost, spirit, or otherwise ethereal target. It has no effect on any other creature.

### **WATER WALK**

**Level:** 4

**Spell Line:** Water Walk

**Mana:** 5

**Components:** S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 10 min/level

**Saving Throw:** Reflex negate (harmless)

**Spell Resistance:** No

While under the effect of this spell, any creature is able to run about and even crawl on top of the water as if it is a solid surface. They may move normally even across acid, lava, mud, quicksand, oil, and snow, but any damage sustained from contacting this material will still take place. If someone is under water when this spell is cast, they can swim normally but are able to jump up pull themselves out of the water on the surface, or conversely dive under if they desire.

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

## WIZARD SPELLS

### LEVEL ONE

#### BOLT SPELLS

All spells with the descriptor “bolt” are no longer “ray” effects but “bolt” effects.

Bolt spells do not have any possibility of a saving throw, but the spell requires a ‘to hit’ roll by the Mage against the target’s touch AC. The attack roll is modified by the Mage’s Intelligence rather than Dexterity bonus. If it misses, the Bolt continues until it hits an object or reaches its maximum range.

Bolt spells have longer range than other Medium Range spells, granting an additional 25 feet, plus 15 feet per level. Like Ray effects, a Bolt can be fired at an area without seeing the target, such as into darkness, through an opening, or at an invisible target, but requires a direct line of sight to the target.

#### COMPREHEND LANGUAGES

Divination

**Level:** 1

**Spell Line:** Comprehend Languages

**Mana:** 2

**Components:** S

**Casting Time:** 1 Round

**Recast:** Instant

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

This spell allows the Wizard to understand the spoken words of creatures or read otherwise unreadable words (such as writing in another language). The Wizard is unable to write or speak these languages, merely understand them, and some languages may be so ancient, arcane, or unusual that this spell will not permit comprehension. Comprehend Languages will not negate any illusory effect that alters or manipulates text or speech.

#### ERASE

Abjuration

**Level:** 1

**Spell Line:** Erase

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Touch

**Target:** One scroll or two pages or one line in other material

**Duration:** Instantaneous

**Saving Throw:** see text

**Spell Resistance:** No

*Erase* removes writings of either mundane or magical nature from the target. It removes various glyphs, sigils, and marks, but will not remove illusions. Non-magical writings are immediately erased, but magical writings are only affected with a successful caster level check at DC 15. If this attempt fails, then the writing is activated, if applicable.

#### EYE OF GRIMSTAFF

Divination

**Level:** 1

**Spell Line:** Eye of Zomm

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** Personal

**Effect:** Summons an eye that enhances vision

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a small floating eye about the size of an orange that remains near the Wizard’s head, rotating slowly. This eye grants the Wizard +2 to all Search, Sense Motive, and Spot skills. The *Eye of Grimstaff* is a pet, so any other pet must be dismissed before this spell may be cast. The eye is destroyed with any attack but has 18 AC.

#### FORKED MAGIC

Evocation [magic]

**Level:** 1

**Spell Line:**

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 action

**Recast:** instant

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Forked Magic* is a magic based attack that can strike two targets. Each target gets a separate save, and if there is only one target, it will only hit that target a single time. Each target hit by Forked Magic suffers d6+1 magic damage.

#### FROST BOLT

This spell deals d10 damage, not d8 as listed in the book.

#### LORE

Divination

**Level:** 1

**Spell Line:** Lore

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One object or location

**Duration:** Concentration, 1 minute/level

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

**Spell Resistance:** No

Lore allows the Wizard to learn information about any object or location up to 100 square feet of area. For each round, the Wizard may learn one piece of information until the spell ends. *Lore* only will reveal historical, background, lore, and story related information, not enchantments or magic. This spell will tell history, previous owner, present condition, background, future intent (1 year per round), and so on, not any secret locations, command words, enchantments, or other information.

#### NUMBING COLD

This spell is identical to the write up in the Player’s Handbook, except that it does d6+1 damage instead of d6.

## READ MAGIC

Divination

**Level:** 1

**Spell Line:** Read Magic

**Mana:** 1

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

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

**Spell Resistance:** No

By means of this spell, the caster is able to read magical inscriptions such as upon scrolls, runes, written glyphs, and so on. This does not activate any magic contained in the writing, even if it normally is triggered by reading.

## SENSE MAGIC

Divination

**Level:** 1

**Spell Line:** Identify

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** See text

**Target:** Personal

**Duration:** 1 minute per level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell allows the Wizard to detect and analyze any spell used in his presence. While the duration lasts, the Wizard can tell what school of magic, what kind of caster, and what basic effect any spell cast in his line of sight consists of. Further, this spell allows the Wizard to detect the casting of any spell within 25 feet+5 feet per level while the spell lasts. 1 foot of stone, 3 inches of metal, a thin layer of lead, 6 inches of glass, or 3 feet of wood will block this detection effect.

## SENSE SECRET DOOR

Divination

**Level:** 1

**Spell Line:** Sense Secret Door

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** 60 feet

**Target:** Quarter circle emanating from Wizard

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

**Saving Throw:** None

**Spell Resistance:** No

You can detect secret doors, compartments, caches, and so forth. Only passages and openings specifically designed to evade notice are detected by this spell, not merely openings concealed by other means (such as a tapestry over a door). The amount of information revealed depends on how long you study a particular area or subject:

1<sup>st</sup> round: Presence or absence of secret doors

2<sup>nd</sup> round: Number of secret doors and the location of each. If outside line of sight, then only direction is detected.

3<sup>rd</sup> round and beyond: Mechanism and method of opening one secret door each round is determined.

Each round, you can turn to check a different area, starting over.

This spell will penetrate barriers of less than 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood/dirt.

## SHOCK OF FROST

Identical to the spell as written in the Player's Handbook, but does d8+1 damage instead of d6.

## SPARKS

Evocation [electricity]

**Level:** 1

**Spell Line:** Sparks

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 Action

**Recast:** Instant

**Range:** 10 feet

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex, negates

**Spell Resistance:** Yes

This spell bombards a target with multiple sparks of electrical power. Each spark does d4 damage, allowing a separate save. The number of sparks is 3, plus 1 for every 2 levels (so at level 3, the Wizard would create 3 sparks; at level 5, 4 sparks, and so on) up to a maximum of 12 sparks. For every 3 sparks past three, the target suffers a -1 penalty to their Reflex saving throw.

## LEVEL TWO

### ALARM

Abjuration

**Level:** 2

**Spell Line:** Alarm

**Mana:** 4

**Components:** V, S, F

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Very long (500 ft+50 ft/level)

**Target:** 25 ft radius emanation centered on a point in space.

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Alarm* sounds a mental or audible alarm any time a creature of Tiny or larger size enters the warded area or touches it. A creature who speaks the password (determined by the caster when the *Alarm* is set) does not set off the *Alarm*. The caster decides at the casting whether the alarm will be mental or audible.

A mental *Alarm* alerts the caster (and only the caster) as long as you are within the range of the spell from the marked area. The alarm will awaken the caster with a single unmistakable tone when triggered.

An audible *Alarm* produces the sound of a hand bell and anyone within 60 feet of the warded area can hear it clearly. This ringing lasts for at most 1 round, or until the caster commands it to end. Any spell that creates an area of silence can stop this alarm from being heard.

Ethereal creatures do not trigger the alarm unless the intruder becomes material while in the protected area.

*Focus:* a tiny bell and foot of very fine silver wire, costing 2 gold total.

## DUPLICATE DOCUMENT

Alteration

**Level:** 2

**Spell Line:** Duplicate Document

**Mana:** 4

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** 5 feet

**Target:** One scroll or two pages of written material

**Duration:** Permanent (see text)

**Saving Throw:** None

**Spell Resistance:** No

The magic of this spell makes an identical copy of any one document the Wizard is able to see clearly in its entirety. The copy includes all images and marks of the original, even if the Wizard does not understand its content. Each side of a page must be copied separately, and requires a blank side of a sheet of paper to copy the document on to. If the document contains any traps, magical triggers, or otherwise is enchanted to react to reading, the spells are not set off by the Duplication process, but the page gets a Saving Throw at DC equal to the spell enchanted on the paper to resist the Duplication.

*Material Component:* a scroll or 2 pages of paper

## LIGHTNING TOUCH

Evocation [electricity]

**Level:** 2

**Spell Line:** Lightning Touch

**Mana:** 3

**Components:** V, S, M

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

This spell delivers 3d8 electrical damage to a creature hit with a touch attack by the Wizard.

## PERSONAL LORE

Divination

**Level:** 1

**Spell Line:** Lore

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** instant

**Range:** Close (25 ft+5 ft/level)

**Target:** One person

**Duration:** Concentration, 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** No

The Wizard is able to learn facts about a specific person with this spell, one piece of information per round until the spell ends. *Personal Lore* only works on PC races, and is limited to information such as race, birth point, home, level, faction, profession, gender, age, name, and class. The target of this spell is aware of its affect and the Wizard who cast it, and may attempt to block and end the spell at any point with a Will save, if conscious or alive.

## REMLOR'S MESSAGE

Divination

**Level:** 2

**Spell Line:** Message

**Mana:**

**Components:** V, S

**Casting Time:** 1 round

**Recast:** Instant

**Range:** One mile per level

**Effect:** sends a message to someone

**Duration:** until discharged, no more than 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell sends a message to a specific person or location when it is cast. The message may be no longer than 20 words or 1 minute in length, plus 5 words per level or 6 seconds in length per level. This message travels as slow as 1 mile per hour or as fast as 1 mile per minute to the location or person within the range of the spell, and is then related at the volume the Wizard desired when the *Message* was cast. The words delivered will not act as a verbal component to a spell or command word.

## SHATTER

Evocation [sonic]

**Level:** 2

**Spell Line:** Shatter

**Mana:** 3

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Close (25 ft+5 ft/level)

**Target:** One solid object or crystalline creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (object) or Fortitude half (see text)

**Spell Resistance:** Yes (object)

This spell creates a loud, ringing noise that damages brittle, hard objects such as glass or crystalline creatures. The spell deals 1d6 damage per level to any such object or creature, although creatures gain a fortitude save to half the damage. The maximum damage this spell can deliver is 15d6

## LEVEL THREE

### **CONE OF THUNDER**

Evocation

**Level:** 3

**Spell Line:** Cone of Thunder

**Mana:** 8

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** None

**Area:** 25 foot long quarter circle in the Wizard's facing

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

The Wizard creates a sudden, shattering sonic attack in a cone in front of them, dealing 3d8 damage to all within the cone. All creatures affected by this spell suffer a -2 to listen checks for d3 rounds.

### **DETECT THOUGHTS**

Divination

**Level:** 3

**Spell Line:** Detect Thoughts

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 minute

**Range:** 60 ft

**Area:** Quarter circle emanating from caster

**Duration:** Concentration, 1 min/level (D)

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

**Spell Resistance:** No

The caster can detect other creature's surface thoughts. The amount of information learned depends on how long the caster studies the area or subject:

1st Round: The presence or absence of thoughts

2nd Round: The number of thinking minds and rough intelligence level of each. If the highest Int in the area is at least 10 points higher than the caster (and 26 or higher) the caster is stunned 1 round and the spell ends.

3rd Round: Surface thoughts of any mind in the area, one mind per round can be examined. A target's Will save prevents the caster from reading its thoughts, requiring the spell to be recast to attempt again.

One foot of stone, 3 inches of metal, a thin layer of lead, 6 inches of glass, or 3 feet of wood will block this detection effect.

### **FEATHER FALL**

Alteration

**Level:** 3

**Spell Line:** Feather Fall

**Mana:** 2

**Components:** V

**Casting Time:** Free action

**Recast:** Instant

**Range:** Personal

**Target:** You

**Duration:** Until landing, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes the caster to fall at 60 feet a round, sustaining no damage upon impact while the spell lasts. *Feather Fall* does not function any time the Levitate line of spells cannot function.

### **FINGERS OF FIRE**

This spell does damage to all targets around the Wizard within 10 feet, not a semicircle based on the Wizard's hand

### **IDENTIFY**

This spell is moved from level 5 to level 3 for Wizards

### **LOCATE OBJECT**

Divination

**Level:** 3

**Spell Line:** Lore

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Area:** Circle, centered on caster

**Duration:** Concentration, 1 min/level (D)

**Saving Throw:** None (Will, object)

**Spell Resistance:** No

The caster can sense the direction of a well-known and clearly visualized object. The maximum size object this can locate is 100 cubic feet, and the minimum is 1 cubic millimeter. A specific item is located in direction, distance, and angle from the Wizard when this spell is cast, up to the maximum range.

More general objects can be located, such as a weapon, a jewel, a staircase, a door, or so on. In this case, the spell merely locates the distance, direction, and angle of the nearest object of that type without more specific information. *Locate Object* is blocked by any amount of lead. Any intelligent object can make a save vs Will to avoid being located.

### **SHADOWSTEP**

This spell is moved to level 5 from level 3.

### **SLEEPLESS**

Alteration

**Level:** 2

**Spell Line:** Sleepless

**Mana:** 4

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One creature

**Duration:** 8 hours (D)

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

**Spell Resistance:** Yes (harmless)

You are able to grant one person the ability to go without sleep for eight hours. Such a person does not tire any more than they were before the spell was cast and suffers no ill effects from the lack of sleep. They do not recover any differently than when a normal person who is awake, and cannot go to sleep while under the effect of this spell unless they make a successful Will save.

## TISHAN'S LORE

Divination

**Level:** 3

**Spell Line:** Lore

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 minute

**Recast:** 1 minute

**Range:** Close (25 ft+5 ft/level)

**Target:** Any object or location

**Duration:** 1 min/level

**Saving Throw:** None

**Spell Resistance:** No

The Wizard is able to concentrate on a subject with this spell and gain information about it, as if he had a Knowledge skill about that subject. The subject must be something the Wizard has at least some even rudimentary understanding or knowledge of, and at GM's discretion some topics or ideas may be outside the spell's power.

*Tishan's Lore* grants 1 rank per 4 levels the Wizard has attained in the specific Knowledge skill. Thus, a level 8 Wizard would have an effective 2 ranks in the Knowledge skill, plus their Int modifier for the roll.

## LEVEL FOUR

### BIND AFFINITY

This spell is moved from level 4 to level 5 for Wizards

### CARTOGRAPHY

Divination

**Level:** 4

**Spell Line:** Duplicate Document

**Mana:** 9

**Components:** V, S, F

**Casting Time:** 1 action

**Recast:** 1 action

**Range:** Close (25 ft+5 ft/level)

**Effect:** Creates Map of area

**Duration:** 10 min/level (see below)

**Saving Throw:** None

**Spell Resistance:** No

The Wizard is able to turn a blank parchment into a map of the nearby area. The longer the Wizard is able to concentrate on an area, the more detail and accuracy the map will attain. The Wizard concentrates on an area around him within the range of the *Cartography* spell and it begins to create a map on a floating parchment in front of the Wizard.

The Cartography spell is only able to map out what the Wizard is aware of; it will not reveal anything hidden, secret, illusory, or invisible. Each round that the Wizard concentrates on an area, the more detail the map will fill in.

1st round: basic outlines of major structures (walls, canyons, cliffs)

2nd round: Major features in the area (pools, trees, pits, doors)

3rd round: topography and elevation (raised or lower areas, sunken portions, stairs, heights of walls, etc)

4th round: colors, textures, and minor details (tiles, different vegetation, tapestries, candles, books, etc)

5th round: three dimensional representations of objects and notes the Wizard desires.

The Wizard may re-cast Cartography at any time to add more to a map that has already been started or to begin a new map. Each parchment will hold a map depicting an area of around 1000 feet square.

*Material Component:* A blank parchment

## DECIPHER

Divination

**Level:** 4

**Spell Line:** Read Magic

**Mana:** 6

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Touch

**Target:** One document or written area of 100 square feet or less

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This spell allows the Wizard to read any document or writing of any language or code. *Decipher* will allow a Wizard to read 1 page of a document (or 2 feet of a scroll) per level they have attained. The writing becomes instantly and permanently legible and understandable to the Wizard regardless of its code or original language, unless the writing is too degraded or destroyed, or the GM decides it is too obscure or potent to comprehend. The writing is not changed for anyone except the Wizard.

*Decipher* can be blocked by an *Encode* spell or an illusion such as *Glamour* that hides the true nature of the document. Any intelligent and magical document may attempt a Will save to prevent the translation from occurring.

## ENCODE

Divination

**Level:** 4

**Spell Line:** Read Magic

**Mana:** 7

**Components:** V, S, M

**Casting Time:** 1 round

**Recast:** 1 action

**Range:** Touch

**Target:** One page of documentation or 2 feet of scroll per level

**Duration:** Permanent (D)

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

**Spell Resistance:** Yes (object)

The opposite of *Decipher*, this spell allows the Wizard to code a document of no more than 1 page or 2 feet of scroll per level. The document instantly and permanently becomes illegible, even to the Wizard, and impossible to translate or decode without magic. A successful *Cancel Magic* spell can eliminate the *Encoding*, as can a *Decipher* spell.

The *Encoded* document may be set with a password, which when spoken while holding the document will eliminate the coding and make it as legible as it was before (which may have been in an ordinary code or language that the reader cannot understand). The Wizard can at any time end the coding as well. Any intelligent and magical document may attempt a Will save to prevent the coding from taking place.

*Material Component:* A bottle of ink

## FROST STRIKE

Evocation [cold]

**Level:** 4

**Spell Line:** Frost Strike

**Mana:** 1

**Components:** --

**Casting Time:** Free action

**Recast:** Instant

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

As a Wizard advances in power, they become such masters of damage that they can begin to use it in ways no other caster may attempt. Frost Strike does 1d4 every 2 levels of the Wizard, takes but 1 mana, and requires absolutely no action or words to cast.

Frost Strike is a *free action* attack spell, which means it may be used once at any time during a round, even after the Wizard has already acted or before their initiative.

## GRIMSTAFF'S EARS

Divination

**Level:** 4

**Spell Line:** Glimpse

**Mana:** 2

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

**Range:** Personal

**Target:** You

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

**Saving Throw:** None

**Spell Resistance:** No

With this spell, the Wizard is able to target a point up to 100 feet away and listen from that location as if they were standing there. The caster may make normal listen checks and hear anything from that location ignoring the range between them and that location.

## HALO OF LIGHT

Conjuration

**Level:** 4

**Spell Line:** Sphere of Light

**Mana:** 7

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 2 rounds

**Range:** Close (25 ft+5 ft/level)

**Effect:** Summons glowing halo

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

This spell is very different from the one in the MMOG or written up in the *EverQuest Player's Handbook*. Instead of summoning a head item that glows, *Halo of Light* summons a ring of glowing energy which the Wizard is able to mentally command. This ring will fly to any place within the spell's range that the Wizard commands at a speed of 80 ft per round and may be moved as a free action. The *Halo* illuminates the area around it as if it were a lantern, but gives off no heat. If the Wizard stops telling the *Halo* to move, it will hover the last place directed.

A Halo of Light has a physical presence, it is AC 12, has a hardness of 3, 1 hp, and a Reflex save of +8 if the Wizard commands it to avoid an attack or effect, which he can do as a free action. Light-based attacks and mind-altering attacks have no effect on the *Halo*.

## LOCATE PERSON

Divination

**Level:** 4

**Spell Line:** Locate Object

**Mana:** 5

**Components:** V, S

**Casting Time:** 1 action

**Recast:** Instant

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

**Area:** Circle, centered on caster

**Duration:** Concentration, 1 min/level (D)

**Saving Throw:** None (Will, object)

**Spell Resistance:** No

The Wizard thinks of either a specific creature or a definite type (such as "human" or "unicorn"). Turning slowly, the spell discerns the direction, angle, and distance to the closest representative of that creature.

The Wizard must either have carefully studied about or personally seen a creature (within 30 feet) to *Locate* it. Running water blocks this spell.

## MANA SHOCK

Evocation [magic]

**Level:** 4

**Spell Line:** Forked Magic

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 action

**Recast:** 1 round

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See below

**Spell Resistance:** Yes

This spell deals 5d8 magic damage to one creature, which is halved if they make a successful Reflex save. If the target fails an additional Will save, they suffer a loss of 4d6 mana. Creatures without mana need make no save and are unaffected by this aspect of *Mana Shock*. Magic Resistance reduces the mana lost as well as damage sustained.

## **LEVEL FIVE**

### **BIND AFFINITY**

This spell is moved from level 4 to level 5

### **EXTERMINATE**

Evocation (fire)

**Level:** 5

**Spell Line:** Exterminate

**Mana:** 15

**Components:** V, S

**Casting Time:** 1 round

**Recast:** 1 round

**Range:** sphere (50 ft+5 ft/level) radius emanating from caster

**Target:** All vermin under CR 1

**Duration:** Instantaneous

**Saving Throw:** Fort halves

**Spell Resistance:** Yes

This spell detonates a flame attack on every single small creature and vermin within the area, dealing 3d6+6 damage. *Exterminate* affects a sphere centered on the caster with a radius 50 ft+5 ft/level. The magic reaches everywhere, even through barriers, affecting all vermin under 1 Challenge Rating, but dealing no damage to anything else. Any vermin not actually killed by this spell know who cast it and where they are and will immediately seek out their tormenter.

The magic of *Exterminate* is blocked by 1 foot of solid stone, 1 inch of any metal, six inches of ceramic or glass, a thin sheet of lead, or a yard of wood/dirt.

### **GLYPH OF WARDING**

Alteration

**Level:** 5

**Spell Line:** Glyph of Warding

**Mana:** 12

**Components:** V, S, M

**Casting Time:** 10 minutes

**Recast:** Instant

**Range:** Touch

**Target:** Object touched or surface area of 5 ft<sup>2</sup>/level

**Duration:** Permanent until discharged or dispelled

**Saving Throw:** See text

**Spell Resistance:** Yes (object)

The caster creates an inscription that unleashes a magical trap on those who enter, pass, or open the warded area or object. The casters sets the conditions of the ward when it is created. Typically any creature violating the warded area without speaking a pass phrase (set by the caster upon casting) is subject to the magic it stores.

Triggers can be set according to physical characteristics or creature type, subtype, or species. *Glyphs* can also be set with respect to good, evil, law, chaos, or set to pass those of the caster's religion or faction. They cannot be set according to class, HD, or level. *Glyphs* trigger to invisible or incorporeal creatures normally. Multiple glyphs cannot be set on the same 5x5 area. However, discrete areas of one larger object can be separately warded.

The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. When the spell is completed, the glyph becomes nearly invisible.

*Glyphs* cannot be affected, bypassed, or disabled by normal physical or magical probing, although they can be nullified by any spell capable of dispelling magic effects (or an *Erase* spell). Any creature can use a Search skill to find a *Glyph*, but without magic, cannot disable the power of one (the Search DC is 28).

There are two basic versions of a *Glyph of Warding*; either a blast or a triggered spell.

**Blast Glyph:** A blast deals 3d10+caster level (at time of casting) damage to the intruder and all within 5 feet of the intruder. This damage can be Cold, Electricity, Fire, Magic, or Sonic. Those affected can make a Reflex Save against the *Glyph* to take half damage.

**Spell Glyph:** The caster can store any harmful spell up to 5th level that he knows. All level-dependent features of the spell are based on the caster's level at the time the *Glyph* is set. If the spell has targets, it targets the one that triggered the *Glyph*. If the spell has an area, the area is centered on the one that triggered the *Glyph*. All saving throws operate as normal, except that the DC is based on the level of the glyph rather than that of the contained spell.

*Material Component:* Platinum based ink costing 2p.

### **LESSER EVACUATE**

Alteration [Teleportation]

**Level:** 5

**Spell Line:** Lesser Evacuate

**Mana:** 10

**Components:** V, S

**Casting Time:** 1 full round

**Recast:** 1 round

**Range:** 50 ft

**Target:** Up to six creatures, no two more than 20 feet apart.

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

This spell rapidly attempts to teleport the Wizard and five of his friends away from danger. Because it is cast so rapidly, *Lesser Evacuate* has a slight chance to leave someone behind; roll a d20 for each character, if a 1 results they did not get taken along with everyone else.

The *Evacuate* teleports everyone affected to the nearest place the Wizard knows to be a safe place; for example just outside a deadly labyrinth, in a room that was cleared and untraveled, the gates of a nearby city, etc. The maximum distance this spell will teleport the group is 100 ft/level of the Wizard.

The location may no longer be safe, it is only where the Wizard *believes* it is safe, and he has no control over where they go, only to the closest. If several close choices are equally distant, the GM should randomize the destination.

### **SHADOWSTEP**

Alteration [Teleportation]

**Level:** 5

**Spell Line:** Fade

**Mana:** 2

**Components:** V, S

**Casting Time:** Free Action

**Recast:** 1 round

**Range:** d100x5 ft

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell is somewhat different than described in the *EverQuest Player's Handbook*. Like *Fade*, this teleports the caster a random distance - (1d100)x5 feet - but unlike *Fade* it always teleports the caster the direction they are facing when the spell is cast.

*Shadowstep* will allow characters to appear on top of high objects or at the bottom of deep chasms, provided the distance total traveled in height is no further than 500 feet. Thus, a Wizard could *Shadowstep* from the path leading from High Pass to the Karanas and show up in the chasm floor below, if it is not further than 500 feet deep.

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description

**NAME**  
type  
**Level:**  
**Spell Line:**  
**Mana:**  
**Components:**  
**Casting Time:**  
**Recast:**  
**Range:**  
**Target:**  
**Duration:**  
**Saving Throw:**  
**Spell Resistance:**  
description