

4 Spells

Overview

Magic is an important part of the world of Uroth. The cultures of this world have technology only on par with that of the European Renaissance on Earth. Magic grants the species that can wield it the power to perform miraculous feats and accomplish much that could only happen in a fantasy world. The chief means by which characters can exercise the use of magic is through the casting of spells.

The character classes of Clerics, Elves, and Magic-users can cast spells. Spells are something like recipes; they involve a pattern of hand gestures, verbal incantations, and the use of physical objects that must be precisely followed to cast that spell. If a caster has a particular spell in their repertoire, they can cast it and bring about its effects. Spells can be used to attack enemies, ward oneself or one's friends from harm, gather information, fly, heal injuries, or provide literally hundreds of helpful abilities to benefit the caster and their allies.

The spellcasting classes do not all cast spells in the same way. One important division between spellcasting types is the source of the magical power that is used. There are two types of magical sources in **Tales of the Iron League: Divine magic** and **Arcane magic**.

Divine magic is mainly used by Clerics, and its power stems from the energies controlled by the deities and their intermediaries who communicate between mortals and immortals. Clerics pray for spells, and the deities (usually) grant them the spells they request. Wisdom is the most important ability score associated with Divine magic.

Arcane magic is used by Elves and Magic-users, but other characters may learn to use its secrets as well. Its power comes from a vast and unseen field of energy that permeates the entire universe; Arcane casters do not derive their magical abilities from divine forces, but from a knowledge of the nature of the world's natural energies and how to tap their potential. Elves and Magic-users do not pray for spells; they study spell information contained in their spellbooks. Intelligence is the ability score that most helps Arcane casters.

Another difference in spellcasting is which spells may be used by each type of caster. Divine casters have access to all the spells in the Divine spell lists found in this chapter; for instance, a 1st level Cleric may make use of any of the 20 spells found in the 1st level Divine spell list. Arcane casters are more limited in the spells they may cast; the only spells they have access to are the ones they have studied and learned well enough to copy their esoteric magical formulas into their spellbooks. There are 20 spells in the 1st level Arcane spell list as well, but a beginning 1st level Magic-user character will only have a handful of these spells written within the pages of their spellbook. A priority of Arcane casters is always to learn more spells that they can add to their spellbooks so they can broaden their magical capabilities.

Beyond these differences in the types of magic, spellcasting works very similarly for each character class. After no less than 8 hours of rest, which needs to be continuous, characters must spend one hour preparing to cast spells for the day. This takes the form of prayer for Divine casters, and careful study of their spellbooks for Arcane casters. When this process is complete, each character receives their allotment of spell points for the day; this number is determined by the character's level and ability scores as described in Chapter 2.

When a character casts a spell, the caster says the words and performs the gestures, and then the spell manifests itself. The power behind the spell drains out of the body of the caster, and then that spell point is expended. The energy to cast that spell is gone until the next time the character can rest and regain spells. To cast a spell of a particular level, the caster must use a spell point of the spell's level or higher.

When a caster is out of spells, their abilities are greatly diminished, and they are reduced to using weapons and skills to make their way in the world – things that other character classes tend to be more proficient at. It is therefore a necessary truth that spellcasting classes must jealously guard their magic abilities as a consumable

resource, and dole it out sparingly, especially at low levels where the number of spells available to the character is extremely limited.

The way that each spell works is described in its description. However, spells tend to follow common rules for how they work. Spells take time to cast, and each spell describes how long that requires. Spells also affect different individuals, areas, and objects at different ranges and for different amounts of time.

Some spells act on creatures in a way that they would prefer to avoid, and which their minds and bodies resist if they can. When this happens, the spell makes an attack, which requires the player to roll 1d20 and add their character's spell attack bonus, plus any modifiers that the key ability scores for Arcane or Divine magic may grant. (Weapon and armor non-proficiency penalties never affect a spell attack roll.)

The result is the value of the relevant defense that the spell successfully attacks; a high roll is therefore a good thing for spell attacks. The spell description lists what type of defense is attacked by the spell. If the spell attack equals or exceeds the target's relevant defense, then the attack succeeds, and the spell description says what happens.

Sometimes the spell description also says what happens if the attack fails. If the spell description says nothing about what happens when the attack fails, it means that nothing happens. Some spells do not just attack once, but they may attack multiple times because several independent and harmful effects are in play, or perhaps the spell must attack to see if its harmful effects persist for a long time.

A few spells do not attack a creature, but they instead attack a magic object or spell effect. When this happens, an attack is made as described above, but the defense being rolled against is usually equal to the level of the spellcaster that created that spell effect, or the magic tier of the magic object, plus an additional number. The magic tier is listed for magic items in Chapter 9, and spell effect caster levels are determined by the GM.

Spell Damage

Some spells have effects that cause hit point damage to targets. Other spells have effects that may restore hit points to one or more targets. Both types of spells have a common mechanic for resolving how many hit points are affected by the spell.

Spell damage is based on **dx**, a terminology that indicates a damage die that varies according to the level of the caster. When a spellcaster is levels 1 through 3, dx is equal to 1d4. When the spellcaster is levels 4 through 6, dx is equal to 1d6. When the spellcaster is levels 7 through 9, dx is equal to 1d8. When the spellcaster is levels 10 through 12, dx is equal to 1d10. Under some circumstances, dx may go one die type higher to 1d12 (see Spell Staging later in this chapter).

Spell damage is built out of dx, but multiple dice might be rolled. For instance, a *magic missile* spell inflicts 2dx damage. This means that a 1st level Elf will cause 2d4 hp damage when casting this spell. A 10th level Elf who casts the same spell will inflict 2d10 hp damage; higher-level casters know how to get more out of their mastery of the spells that lower-level casters are just learning how to master. Similarly, a 1st level Cleric will heal 2d4 hp damage when casting *treat wounds* because it is a 2dx spell; a 10th level Cleric will heal 2d10 hp damage with the same spell.

Spellcasting Constraints

Casting a spell requires that conditions for working magic are precisely correct. To work magic, each spellcaster must have the following things working in their favor:

- A spellcaster must be able to speak freely. The caster cannot be gagged. They must be able to speak at full volume; it is not possible to whisper the words of a spell.
- A spellcaster must have on their person the material components necessary to cast the spell. All Divine spells require the use of a holy symbol, which is a focus that is not consumed by the spell. Some Arcane spells require specific and often expensive material components or foci; these are detailed in the description for each spell.
- A spellcaster must have one hand completely free. That hand cannot be holding any other object, except for a holy symbol for Clerics, or a magic wand or staff for Elves and Magic-users. The hand cannot be constrained or bound in any way. For Clerics or Elves, the hand of an arm strapped to a shield can only be used to cast spells that do not make an attack roll.
- A Magic-user cannot wear armor of any sort, or using a shield, when casting spells. Helms are allowed.

Casting a spell also requires a clear mind free of distractions. Some conditions may cause a spellcaster to struggle to muster the self-control necessary to cast a spell, whether because the caster is in pain, or because something else is spoiling their focus. In such situations, the character must make a caster level check while they are casting the spell to concentrate.

If the character fails that check, the spellcasting fails. If the character fails that check by four or more, the spellcasting fails, and that spell or spell point is lost for the day. If a spellcaster is in the middle of casting a spell and takes at least 1 hit point of damage, the caster level check becomes more difficult; refer to rules in Chapter 7.

Divine spellcasters must have an alignment, and having an alignment affects what spells and actions are acceptable to their religion. For instance, a Cleric of good alignment would have a difficult time justifying to their deity and their deity's servants that they need to cast a spell that can animate *zombies* from dead bodies. A Cleric must be mindful of the consequences that spell selection and use may have on their religious life.

Line of Effect and Targeting

Spells cannot generally be cast through walls. To be able to cast a spell at a target or a point in space, the caster must have **line of effect** on that target or point, meaning there cannot be any intervening solid objects between the two. A sheet of paper or a bed sheet will not stop line of effect but a single thickness of plate glass will. Force effects such as a *wall of force* spell will interrupt line of effect. The GM may rule that an area crowded with obstacles (a thick forest; a store full of mannequins) may interrupt line of effect and may require a perceptive skill check to be able to cast a spell at a distant target. If a spell targets a point or object that it does not have line of effect on, it fails. If a spell generates an effect that travels to a point (such as a burst or a line), and line of effect is interrupted in the path to that point, the spell's effect is generated where line of effect is lost.

A spellcaster must be able to perceive a target to attack it effectively. For most characters, seeing is the principal sense used to target spells. A spellcaster may know that a hiding thief lurks within the area of their *fire ball* spell, perhaps because they have made a Hearing skill check, but unless they can succeed at a Seeing skill check to spot the target, spell attack rolls will be made at -4.

Spell Staging

A spellcaster receives a pool of spell points that they may use to cast spells, and each spell point is associated with a level of spell; if the caster wishes to cast a particular level of spell, they must use a spell point of at least that level. It is possible to use higher level spell points to cast a spell, and this can make spells more effective. This is called spell staging – using higher level spell points to improve one or more attributes of the spell. Each level of the spell point that exceeds the level of the spell is called a **staging**, and you can stack multiple stagings together to

improve a spell in different ways, including multiple stagings of the same type. Stagings can be added to instantaneous and interrupt spells.

For one staging, you can:

- Increase the dx damage of a spell by one die type, up to d12
- Increase the spell's listed range by an amount equal to its original listed range
- Increase the spell's listed duration by an amount equal to its original listed duration
- Increase a spell's area of effect by +10' length and width (cone, cloud), +20' length (line), or +10' radius (ball)
- Increase a spell's caster level by 2 for purposes of overcoming the *magical impregnability* special power

For two stagings, you can:

- If a spell inflicts damage of one of the four energy types (fire, cold, lightning, acid), you can change its energy to a different type
- Change a spell's attribute from a **touch** to a **zap** with a range of 30'
- Change the target of a spell you could cast on yourself from a **touch** to an **emanation** with a range of 10'
- Change the point of origin of a **burst**, **cloud**, **cone**, or **line** spell from the caster to a point up to 30' away. The caster must have line of effect on that point

For three stagings, you can:

- Select as many creatures as you want to exclude from the spell's area of effect

For four stagings, you can:

- Change a spell's attribute from a **zap** to a **burst** with 20' radius. The range remains unchanged.

***Example:** Feenar the Fabulous is a 5th level Magic-user. They and their party have just wrapped up a combat, defeating a large party of bugbears. However, one of the creatures was hiding on the fringes of the melee, and it breaks cover and flees for its life.*

Feenar's player worries that if the bugbear escapes, it will summon reinforcements. The GM rules that Feenar only has one round to do something about the escaping creature before it reaches cover in the forest. The bugbear is 150' away, outside the range of a magic missile spell.

However, Feenar has a 3rd level spell slot remaining. Feenar casts magic missile and stages it up once to double the spell's range and once to increase its damage. Now Feenar's spell can hit the bugbear at 150', and it will inflict 2d8 hp damage instead of the usual 2d6 hp.

Cumulative Spell Effects

In general, multiple spells of the same type do not stack. A *bless* spell, for instance, can give a Cleric and their allies a bonus of +1 to attacks and damage in combat. Two *bless* spells do not grant +2 bonuses, however, even if they are cast by two different Clerics. Sometimes a spell can be cast both as an Arcane spell and as a Divine spell, but even then, the effects of the spells do not stack with each other.

In contrast, the effects of two different spells generally do stack with each other, even if they are affecting the same attribute or combat effect. A Fighter who enjoys both the effects of a *strength* spell and an *enlarge* spell, for instance, finds themselves able to deliver significantly increased damage owing to both enchantments working in concert! Any exceptions to this stacking rule are stated in the spell descriptions.

When multiple spells are affecting a single target, willing or otherwise, apply the lower-level spell effects before applying higher-level effects. For example, if a character is within the area of effect of a *darkness* spell, a 1st-level spell, and then a *daylight* spell is cast on the area this 3rd-level spell overrides the effects of the *darkness* because

it is a higher-level spell. This would still be true if the *daylight* spell were in effect first and the *darkness* spell were cast on top of it; the order in which the spells are cast is immaterial.

Spells that are the reverse of each other, such as *light* and *darkness*, cancel each other out such that no magical effect remains. Unless such a cancellation occurs, both spells are still in effect, but if the areas of effect do not exactly overlap, there may be areas where both spell effects persist.

Adding Spells to a Spellbook

Magic-users and Elves start with a limited number of spells written in their spellbooks. Arcane spellcasters must learn new spells to increase their abilities. There are two ways to do this: by gaining new spells when advancing in levels, or by finding, buying, or borrowing additional spells while adventuring.

It is assumed that Arcane spellcasters are continuously studying magic and learning more about its practice over the course of their daily lives. Each time an Elf or Magic-user character gains a level in their class, they may choose any two spells on the lists of spells they are able to cast, and they may write those spells into their spellbook. Additionally, upon gaining a level in their class, any character that has the *arcane casting* special ability gains one spell on the lists of spells they are able to cast. These spells instantly appear in their book, assuming adequate space exists for the spell to fit (see Chapter 5). If the spell won't fit, it is instantly written into a different spellbook as soon as the caster acquires one. This mechanism may only be used to learn spells of a level that the spellcaster is capable of casting at the new level of experience.

A caster may also learn new spells that they come across while adventuring. Ways to learn a new spell may include:

- Two friendly spellcasters agree to allow each other to study each other's spellbooks.
- A spellcaster buys the rights to learn a spell from another spellcaster's spellbook.
- A spellcaster acquires a spellbook that used to belong to another spellcaster and studies it to learn its secrets.
- A spellcaster finds a scroll, a magic item described in Chapter 9, and chooses to destroy it in the process of learning the spell it contains.

Learning a new spell in any of these ways takes time. The spellcaster must have 8 hours of uninterrupted time, which cannot be spent adventuring, sleeping, or performing any function other than magical studies. The spellcaster must have access to the source of the new spell, whether it is a spellbook or scroll. The spellcaster must have pen and ink, as well as their own spellbook handy, and it must have the room to accommodate the new spell. At the end of the 8 hours, the spell is copied into the spellcaster's spellbook. When learning a spell from a scroll, the spell is erased from the scroll as it is copied, although any other spells that may be on that scroll are unaffected.

Learning a new spell in any of these ways also requires the spellcaster to sacrifice something of themselves. Chapter 9 describes how the creation of magic items requires an expenditure of experience points, and to a lesser degree, learning a new spell demands the same thing. When a character copies a new spell in this way, they must immediately spend 10 XP for every level of the spell. This is not required for the spells automatically learned when the character gains a level. In no event may a character lose a level of experience by copying a new spell; if they have insufficient XP to copy the spell without falling below their current experience level, they must wait until they have sufficient XP to do so.

Players may find it useful to use the Spellbook Worksheet at the end of this chapter to keep track of the spells kept in their spellbook. A caster may not use another caster's spellbook to memorize spells; the act of transcribing a spell by copying it into their own spellbook is part of the mechanism by which an Arcane caster learns to use a new spell. Any unlearned spells are just so much gibberish and are of no use unless the caster spends the time to study and transcribe them. It is certainly possible for a spellcaster to take the time, expense, and effort to make a copy of

their spellbook and store it somewhere secure – this can be valuable insurance, as an adventurer’s spellbook may be exposed to theft or destruction! However, once a spell is learned, a character can create a new spellbook even if the original is lost or destroyed – all it requires is the time and materials to do so.

Buying Spells and Hiring Casters

As a rule, Arcane spellcasters jealously guard the knowledge of spell lore from each other. The spells known by a caster are valuable currency, and some practitioners of magic pay dearly to add a new incantation to their spellbook. Additionally, allowing a person to learn a spell from you requires giving them access to your spellbook, and unscrupulous persons have been known to hold a Magic-user’s spellbook hostage for profit. Accordingly, not all Arcane casters trade in spells openly – at least not with strangers.

When two spellcasters agree to learn spells from each other, it is often a quite serious affair, with arrangements made for the exchange to occur in a public place where both casters can be present the entire time, and possibly have additional armed assistance handy in the event of unpleasant surprises. Some suspicious casters will not agree to an exchange even under such cautious conditions, and they may only make a deal with a PC if large amounts of gold and magic are involved – if they agree to a deal at all!

Nevertheless, the Iron League understands that Elves and Magic-users who are members of their organization want to be able to acquire spells while they are working in an area. Accordingly, the Iron League commonly makes accommodations with an NPC Arcane spellcaster of at least 5th level who lives in a contract area. This spellcaster is willing to sell spells to Iron League members for fixed rates in gold pieces. The character must also spend the experience point cost described earlier.

The set of spells available for sale varies from place to place, but should include a selection of 1st-, 2nd-, and 3rd-level spells. Higher-level spells may also be available. The typical rates for the sale of spells are as follows:

- 1st level: 30 gp
- 2nd level: 60 gp
- 3rd level: 120 gp
- 4th level: 200 gp
- 5th level: 300 gp
- 6th level: 400 gp

Other spellcasters in the area may make cash agreements to sell spells with characters as well, and their costs may be similar to the rates listed above, but the buyer should beware!

It may also be possible to hire local casters, both of Arcane and Divine spells, to cast spells on the behalf of the players. Just as the Iron League makes accommodations for local NPC Arcane casters to assist by selling spells, this agreement often extends to these non-members casting spells on behalf of the Iron League members.

Similarly, the Iron League subsidizes religious organizations within a contract area to ensure that at least one NPC Divine caster of 5th-level or higher is available to cast spells for members. Rates to cast one spell are half the cost of buying a spell, as tabulated above, but if the caster is a higher level than the minimum necessary to cast the spell, a surcharge of 10 gp per extra level is added. Therefore, a 1st level Magic-User might cast an identify spell for 10 gp, but a 9th level Magic-User might cast the same spell for 90 gp – if they agree to cast it at all. This assumes that casting the spell involves no risk to the caster and does not involve expensive spell components.

This also assumes that the caster need not travel to cast the spell. If even very short and safe amounts of travel are involved, the rates listed above commonly double and can go much higher from there. Iron League members are adventurers and are used to accepting risk in their lives daily; most non-members have a different mindset, and it will cost the characters dearly if they wish to convince NPC spellcasters to expose themselves to danger!

Lists of the spells available to both Arcane and Divine casters, sorted by spell level, are presented below:

Spell Lists

Table 4-1: TOTIL Cleric Spell Lists

Level 1	Spell Name	Spell Description
1	Benediction	Touched creature gets +1 to hit and damage for 10 minutes. Reversible, targets Dodge
2	Call from Beyond	Restores life and 1 hp to touched creature dead for 1 round
3	Command	Attack Poise of 1 living creature within 30', it must obey 1-word command
4	Detect Alignment	Detects good or evil creatures or objects in 60' cone for 10 minutes
5	Detect Magic	Detects magical creatures or objects in 60' cone for 10 minutes
6	Divine Ward	For 10 minutes, touched target gains +1 to defenses, +2 vs. evil; hedges summoned
7	Godspeed	For 10 minutes, all initiative rolls by allies within 30' are made twice, and the best is used
8	Guidance	For 10 minutes, touch 1 creature to grant bonus of +(level)/5 round up on skill checks
9	Invisibility to Undead	Creature touched becomes invisible to undead for 10 minutes until they attack
10	Light	Creates 20'/40'/60' radius light within 120' for 2 hours. Target Dodge to blind; reversible
11	Magic Stone	Make 3 stones into +1 ranged weapons, 20/40/60, 2dx hp damage, for 10 minutes
12	Remove Fear	Fear effect is removed from 1 touched target. Reversible, targets Dodge
13	Resist Elements	For 1 hour, 1 target within 30' ignores elements, halves damage from 1 energy type
14	Sacrificial Respite	Instant. 1 successful attack or spell effect within 30' redirects to caster
15	Sanctuary	Attacks Poise of all in perceptive range; success means cannot target caster
16	Shield of Faith	For 10 minutes, touched creature is not subject to critical hits. Deflect one attack to end spell
17	Sleep of Miracles	10 minute cast prior to overnight rest. If undisturbed, rest heals creatures within 30' of 2dx hp
18	Threshold of Safety	10 minute cast. For 8 hours, all who cross a rune suffer a -1 penalty to combat attack, damage
19	Treat Wounds	Touch cures 1d6 + level hp, or paralysis. Reversible, targets Dodge
20	Undead Awareness	For 10 minutes, know direction and numbers of undead within 120'

Level 2	Spell Name	Spell Description
1	Aid	Touch grants target 2dx temporary hp, +1 to hit, +1 to Poise for 10 minutes
2	Augury	Predicts whether an action 30 minutes in the future will have good or bad outcomes
3	Bless	Allies in 20'x20' area 60' away get +1 to hit, damage for 10 minutes. Reversible, attacks Poise
4	Death Knell	Touch recently dead creature to gain 2dx temporary hp, +2 Strength, +1 caster level for 1 hour
5	Delay Affliction	Poisons/diseases affect touched creature less readily and damage less for 3+level hours
6	Elemental Aegis	For 1 hour, 1 target within 30' ignores elements, gains 4dx temporary hp versus 1 energy type
7	Enhance Ability Score	Touch 1 creature to increase 1 ability score for 10 minutes
8	Find Traps	Magical or non-magical traps within 60' cone glow silver for 10 minutes
9	Gentle Repose	1 touched dead creature cannot rot or be animated for 1 day/level
10	Hold Humanoid	Within 120', attacks Poise of humanoid creatures in 10' radius to paralyze
11	Holy Chant	Chanting caster's allies within 30' get +1 to hit, damage, morale, and defenses
12	Make Whole	10 minute cast. Repair up to 10 cu. ft./level of touched nonmagical items
13	Remedy Injury	Touch cures 2dx + level hp, ability score damage, or some conditions. Reversible, targets Dodge
14	Remove Fatigue	Touch 1 creature to remove all points of fatigue. Reversible, targets Dodge
15	Silence	For 10 minutes, 15' radius area within 180' is completely silent. Targets Dodge
16	Snake Charm	Within 60' caster's level of snake HD become inoffensive for 1 hour. Targets Poise
17	Sound Burst	Sonic blast in 10' radius within 60' does 1dx hp, attacks Toughness to stun
18	Speak with Animals	For 1 hour, caster can speak to and understand all animals within 30'
19	Spiritual Weapon	For 10 minutes, makes ghost weapon attacking within 30' for 1dx hp with combat attack bonus
20	Zone of Truth	In 20' radius within 30', for 3+level rounds, attacks Poise or targets must tell truth

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Level 3	Spell Name	Spell Description
1	Animal Growth	Add elite template to 1 animal within 120' for 2 hours. Targets Dodge
2	Animate Dead	Permanently animate skeletons or zombies within 60' with total HD up to level
3	Celestial Favor	1 touched creature gains the elite template for 10 minutes
4	Continual Light	Creates permanent 30'/60'/90' light within 120'. Targets Dodge to blind; reversible
5	Cure Malaise	Touch cures 3dx + level hp, ability score damage, trauma, conditions. Reversible, targets Dodge
6	Daylight	Creates 60'/120'/180' radius sunlight within 120' for 2 hours. Targets Dodge to blind; reversible
7	Dispel Magic	Attack 10+caster level to end spell effects in 20' cube within 120'
8	Glyph of Warding	10 minute cast. Permanent trap attacks Dodge within 20' for 2dx, miss half, or triggers a spell
9	Invisibility Purge	120' range, all invisibility negated within 30'. Lasts 10 minutes
10	Locate Object	For 1 hour, know direction of closest one of a particular object within 50'/level
11	Magic Vestment	For 10 minutes, provide +1 AC bonus for every 3 levels to 1 touched suit of armor
12	Meld into Stone	For 10 minutes, caster phases entirely inside nearby rock, can hear what happens outside
13	Plant People	For 1 hour, 1 touched creature gains plant monster immunities but slows movement
14	Prayer	For 3+level rounds, allies within 60' get +1 to hit, damage, morale, and defenses
15	Searing Light	120' light beam attacks 1 creature's Dodge for 2dx hp fire, 4dx hp fire against undead
16	Speak with Dead	10 minute cast. 1 touched dead creature regains enough intellect to answer questions
17	Striking	For 10 minutes, grants 1 weapon within 30' additional 1dx hp damage
18	Water Breathing	Targets within 30' can breathe water, split 24 hours among targets
19	Water Walking	For 10 minutes, 1 creature within 120' can walk on water as if it were solid ground
20	Wind Wall	Make vertical wall of air, 2000 sq. ft. within 120', bollixes missiles and birds, lasts 3+level rounds

Level 4	Spell Name	Spell Description
1	Air Walk	Touched target can walk on air as if it is solid ground. Lasts 10 minutes/level
2	Create Sustenance	Make food/water for 3 people or 1 large creature per level per day
3	Damning Sermon	Allies within 60' get +2 to hit, damage, morale, defenses; enemies take -1 hp per round
4	Death Ward	For 10 minutes, touch grants +4 to defenses vs. death magic, no energy drain. Reversible
5	Detect Lie	Caster detects lies spoken in 60' radius for 10 minutes. Reversible
6	Dismissal	Attack Poise to send 1 extraplanar or elemental within 30', HD <= level, to their home plane
7	Divination	10 minute cast. Caster asks level # of questions about a specific location
8	Divine Power	For 10 minutes, caster gains 18 Strength, 1 temp hp/level, 1 extra attack/round
9	Exorcise	Touch 1 creature using Dodge. On hit, roll 5+caster level to remove controlling effect
10	Freedom	Touch makes 1 creature immune to slowing or hampering for 10 minutes
11	Giant Vermin	Summons a giant vermin ally, ½ HD per level round up, within 30' for 10 minutes
12	Grant Spell	For 1 hour, 1 touched creature gains the ability to cast up to a 3rd level divine spell
13	Holy Smite	120' range, attacks Toughness in 20' radius, 4dx hp and blinds opposite alignment
14	Lower Water	Within 240', 10,000 square feet of liquid water is lowered by 3'/level for 2 hours
15	Remove Curse	Touch 1 creature as part of the lifting of a curse. Reversible, targets Dodge
16	Restore Health	Touch cures 4dx + level hp, ability score damage, trauma, conditions. Reversible, targets Dodge
17	Sending	10 minute cast. 1 known creature any distance away receives a 25-word message, can respond
18	Speak with Plants	For 1 hour, caster can speak to and understand all plants within 30'
19	Sticks to Snakes	1 stick/level turns into several kinds of snakes for 2 hours, follow orders
20	Tongues	For 1 hour, caster knows all languages within 60'. Reversible

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Level 5	Spell Name	Spell Description
1	Animate Avatar	10 minute cast. For 2 hours, statue of deity animates and fights as stone golem
2	Atonement	10 minute cast. Touch relieves 1 penitent sinner of the burden of transgression
3	Break Enchantment	Attack roll of 5+caster level disrupts magical effects on 1 creature/level within 30'
4	Breath of Life	Touch restores life and 4dx hp to 1 creature dead for 1 round
5	Commune	10 minute cast. Divine powers answer 3 yes/no question
6	Cosmic Retribution	For 3+level rounds, evil creatures suffer the same damage they inflict on the caster in melee
7	Dispel Evil	Within 30', target Poise of 1 evil creature; hit for 5dx and frightened, miss for half. Reversible
8	Flame Strike	Within 60', 30' tall 5' radius column attacks Dodge for 4dx hp fire, miss for half
9	Hallow	10 minute cast. Building or area receives divine ward, turn bonus, dead can't be animated
10	Insect Plague	Creates 60' radius insect swarm within 480', moves 20'/round, does 1dx hp ongoing per round
11	Plane Shift	Touch sends 8 willing creatures to another plane, or attack Dodge to send 1
12	Raise Dead	Restores 1 dead creature within 120' to life but is weak. Reversible, targets Toughness for 5dx
13	Regeneration	For 3+level rounds, 1 touched creature can regenerate 1 hp and 1 trauma per round
14	Righteous Might	For 3+level rounds, caster enlarges, +2 to defenses, reduces 5 hp damage from 1 attack/round
15	Srying	10 minute cast. For 10 minutes, attacks Poise to view 1 distant creature through a magic glass
16	Spell Resistance	For 3+level rounds, 1 touched creature becomes magically impregnable
17	Symbol of Conflict	10 minutes to inscribe rune. Attacks Poise within 60', targets bicker for 10 minutes
18	Symbol of Pain	10 minutes to inscribe rune. Attacks Poise within 60' to inflict pain for 1 hour
19	Transposition	Caster trades places with an ally within 120'
20	True Seeing	For 10 minutes, touched creature sees things as they truly are

Level 6	Spell Name	Spell Description
1	Aerial Servant	10 minute cast. For 3+level days, summoned aerial servant performs 1 task for caster
2	Animate Objects	Non-magical objects within 30' become level x2 HD constructs who obey for 10 minutes
3	Anti-Life Shell	For 10 minutes, living creatures cannot enter a 10' radius shell around the caster
4	Banishment	Within 30', attack Poise to send 2 HD/level extraplanars or elementals to their home plane
5	Blade Barrier	For 1 hour, 900 sq.ft. rectangle of whirling blades within 30' attack Dodge for 5dx hp
6	Celestial Choir	For 3+level rounds, allies within 100' gain regeneration, one critical hit
7	Excoriating Sermon	Allies within 60' get +3 to hit, damage, morale, defenses; enemies take 1dx hp per round
8	Find the Path	For 2 hours, touched target can find shortest path to a physical location
9	Heal	Touch cures many conditions and all damage. Reversible, attacks Dodge
10	Heroes' Feast	Hour-long feast grants allies within 20' 2dx temp hp, various cures and bonuses, for 1 day
11	Interdicted Heart	10 minute cast. Remove own heart; for 1 day, cannot go to 0 hp or be affected by spells
12	Pavilion of Respite	For 1 day, creates a secure shelter within 60' with food, water, where one can rest safely
13	Plague Storm	Create 30'x30' fog within 60', grows 10'/round, lasts 1 hour. Attacks Toughness to cause disease
14	Planar Ally	10 minute cast. Caster requests service from an aligned extraplanar creature; requires payment
15	Rebuke Undead	Attack Toughness of undead within 40' to inflict 6dx hp, miss for half damage
16	Stone Tell	For 10 minutes, caster gains ability to talk to touched stones and ask them questions
17	Stone to Flesh	Petrification removed from 1 creature within 120'. Reversible, attacks Dodge
18	Symbol of Despair	10 minutes to inscribe rune. Attacks Poise within 60' or targets despair for 1 hour
19	Wind Walk	For 3+level hours, caster and 3 creatures within 30' turn mist-like, fly 60'/30'
20	Word of Recall	Instantly transport self any distance back to sanctum

Table 4-2: TOTIL Elf and Magic-user Spell Lists

Level 1	Spell Name	Spell Description
1	Alarm	1 minute cast. For 8 hours, set audible or mental alarm over a 20'x20' area or opening touched.
2	Angry Dagger	Held dagger animates and attacks 1 target within 30' for 3+level rounds, hit for dx hp
3	Arcane Ward	For 10 minutes, touch grants +1 to defenses, +2 vs. extraplanar/undead; hedges summoned
4	Charm Humanoid	Target one humanoid within 120' under 4 HD. Attacks Poise to impose the charmed condition
5	Detect Magic	Detects magical creatures or objects in 60' cone for 10 minutes
6	Enlarge	Within 60', increase 1 humanoid's size for 10 minutes. Reversible, attacks Dodge
7	Feather Fall	Instant casting; target within 60' falls slowly for 250' + 50'/level
8	Floating Disc	Makes 3' diameter disk of force floating near caster for 4 hours. Carries 10 inventory spaces
9	Fog Cloud	Within 120', create stationary 30' +10'/level radius fog cloud with 5' visibility. Lasts 1 hour
10	Identify	1 hour casting. Learn 1 property per level of 1 or more magic items
11	Jump	For 10 minutes, caster can jump 20' vertical or 30' horizontal, no more than 1 every 3 levels
12	Light	Creates 20'/40'/60' radius light within 120' for 2 hours. Target Dodge to blind; reversible
13	Magic Missile	Missile always hits 1 creature within 120', inflicts 2dx hp
14	Minor Illusion	Within 240', illusion within 20' cube fools one sense. Lasts for concentration, targets Poise
15	Read Languages	For 1 hour, the caster can read any written language or code
16	Shield	For 10 minutes, caster gets armor equivalent of AC 17 vs. missiles, AC 15 vs. other attacks
17	Shocking Grasp	Attacks Dodge as a touch attack for 2dx hp lightning damage, 3dx vs. metal monsters or armor
18	Shower of Acid	1dx hp acid damage in 20' cone, attacks Dodge, miss is half damage
19	Sleep	Within 240', attacks Poise of <4HD creatures within 10' radius to put to sleep for 10 minutes
20	Spider Climb	Lasts 1 hour. Touched target climbs unflinching but hands are sticky, can't cast spells

Level 2	Spell Name	Spell Description
1	Alter Self	For 10 minutes, caster acquires a monster power or changes to a different humanoid form
2	Amnesia	30' away, erase recent memories of targets in a 10' radius area. Targets Poise
3	Arcane Lock	Permanently locks and reinforces a single door, window, or container within 10'
4	Continual Light	Creates permanent 30'/60'/90' light within 120'. Targets Dodge to blind; reversible
5	Detect Invisible	Detects invisible creatures or objects in 60' cone for 10 minutes
6	ESP	Caster can read thoughts in a 60' cone for 10 minutes. Targets Poise to scan deeply
7	Ghoul Touch	Touch 1 living creature to attack Dodge to paralyze; stench attacks Toughness in 10' radius
8	Invisibility	For 10 minutes, 1 touched creature becomes invisible until they attack
9	Knock	Within 60', opens 1 door or container that is locked, stuck, or barred
10	Levitate	For 1 hour, caster can go up or down at 20/10 movement rate
11	Locate Object	For 1 hour, know direction of closest one of a particular object within 50'/level
12	Mirror Image	For 10 minutes, creates 1d4+1/(3 levels) images resembling the caster that absorb attacks
13	Phantasmal Force	Within 240', illusion within 20' cube fools all senses. Lasts for concentration, targets Poise
14	Polar Vortex	Within 60', makes a 10' radius cold vortex attacking Toughness for 2dx hp cold, miss for half
15	Scare	Attacks Poise in 15' cone to impart the afraid condition
16	Scorching Ray	Target Dodge defense of 1 creature within 30' with a ray of fire, 3dx hp fire on a hit
17	Shatter	Within 60', attack 1 crystal creature's Toughness to inflict 4dx hp, or break fragiles in 30' radius
18	Stinking Cloud	10' radius smog cloud within 30' attacks Toughness to nauseate targets. Cloud lasts 10 minutes
19	Strength	1 creature touched gets +5 to Strength for 3+level rounds
20	Web	Web attacks Dodge defenses within 15' cone to inflict the ensnared condition. Web lasts 1 hour

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Level 3	Spell Name	Spell Description
1	Angry Bludgeon	Held staff or club grows and attacks 1 target within 30' for 3+level rounds. 2dx hp damage
2	Blink	For 3+level rounds, caster can teleport 30' as a move action without triggering AoO, taking 1hp
3	Cloud of Acid	Cloud 40' long x 30' wide of acid, 4dx hp acid damage, attacks Toughness, fail for half
4	Cone of Cold	Cone level x 5' of magical cold, 4dx hp cold damage, attacks Dodge, fail for half
5	Create Pit	Within 60' create an extra-dimensional pit with hard surfaces lasting 3 rounds + 1 round/level
6	Dispel Magic	Attack 10+caster level to end spell effects in 20' cube within 120'
7	Enchant Weapon	For 10 minutes, give 1 touched weapon or piece of ammunition a +1 bonus for every 3 levels
8	Fire Ball	Within 240', 20' radius ball of fire attacks Dodge 4dx hp, fail for half
9	Gaseous Form	Touched target becomes insubstantial and can fly at 10'/round for 1 hour
10	Gust of Wind	Within 60', make 10'x60' air blast that may inflict 1dx hp for every 5' of knockback, knock prone
11	Hold Humanoid	Within 120', attacks Poise of humanoid creatures in 10' radius to paralyze
12	Infravision	1 touched creature gains 60' infravision for 1 day or makes existing infravision better
13	Lightning Bolt	180' bolt attacks Dodge within 5' for 4dx hp lightning damage, fail for half
14	Missile Screen	For 10 minutes, caster is immune to small non-magical missiles
15	Share Senses	Employ the perceptive senses of 1 creature within 120' for 1 hour
16	Suggestion	Verbal instruction attacks Poise of 1 target within 30'; on success, it complies for level+3 hours
17	Tiny Hut	Creates 10' radius hemisphere opaque tent to protect from elements for 8 hours
18	Tongues	For 1 hour, caster knows all languages within 60'. Reversible
19	Vampiric Touch	Touch attacks Dodge to drain 3dx hp, heal self for same or gain temporary hp for 1 hour
20	Water Breathing	Targets within 30' can breathe water, split 24 hours among targets

Level 4	Spell Name	Spell Description
1	Arcane Eye	1 minute cast. Within 240', create invisible magic eye that moves 10'/round, lasts 1 hour
2	Black Tentacles	Within 120', 20' radius field attacks Dodge for 1dx damage plus grappled. Lasts 3+level rounds
3	Charm Monster	Within 120', target creatures within a 10' radius. Attacks Poise to impose charmed condition
4	Confusion	Within 120', attacks Poise of 3d6 random targets in 20' radius; victims act erratically
5	Dimension Door	Instantly transport self or 1 other creature within 30' up to 360' away. Attacks Dodge
6	Disarming Vortex	Within 120', attack Dodge of creatures within 30' and deposit held objects elsewhere
7	Fabricate	10 minute casting. Transmute 10 cu. ft./level of raw materials within 60' into another form
8	Fear	Attacks Poise in 60' cone to flee for 1 round or more and drops held items
9	Fire Shield	For 3+level rounds, fire or cold damages those who attack caster, who is immune to that energy
10	Fire Trap	10 minute casting. Triggering trap attacks Dodge within 10' for 4dx hp fire damage, fail for half
11	Globe of Invulnerability	For 3+level rounds, creates 10' radius globe around caster that bars 3rd-level spells coming in
12	Greater Invisibility	For 3+level rounds, 1 touched creature disappears and remains invisible even when attacking
13	Hallucinatory Terrain	Within 1000', a 100' radius area permanently appears as a different type of terrain
14	Ice Storm	Within 120', create 20' radius zone of 3dx hp cold damage or 40' radius sleet lasting 10 minutes
15	Plant Growth	Within 120', make 3000 sq. ft. of vegetation grow or enhance 1 plant for 2 hours. Targets Dodge
16	Resilient Sphere	Within 60', attack Dodge to trap targets in 10' radius force globe for 3+level rounds
17	Stone Shape	For 1 minute, caster can work 1 cu. ft./level of stone like clay
18	Stoneskin	Caster's skin turns hard, granting the caster 4dx temporary hp and +2 AC for 10 minutes
19	Wall of Energy	Make 2 hour energy wall, 2000 sq. ft. within 120', attack Dodge to cross, 4dx on hit, miss half
20	X-Ray Vision	For 3+level rounds the caster can see through solid objects in a 15' cone

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Level 5	Spell Name	Spell Description
1	Angry Cloud	Within 120', a swarm of daggers attacks all targets in a 20' radius for 3+level rounds
2	Animate Dead	Permanently animate skeletons or zombies within 60' with total HD up to level
3	Atmosphere Bubble	For 2 hours, emanate 20' radius sphere or 40' radius hemisphere of breathable atmosphere
4	Cloudkill	Create 30'x30' fog within 60', grows 10'/round. Attacks Toughness for 1d6 Con against <4HD
5	Contact Other Plane	1 hour casting. Ask questions of cosmic intelligences; spell attacks Toughness to drain Wisdom
6	Corrosive Web	Web attacks Dodge within 20' cone to inflict the ensnared condition, 1dx acid. Web lasts 1 hour
7	Elemental Summons	10 minute casting. Summons an elemental within 30' to perform a service for 1 hour
8	Fly	1 creature within 30' gains 120'/60' flying movement for 1 hour
9	Forceful Hand	Within 120', giant hand blocks and pushes away one creature for 3+level rounds
10	Haste	Within 120', fast attacks + movement in 30' radius for 3+level rounds. Reversible, targets Poise
11	Hold Monster	Within 120', attacks Poise of creatures within 10' radius to paralyze
12	Meteor Swarm	Within 120', 1 target is hit with a 2dx ongoing hp barrage for 3+level rounds
13	Passwall	Within 120', create 10' tall, 10' wide, level x 10' long tunnel. Lasts for 1 hour
14	Rock to Mud	Transmutes 30,000 cu. ft. of rock within 120' to mud. Reversible
15	Scrying	10 minute cast. For 10 minutes, attacks Poise to view 1 distant creature through a magic glass
16	Telekinesis	For 10 minutes, caster moves objects, flings things for 4dx hp or grabs creatures. Targets Dodge
17	Teleport	Instantly transport self or 1 willing creature within 30' any distance
18	True Seeing	For 10 minutes, touched creature sees things as they truly are
19	Wall of Force	Within 120', make plane, sphere, or hemisphere of invisible force barrier for 2 hours
20	Wall of Matter	Within 120', make a 2000 sq. ft. wall of solid matter with permanent duration

Level 6	Spell Name	Spell Description
1	Anti-Magic Shell	For 10 minutes, create a zone around the caster that nullifies magic effects
2	Chain Lightning	180' bolt attacks Dodge within 5' for 5dx hp lightning damage, fail for half, arcs twice more
3	Control Weather	Caster may create many weather effects in 1000' radius while concentrating
4	Disintegrate	Within 60', target Dodge to inflict 8dx hp or vaporize 10' cube of matter
5	Domination	Caster takes over the executive function of 1 living creature. Attacks Poise
6	Freezing Sphere	Creates one of a variety of cold effects chosen by the caster
7	Guards and Wards	10 minute cast. Caster's lair is protected with a variety of magical effects for 1 day
8	Invisible Stalker	10 minute cast. Summons a slithering tracker within 30' to perform a service
9	Legend Lore	Caster learns legends about an important person, place, or thing
10	Mist of Mindlessness	Within 120', 30'x30' cloud attacks Poise each round to drain 1d6 Int, lasts 1 hour
11	Move Earth	10 minute cast. Move level # of 10' cubes of loose earth within 240' every 10 minutes for 1 hour
12	Polymorph	Transform 1 creature within 60' for 10 minutes. Retains mind
13	Programmed Illusion	Within 240', create illusion within 20' cube that fools all senses. Lasts for 1 hour, attacks Poise
14	Project Image	For 10 minutes, caster creates illusory image of self within 240', spells are cast from it
15	Repulsion	For 3+level rounds, spell repels creatures coming within 10' of caster
16	Stone to Flesh	Petrification removed from 1 creature within 120'. Reversible, attacks Dodge
17	Sunbeam	For 3+level rounds makes 5'x60' sunbeams, attacks Dodge for 4dx hp and blind, undead double
18	Teleportal	creates a pair of linked teleportation gates that may be used repeatedly
19	Window into the Past	For 10 minutes, an illusion shows events that occurred in a touched 2000 sq.ft. space's past
20	Wormhole	As an interrupt, caster uses portals to redirect an attack to a new target within 120'

Spell Descriptions

Each of the spells listed in the preceding table are described in further detail below. Listings are in alphabetical order. The spell lists above give the page number on which the relevant spell description can be found. Each spell listing features the following categories:

Spell Level

This describes which class can cast the spell, and what level the spell is for that class. Most spells are either Divine or Arcane, but some are both. However, spells that can be cast by different classes might not be cast at the same level by each class. For instance, *hold humanoid* is a 2nd-level Cleric spell, but it is cast at 3rd-level for Elves and Magic-users.

IMPORTANT: Spell levels are not equivalent to character levels – the level at which a character can cast a spell is not always the same as the spell's level. There are 12 character levels, but only 6 levels of spells.

Casting Time

This entry describes how long it takes to cast the spell. Most spells are cast in a single round, as part of a standard action. Some spells, however, take longer to cast. They are not intended to be cast in combat, but require more deliberate action, perhaps to create something intricate, or to research the answer to a difficult question.

These spells describe how many minutes, hours, or days it takes to cast them. A few spells can be cast so quickly that they don't require a full round's action and can even be cast when it is not the caster's turn to act. These are known as **instant spells**. Casting these spells do not trigger **Attacks of Opportunity**.

Range

This describes how far away the caster may project the spell to make the magic happen. If the spell only affects the caster, the range is **caster only**. If the spell has an effect outside the caster, but that effect originates from the caster's body, the range is **emanation** with a distance listed. If the spell requires the caster to touch a creature or object, its range is **touch**. And if the spell can be launched some distance away from the caster, the range gives the maximum distance in feet. A caster can always cast a ranged spell a shorter distance than the maximum range. When a spell has a range of emanation, the default interpretation is that the spell affects all creatures within the emanation range at the time of the casting, and if the spell's effects persist, those creatures continue to be affected by the spell even if they leave the emanation area. Conversely, the default interpretation is that if a creature enters the emanation area after the spell has been cast, it will not affect them. Specific spells may not use these default interpretations for emanations, and this will be listed in the spell description; for instance, many emanation spell descriptions will specifically say that their effect persists and possibly moves with the caster.

Targets/Area of Effect

This describes who the spell affects and where it happens. Some spells only affect one thing, or a few things. Any animate thing that could be thought of as a monster or a person is described as a creature; anything inanimate is described as an object. If a creature has an additional adjective, such as *undead*, this usually refers to a monster **trait** as found in Chapter 8.

If a caster can cast this spell on themselves, a target of **self** is listed. **Allies** means a group of creatures favored by the caster, potentially including the caster themselves; the caster gets to choose who is an ally and who is not. Similarly, **enemies** means a group of creatures not favored by the caster, and the caster chooses who is an enemy and who is not; the caster can never be an enemy.

Other spells affect an area, or a volume, and these are described with spatial dimensions given. Unlike range, the caster may not cast a spell within a smaller area of effect than what is listed; if the effect occupies a particular area or volume, then the caster may need to place it carefully to ensure no undesired effects or collateral damage.

If a spell affects a certain number of targets, not an area, then the caster may choose fewer targets than the maximum listed. If a spell requires being able to select targets within range, then the caster must be able to see all targets to be affected; if, however, the spell affects all targets within a certain area of effect, then it is not necessary to see any of the targets – only where the center of the spell's area is placed.

Duration

This category tells how long the spell effect lasts. Sometimes this is straightforward; a *shield* spell, for instance, lasts for ten minutes. Other times there are several durations listed; a *stinking cloud* spell, for instance, has a duration for the cloud itself, but a separate duration for the effect the cloud may have on a creature unlucky enough to be inside it. These durations are clarified in the spell's long description.

Some spells have a duration of **permanent**, meaning that the spell's effect lasts forever; even permanent spells can be ended using *dispel magic*, however, unless the spell description says otherwise. Unless a spell is permanent in duration, the caster always has the option to choose to end a spell prior to the end of its duration. The caster must do this when it is their turn to act in a round, but only a basic action is required to do it.

Some spells have a duration of **concentration**, meaning it lasts as long as the caster wants, provided they take no other standard actions, choosing instead to concentrate on maintaining the spell. If a caster is concentrating on a spell to maintain it, they must make a **caster level check** by adding their spellcasting level to a d20 roll, with a negative modifier equal to the hit points of damage sustained; if the result does not at least equal 10 plus the level of the spell being maintained, concentration is disrupted and the spell is lost.

A spell that has an **instantaneous** duration doesn't even last a round; its effects do not persist beyond the caster's turn in the round. A spell that lasts a certain amount of time per level is referring to the spellcaster's level, not the level of the spell.

Spell Attributes

This entry may list one or more descriptors that help standardize how spells are adjudicated. Here are some of the attributes and what they mean:

- **Burst.** The caster designates a direction and a distance within the range of the spell. The spell is cast, and an effect occurs within a radius of the designated point. If the caster does not have line of effect on the designated point, the **burst** goes off as soon as line of effect is lost. Persistent effects radiate magic. Casting a **burst** spell triggers AoO. The *magically impregnable* special power is a defense against **burst** spells.
- **Cloud.** The caster generates a rectangular area of effect, one side of which must be centered on the caster, the spell is cast, and an effect occurs within that area. Persistent effects radiate magic. Casting a **cloud** spell triggers AoO. The *magically impregnable* special power is a defense against **cloud** spells.
- **Cone.** The caster designates a direction, the spell is cast, and an effect occurs within a triangle whose apex is located at the caster, and whose base is equal to the maximum range of the spell. The base is centered on and perpendicular to the direction indicated by the caster. Persistent effects radiate magic. Casting a **cone** spell triggers AoO. The *magically impregnable* special power is a defense against **cone** spells.
- **Emanation.** The caster casts this spell on themselves, and then an effect radiates out from the caster to affect willing targets within the area of effect. Persistent magic effects radiate magic. The effect can be dispelled individually on each target. Casting an **emanation** spell does not trigger AoO.
- **Enchantment.** The caster places a magical effect upon a willing creature, object, or area. The magical effect radiates magic, and a dispel magic spell can remove it. However, creatures with the *magically impregnable* special power are fully affected by the enchanted object or monster unless the enchantment directly targets the creature.
- **Hex.** This spell is cast upon another creature with the intent to impose a negative effect upon it. An aura around the target radiates magic. The target cannot dispel this effect as a free action; if some means exists

of ending the effect, it is explained in the spell description. When a spell that is not a **hex** is cast upon a creature, it can use a free action on its turn to end the effect. The *magically impregnable* special power is a defense against **hex** spells.

- **Illusion.** This spell operates by tricking a nervous system by changing, distorting, or erasing perceptions. Creatures with minimal nervous systems are not affected by these spells, including all monsters with the *mindless* trait. **Illusions** cannot be detected using a *detect magic* spell. The *magically impregnable* special power is a defense against **illusion** spells.
- **Interrupt.** Most spells are cast using standard actions on the caster's turn. This spell may be cast as an interrupt action when it is not the caster's turn. It may also be used as a held action or as a standard action on the caster's turn.
- **Line.** The caster designates a direction and a distance within the range of the spell. The spell is cast, and an effect occurs within a 5' of a line projected out to the maximum range of the spell. If the caster does not have line of effect on the designated end point, the line stops as soon as line of effect is broken. Persistent effects radiate magic. Casting a **line** spell triggers AoO. The *magically impregnable* special power is a defense against **line** spells.
- **Long.** Most spells are cast using a standard action on one turn. This spell takes longer to cast, and this is further explained in the spell description.
- **Materials.** All divine spells require the use of a holy symbol to cast, but arcane spells usually don't require any special material components. Some spells do require additional materials, and those are listed here.
- **Reversible.** This spell has two different forms, one of which is the opposite of the other. If the caster knows the spell, they can use both versions of the spell and can use them freely. The reversed spell's effects are listed in the spell description.
- **Summoning.** This spell brings something new into existence, or it briefly transports it from somewhere else. The thing that is summoned has a real nature independent of magic, although its existence may be brief. It does not radiate magic, it cannot be dispelled, and creatures with the *magically impregnable* special power are affected by the summoned object or monster.
- **Touch.** This caster casts this spell by touching themselves or another creature. If the target of the spell is a willing creature, no attack roll is required. If the target of the spell is hostile, an attack roll is made by adding the caster's Spell Attack Bonus, with a +2 modifier, against the target's Dodge defense. If a **touch** spell misses a hostile target, the caster may 'hold the charge' and make the same attack again on subsequent rounds, but if any other standard action is taken, the 'charge' is lost. Persistent effects radiate magic. Casting a **touch** spell does not trigger AoO. The *magically impregnable* special power is a defense against **touch** spells.
- **Transmutation.** This spell causes something real to change form or nature. The new form has a real nature that is independent of magic, but magic holds it in this unnatural state. It therefore radiates magic, and a dispel magic spell can return the target to its original form. However, creatures with the *magically impregnable* special power are affected by the transmuted object or monster.
- **Zap.** The caster designates a single target or point within the range of the spell. The caster must have line of effect on that target or point, or the spell fails. The caster must be able to see the target (which may require making Seeing checks to spot something invisible or hidden). The spell is cast, and the spell's description explains what happens next. Persistent effects radiate magic. Casting a **zap** spell triggers AoO. The *magically impregnable* special power is a defense against **zap** spells if they directly target the creature.
- **Zone.** The caster continuously emanates an effect around them. This area of effect moves with the caster. Persistent magic effects radiate magic. The effect is on the caster, not within the zone, and it can only be dispelled by dispelling the effect on the caster. Casting a **zone** spell does not trigger AoO. The *magically impregnable* special power is a defense against **zone** spells if they directly target the creature.

Short Description

This is a summary of what the spell is about. It is chiefly useful for writing down on character sheets to remind players what the spell does. However, it is not intended to capture all the details of how the spell works; players should always refer to each spell's longer description to ensure they understand what the spell does and how it does it.

Long Description

This section articulates the mechanics of the spell: what its effects are, what its targets are and how it affects them, and what the caster needs to decide to make the magic work. This item references the preceding categories of each spell description to avoid duplication. In general, if a spell states that a failed attack deals half of a successful attack's damage, fractions are dropped, e.g., round down.

Spells

Aerial Servant

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: 10'

Targets/Area of Effect: 1 *aerial servant*

Duration: 3 days + 1 day/level

Attributes: long, summoning, zap

Short Description: 10 minute cast. For 3+level days, summoned *aerial servant* performs 1 task for caster

Long Description: The caster asks their deity to summon an *aerial servant*, a dangerous creature from the Plane of Elemental Air. Ordinarily conjuring such a creature would require significant protections for the caster, since *aerial servants* resent being involuntarily drawn into the Prime Material Plane. However, this spell provides the caster with some initial protection: the creature will not attack or attempt to harm the caster while it is given instructions.

The caster may task the *aerial servant* with a single errand that it must perform; typical tasks are to retrieve an item or to track down a creature. The *aerial servant* will not accept instructions to fight a foe, but if it must engage in violence in pursuit of its designated task, it will attack. The *aerial servant* does its best to complete the job it is given, but if it cannot finish the task within the spell's duration, it returns to the caster and attempt to kill them. The spell only ends when the *aerial servant* or the caster are slain, or the task is completed, at which point the *aerial servant* returns home.

Aid

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: Touch grants target 2dx temporary hp, +1 to hit, +1 to Poise for 10 minutes

Long Description: With a touch, the caster grants themselves or one other target temporary assistance in battle. For ten minutes, the target receives a +1 bonus to attacks, a +1 bonus to Poise defense, and temporary hit points equal to 2dx.

Air Walk

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes / level

Attributes: enchantment, touch

Short Description: Touched target can walk on air as if it is solid ground. Lasts 10 minutes/level.

Long Description: The caster touches themselves or one other creature, which may be no larger than a giant or an elephant, and the spell imbues the target with the ability to walk on air as if it were solid ground. The target's movement rate is not affected. If the target of the spell is the caster, for the round that the spell is cast only, the caster may also make a partial air walk move as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity. If the target of the spell is not the caster, they may begin air walking on their turn.

The recipient may climb the air as if steps are present, and thereby ascend at a 45-degree angle, but this cuts their movement rate in half. They may likewise descend at the same angle, and this does not reduce movement rate at all. While moving in this manner, strong winds can push the recipient in the direction of air movement. The spell recipient can carry their own person and any unencumbered inventory. They can carry encumbered inventory, or even carry another character with all their gear, but each minute of such activity adds one point of fatigue.

The spell ends gradually; if the duration expires, or the spell is dispelled, the target falls only 60' per round for the next five rounds and takes no damage if they land during this time. After this period, normal falling rates apply – refer to Chapter 6.

Alarm

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 minute

Range: touch

Targets/Area of Effect: one area up to 20'x20', or one opening

Duration: 8 hours

Attributes: enchantment, long, touch

Short Description: 1 minute cast. For 8 hours, set audible or mental alarm over a 20'x20' area or opening touched.

Long Description: The caster works on an area no larger than 20'x20', or a single door or window, tracing delicate paths of magical energy that can only be faintly seen once complete. This creates a temporary magical mechanism that sets an alarm over the affected area: if any creature larger than a mouse enters this zone, and does not recite a predetermined password, an audible or mental alarm is generated at the caster's option.

The mental alarm is detected by the caster only, and it is perceived only if the caster is within a mile of the spell's area of effect; this automatically awakens the caster if they are asleep. The audible alarm is a chime that can be heard up to 180 feet away in perfectly quiet conditions, but only 60 feet away at best in an underground setting.

Creatures with the *incorporeal* trait do not trigger the alarm, but invisible creatures do. The alarm can be disabled using the Mechanisms skill; for more information refer to Chapters 3 and 7.

Alter Self

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: touch, transmutation

Short Description: For 10 minutes, caster acquires a monster power or changes to a different *humanoid* form

Long Description: The caster chooses one of two ways to alter their body for ten minutes. The two uses of the spell cannot be combined; either one form or the other is used.

In the first form of the spell, the caster chooses a monster special power that they acquire for ten minutes. Their form changes in obvious ways to adopt the special power, but their appearance otherwise remains unchanged. For example, a spellcaster who acquires the *climb* special power may grow large suckers on their fingers. The monster special powers must be chosen from the following list: *all-terrain, amphibious, barbed hide, boneless, burrow, climb, defensive cloud, earthglide, eat metal, enhanced senses, fast, fleshless, fly, hard on metal, ice walk, infravision, ink cloud, kick, leap, lifesense, low light vision, mimicry, mineral senses, mobile, multiple heads, oversized weapons, pounce, punishing attack, reach, scent, slippery, sticky, tongue, tremorsense, wound*.

In the second form of the spell, the caster chooses the form of a *humanoid* creature, a type which they have previously encountered in person, for ten minutes. The caster looks like a general example of that creature, not a specific individual, although subsequent disguise checks to look like a specific creature may then be easier. They acquire any special powers and weaknesses associated with that creature's form, but they acquire no languages, proficiencies, special powers, or weaknesses associated with that creature's culture, training, or psychology. The caster's statistics remain otherwise unchanged, even if the new creature's form has an ability score bonus.

For both uses of the spell, the caster's form changes but their equipment does not, and any worn or wielded items will still be worn or wielded unless impossible in the new form. Any conditions previously in place prior to casting the spell remain in place for the new form unless the condition is inapplicable (e.g. a creature without feet cannot be *prone*; a creature without eyes cannot be *blinded*). Where monster special power effects are dependent on monster HD, the effective HD is equal to the spellcaster's caster level.

The spell can be dispelled, but it otherwise lasts for ten minutes.

Amnesia

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 10' radius

Duration: permanent

Attributes: burst, hex

Short Description: 30' away, erase recent memories of targets in a 10' radius area. Targets Poise

Long Description: The caster chooses a point within the range of the spell. Within 10' radius of that point, the spell attacks the Poise defense of every creature in that area. If an attack succeeds, the victim's recent memories are erased. Memories are erased for 1 minute into the past, plus an additional minute for every 3 caster levels. Note that no actual events or outcomes from the past are affected, only the subject's memories.

Angry Bludgeon

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 target within 30'

Duration: 3 rounds + 1 round/level

Attributes: materials (a club or staff), touch, transmutation

Short Description: Held staff or club grows and attacks 1 target within 30' for 3+level rounds. 2dx hp damage

Long Description: A wooden staff or club held by the caster grows to be 8' long and 8" in diameter, becoming a giant club. It animates and the spell attacks the AC defense of one target chosen by the caster within 30', inflicting 2dx hp on a successful hit.

The attack uses the caster's spell attack bonus and receives any bonuses to attack or damage associated with the weapon before it is transformed. Other bonuses that affect the caster's attack or damage rolls, including bonus dice of damage, do not affect this spell. It is possible for this spell to inflict a critical hit. Depending on the construction of the weapon used in this spell, a monster's *damage resistance* special power may apply.

Once the spell's target is chosen, on each of the caster's subsequent turns, the spell continues to attack that target provided it remains within range. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the bludgeon continues to attack.

If the caster chooses to take a standard action to direct the actions of the bludgeon, the spell receives a bonus to attack and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast. If the spell's target or the caster moves such that the target is out of range, the bludgeon returns to the caster and hovers. The caster can then use a standard action to assign a new target to the bludgeon.

The *angry bludgeon* spell can also target structures; a successful hit inflicts one **structural hit point (shp)**. The spell effect can be targeted by damaging spells and attacks; it has an AC of 17 and a Dodge defense of 10, and its damaged/destroyed thresholds are as listed in Chapter 5 for a giant-sized weapon. At the end of the spell, the bludgeon transforms back into the weapon it was made from; if it was damaged during the spell, the weapon is miraculously repaired when the duration expires, but if it was destroyed, the weapon is gone forever.

Angry Cloud

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: 3 rounds + 1 round/level

Attributes: materials (a dagger), touch, transmutation

Short Description: Within 120', a swarm of daggers attacks all targets in a 20' radius for 3+level rounds

Long Description: A dagger held by the caster disappears, but many copies of that same dagger reappear in an animated swarm some distance away from the caster. The spell makes one attack per round against the Dodge defense of every target within the area of effect, inflicting 2dx hp damage on a successful hit. On a miss, the spell inflicts half damage.

The spell uses the caster's spell attack bonus and receives any bonuses to attack associated with the weapon. Any bonus to damage associated with the weapon adds to each die of damage; for example, when this spell is cast using a dagger with a +1 bonus to damage, its damage per round is 2dx+2 hp. Other bonuses that affect the caster's attack or damage rolls, including bonus dice of damage, do not affect this spell. It is not possible for this spell to inflict a critical hit. Depending on the construction of the weapon used in this spell, a monster's *damage resistance* special power may apply.

Once the spell's area of effect is chosen, on each of the caster's subsequent turns, the spell continues to attack all targets within that area until the spell ends. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the cloud of daggers continues to attack.

If the caster chooses to take a standard action to direct the actions of the cloud, each attack receives a bonus to attacks and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast. Additionally, as part of this standard action, the caster may move the spell up to 30'.

The spell effect cannot be targeted by damaging spells and attacks. At the end of the spell, the weapon used in the spell effect's creation reappears in the caster's hand.

Angry Dagger

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 target within 30'

Duration: 3 rounds + 1 round/level

Attributes: materials (a dagger), touch, transmutation

Short Description: Held dagger animates and attacks 1 target within 30' for 3+level rounds, hit for dx hp

Long Description: A dagger held by the caster animates, and the spell attacks the AC defense of one target chosen by the caster within 30', inflicting dx hp damage on a successful hit. The spell uses the caster's spell attack bonus and receives any bonuses to attack or damage associated with the weapon. Other bonuses that affect the caster's attack or damage rolls, including bonus dice of damage, do not affect this spell. It is possible for this spell to inflict a critical hit. Depending on the construction of the weapon used in this spell, a monster's *damage resistance* special power may apply.

Once the spell's target is chosen, on each of the caster's subsequent turns, the spell continues to attack that target provided it remains within range. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the dagger continues to attack.

If the caster chooses to take a standard action to direct the actions of the dagger, it receives a bonus to attacks and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast. If the spell's target or the caster moves such that the target is out of range, the dagger returns to the caster and hovers. The caster can then spend a standard action to assign a new target to the dagger.

The spell effect can be targeted by damaging spells and attacks; it has an AC of 15 and a Dodge defense of 10, and its damaged/destroyed thresholds are as listed in Chapter 5. At the end of the spell, if the dagger is damaged

during the spell, the weapon is miraculously repaired when the duration expires, but if it was destroyed, the weapon is gone forever.

Animal Growth

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature with the *animal* primary trait

Duration: 2 hours

Attributes: enchantment, zap

Short Description: Add *elite* template to 1 *animal* within 120' for 2 hours. Targets Dodge

Long Description: A single creature with the *animal* primary trait is affected by this spell. The caster points at a creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the caster's spell attack bonus attacks the defender's Dodge defense. If the attack is successful, the creature increases in size. It may attempt to recover every round with a starting recovery target of 15.

The creature gains the *elite* () enhancement, where the number in the parentheses is no greater than the caster's level divided by 5, rounded up. A 6th level spellcaster can therefore make an *animal* creature *elite* (2), while an 11th level spellcaster can make it *elite* (3). Each step of *elite* () enhancement makes an *animal* creature approximately 50% larger in every dimension. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces. This spell does not stack with the *enlarge* spell. Refer to Chapter 8 for the *elite* template.

Animate Avatar

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: 120'

Targets/Area of Effect: 1 stone statue of the caster's deity, no taller than 15'

Duration: 2 hours

Attributes: materials (a statue of the Cleric's deity), transmutation, zap

Short Description: 10 minute cast. For 2 hours, statue of deity animates and fights as *stone golem*

Long Description: This spell is generally cast by a Cleric while defending a place of worship dedicated to their deity. The focus of the spell is a statue that depicts the deity; casting the spell on other statues will not work. The statue cannot be any taller than 15', and it must be at least human-sized.

When the spellcasting is complete, the statue animates. Its combat statistics are identical to those of a *stone golem* (see Chapter 8). The statue follows the verbal commands of the spellcaster. At the conclusion of the spell, the animation dissipates leaving the statue potentially in a new location. This spell can only be used once per week.

Animate Dead

Spell Level: Cleric 3, Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: dead creatures within 60'

Duration: permanent

Attributes: emanation, transmutation

Short Description: Permanently animate skeletons or zombies within 60' with total HD up to level

Long Description: The caster raises the dead bodies of one or more creatures. The only requirements are that the creature had bones in life, and that said bones are intact at the time of the casting. The caster can choose to animate *skeletons*, *zombies*, or a mix of both sorts.

If a *zombie* is animated, it rises in essentially the same state it was found in; it drops all items previously carried in its hands, but it still may wear items that had been on its person. If a *skeleton* is animated, the spell blasts any flesh remaining from its bones, and this causes any worn or held items to drop to the ground without being damaged.

The caster may animate a number of HD of *skeletons* or *zombies* that does not exceed the caster's level. *Skeletons* have the same HD as the creature had in life, while *zombies* have one higher HD than the creature had in life. Note that this calculation does not count character levels as HD; only the base HD of that creature's species applies. Therefore, even a 10th-level Fighter raised as a skeleton only has 1 HD.

The animated creatures remain animated until they are destroyed, or until a *dispel magic* spell is successfully cast. The caster can verbally command these *skeletons* or *zombies*, and they understand the caster's native language and obey to the best of their ability; only a successful Turn Undead check can neutralize the caster's control. Note that repeated castings of this spell are possible, but at any one time, the caster cannot have control over more than their level's worth of HD, and they are incapable of raising monsters above that limit.

In general, good-aligned faiths do not approve of animating the dead. A Cleric who is a member of such a faith may find themselves in disfavor with their deity, although extenuating circumstances may exist.

Animate Objects

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: inanimate non-magical objects within 30'

Duration: 10 minutes

Attributes: emanation, transmutation

Short Description: Non-magical objects within 30' become level x2 HD constructs who obey for 10 minutes

Long Description: The caster temporarily breathes a semblance of life and animation into usually inanimate objects within range; these then fight for the caster or follow other verbal commands. The caster may animate any number of objects within range, but the objects must be non-magical and must not be worn or held by a living being.

The spell creates a group of short-lived constructs that can understand the caster's instructions and must obey. A list of the available construct monsters is provided at the end of the chapter for convenience, but the GM is free to

create other monsters from the rules in Chapter 8. The caster may animate up to twice their caster level in HD, using any combination and number of the available monsters, provided the animating material is available that aligns with the monster description. If insufficient objects are available, the caster may not receive monsters that use their full allowance of HD.

Animated objects will attack and perform other simple tasks, but they are not intelligent and must receive highly specific instruction to do jobs correctly.

Anti-Life Shell

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 10' radius

Duration: concentration, up to 10 minutes

Attributes: zone

Short Description: For 10 minutes, living creatures cannot enter a 10' radius shell around the caster

Long Description: The caster invokes the power of their deity, and a 10' radius zone surrounds the caster that excludes all life. All creatures with all primary traits other than *constructs* and *undead* are unable to cross into that zone. Living creatures can leave the zone.

The caster must concentrate to maintain the effect. While concentrating, the caster may only take partial move actions, and they may not take any other standard actions. The zone moves with the caster. If the zone is moved into a living creature that is ambulatory and has place to move, the zone forces that creature outside the area of effect by compelling it to take move actions outside its normal turn order. However, if the creature is not ambulatory, or if the creature is pressed against surfaces with no means of escape, the power of the spell is broken for that creature only.

Creatures outside the zone can attack inside the zone using spells or missile weapons, but not using natural attacks or melee weapons, with or without reach.

Anti-Magic Shell

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: magic effects within 5'

Duration: 10 minutes

Attributes: zone

Short Description: For 10 minutes, create a zone around the caster that nullifies magic effects

Long Description: The caster creates an invisible shell around themselves that disrupts any magical effects within 5' of the caster. Magical effects on the caster or the caster's inventory at the time of casting the spell still work, and the caster may cast spells with a range of self while the spell is in effect, but all other magic spells or effects generated by the caster do not function. All other magic effects within 5' of the caster are suppressed – a magic sword becomes a normal sword; a *fog cloud* vanishes in the 5' surrounding the caster; a *magic missile* fizzles. A lightning bolt that intersects the caster is interrupted within 5' but still takes effect on both sides of the caster.

Transmutations are suppressed but **summonings**, including conjuration magic, are not. Area effect spells will not affect the caster or anybody within 5'. Creatures with two levels of magical impregnability are not affected by this spell.

The spell moves with the caster once it is created. The spell does not dispel magical effects but only suppresses them, temporarily causing them to stop working. A creature's magical effects are suppressed as soon as they approach within 5' (or as soon as the caster approaches them within 5'), and if those effects are still within 5' of the caster at the start of the creature's turn, they remain suppressed. If the creature starts its turn farther than 5' from the caster, the magical effect immediately returns.

Arcane Eye

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 minute

Range: 240'

Targets/Area of Effect: one invisible magical sensor

Duration: concentration, up to 1 hour

Attributes: enchantment, zap

Short Description: 1 minute cast. Within 240', create invisible magic eye that moves 10'/round, lasts 1 hour

Long Description: This spell creates an invisible magical sensor, a magical eye that the caster can see through as if it were their own sense organ. As a standard action the caster exerts their will to move this sensor up to 10' per round; while doing so, the caster can take partial moves but must otherwise continue concentrating on the spell.

The eye has the equivalent of 60' infravision. The eye can move in any direction, including vertically, but it is blocked by solid barriers, and it cannot pass through magical portals or teleportation effects. It can squeeze through narrow spaces, such as gaps under doors, if they are at least 1" wide.

The caster cannot use other senses or cast spells through the eye, nor can other spells or magical effects that enhance the caster's vision allow them to use those enhancements through the eye. The spell can be cast up to 240' away, but it can move farther away from the caster than that, and it continues to function as long as it is on the same plane of existence as the caster. The eye cannot be damaged but can be dispelled.

Arcane Lock

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 10'

Targets/Area of Effect: one closable door, window, or container with a closable lid

Duration: permanent

Attributes: enchantment, zap

Short Description: Permanently locks and reinforces a single door, window, or container within 10'

Long Description: The caster selects a single door, window, portal, or container with a closeable lid within range. That target becomes magically locked and reinforced; the spell increases the number of successes on a Mechanisms skill check necessary to open the item by 5 + caster level. The target is permanently locked, but the caster can freely open and close the target without difficulty.

The number of successes required to force the target open is equivalent to that of an iron-reinforced door. If the item is physically forced open, the *arcane lock* is disrupted permanently.

Arcane Ward

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, touch grants +1 to defenses, +2 vs. *extraplanar/undead*; hedges summoned

Long Description: The caster touches a creature and creates a faintly shimmering radiant barrier that surrounds the target like a cloak. This magical ward moves with the target and serves to defend them from many types of attacks; the target receives a bonus to all defenses of +1.

The effect is more pronounced for creatures with connections to other planes of existence; for attacks made by monsters with the *extraplanar* or *undead* traits, defenses against all such creatures' attacks are at +2. Furthermore, any creature that has been magically summoned is barred from making physical contact with the target; their melee attacks automatically fail (although spells and missile attacks may still succeed).

The last effect can be disrupted if the target forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen, and it would disrupt the ward with respect to the attacked creature only. The first effect remains undisrupted if the target makes an attack against a creature.

Atmosphere Bubble

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 20' radius sphere or 40' radius hemisphere

Duration: 2 hours

Attributes: zone

Short Description: For 2 hours, emanate 20' radius sphere or 40' radius hemisphere of breathable atmosphere

Long Description: The caster uses magical energies to create a zone of oxygenated atmosphere in a 20' radius sphere or 40' radius hemisphere (caster's choice) that can be breathed, displacing water or any gas or liquid. The zone follows the caster, and it accompanies the caster if they walk along the bottom of a body of water. Swimming is impossible in this region, so a submerged caster surrounded by a bubble of air will fall towards the sea bottom, and potentially takes falling damage, unless other means are used to arrest such movement. The bubble experiences no buoyancy and remains with the caster. Open flames can exist within the zone.

Water-breathing creatures are not able to breathe inside the bubble, and unintelligent fish may swim into the spell's area of effect and find themselves flopping and gasping on the ground. Intelligent aquatic creatures notice the change in the water at the edge of the area of effect and do not willingly enter the zone of the spell if they cannot breathe air. The bubble does not prevent the passage of living things, nor does it block elemental damage, but liquids and gases cannot cross the interface. The liquid acid of a *black dragon*, the breath weapon of a *gorgon*,

and the nauseating effects of a *stinking cloud* spell would all be negated within the region of the bubble. Liquids inside closed containers are unaffected, but once the container is opened, the liquid is immediately replaced with breathable air. Creatures within an *atmosphere bubble* are not subject to the effects of *anoxia*.

Atonement

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 creature

Duration: permanent

Attributes: long, touch

Short Description: 10 minute cast. Touch relieves 1 penitent sinner of the burden of transgression

Long Description: Sometimes a character or creature that is faithful to a deity performs some sinful act, voluntarily or otherwise, that the deity finds offensive. To placate the deity, an *atonement* is performed. The target of the spell must be genuinely penitent of their actions and seek redemption. Traditionally a Cleric requires the sinner to perform some act of expiation to receive an *atonement*. Once the *atonement* is performed, any expression of the deity's displeasure is removed.

Augury

Spell Level: Cleric 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: varies

Duration: instantaneous

Attributes: touch

Short Description: Predicts whether an action 30 minutes in the future will have a good or bad outcome

Long Description: The caster throws bones, consults tea leaves, or otherwise reads the omens to determine whether a single action contemplated will have good results. Only outcomes up to 30 minutes into the future can be predicted. The GM rolls an Intuition skill check for the character in secret; with a minimal success, the spellcaster receives an accurate *augury* result, but on a failure, the *augury* result will be false.

If an accurate *augury* is received, the GM tells the caster the outcome is generally beneficial, generally harmful, or if the outcome may be more complex, a response no longer than five words may be given. If the *augury* is inaccurate, the GM should choose an incorrect answer to the divination that seems plausible.

Banishment

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: up to 2 HD per level of *extraplanar* creatures within 30'

Duration: instantaneous

Attributes: burst

Short Description: Within 30', attack Poise to send 2 HD/level *extraplanars* or *elementals* to their home plane

Long Description: The caster calls upon divine powers to force creatures from other planes of existence back to their dimension of origin. The spell individually attacks the Poise defense of creatures within range with the *extraplanar* or *elemental* trait; the spell attacks creatures of lower HD within range before creatures of higher HD, and only attacks creatures whose HD fit entirely within the HD allowance.

Example: A *banishment* spell is cast on a mixed *extraplanar* group of four 4 HD creatures and four 6 HD creatures within 30' of the caster. The caster is 12th level, so they can affect up to 24 HD of creatures.

The four 4 HD creatures are attacked, consuming 16 HD of the total allowance. One 6 HD creature is also attacked, but since a second 6 HD creature does not fit entirely within the allowance, it and the rest of the creatures within range are unaffected.

If the attack is successful, a planar vortex opens near the targets and sucks them through it, depositing them at a random planar node within their home plane. Note that this spell only affects summoned *extraplanar* or *elemental* creatures; those that have passed through a Gate are unaffected. This spell is a more powerful version of the *dismissal* spell.

Benediction

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: enchantment, reversible, touch

Short Description: Touched creature gets +1 to hit and damage for 10 minutes. Reversible, targets Dodge

Long Description: The caster touches a creature and calls for their deity to assist them in combat. The target receives bonuses of +1 to attacks and damage for the spell's duration. This bonus affects all types of attacks and all sources of damage that a target of the spell directly causes. Indirect sources of damage are not affected; for example, if a character under the effect of a *benediction* spell attempts to push an enemy over a cliff, the attack roll receives the bonus, but the falling damage resulting from the attack would not. This spell does not stack with a *bless* spell.

This spell is reversible. The reverse of the spell, *malediction*, affects a touched creature and is a **hex** instead of an **enchantment**. The caster attempts to touch an opponent, making an attack against the target's Dodge defense with a +2 bonus. If the spell is successful, the victim receives penalties of -1 to attacks and damage for the spell's

duration. It may attempt to recover every round with a starting recovery target of 15. This spell does not stack with a *bane* spell.

Black Tentacles

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: 3 rounds + 1 round/level

Attributes: summoning, zap

Short Description: Within 120', 20' radius field attacks Dodge for 1dx damage plus *grappled*. Lasts 3+level rounds

Long Description: The caster points to a location they can see, and a field of black rubbery tentacles erupts from the ground centered on that point. Each tentacle is 8' long and has an equivalent Strength of 18; there are several tentacles in each square foot of area, and they reflexively grapple and squeeze anything within their reach. Those inside the area of effect when it is created are targeted by the spell, attacking their Dodge defense.

If the attack succeeds, the target takes 1dx hit points of damage and acquires the *grappled* condition. On their turn, the target may attempt to escape the *grappled* condition by making a successful Feats of Might or Feats of Agility check against the tentacles' Feats of Might check of 22. If the attack fails, the target takes half damage, and their normal movement rate is halved for one round (but *grappled* creatures cannot move). The spell continues to attack on every round when a target begins its turn inside the area of effect, or as an interrupt when a creature's movement brings it inside the area of effect. The tentacles cannot be damaged, but the spell can be dispelled.

Blade Barrier

Spell Level: Cleric 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: a vertical rectangle no larger than a 900 sq. ft. area

Duration: 1 hour

Attributes: enchantment, zap

Short Description: For 1 hour, 900 sq.ft. rectangle of whirling blades within 30' attack Dodge for 5dx hp

Long Description: The caster designates a vertical rectangle within 30' that they can see. Whirling blades, made of shimmering magical force energy and razor-sharp, fill this rectangle. Standing next to this wall of spinning blades is safe but attempting to cross it will result in damage. As an interrupt, the *blade barrier* attacks the Dodge defense of any creature who breaks the plane; if the attack is successful, the target takes 5dx hit points of damage. If the attack is unsuccessful, the target still takes half damage.

The location of the *blade barrier* is set when the spell is cast. If a creature occupies the vertical plane that the spell is created within, and it can move, the *blade barrier* gets to attack the Dodge defense of the creature, but a successful attack deals half damage, and an unsuccessful attack deals none; the creature then gets to move as a free action just far enough to get out of the area of effect. The creature gets to decide which side of the spell they move to. If the creature cannot move, it is attacked by the spell at full strength every round it remains within the area of effect.

Bless

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: allies within a 20'x20' area

Duration: 10 minutes

Attributes: enchantment, reversible, zap

Short Description: Allies in 20'x20' area 60' away get +1 to hit, damage for 10 minutes. Reversible, attacks Poise

Long Description: The caster indicates a group of allies and calls for their deity to assist them in combat. The caster determines who is an ally, possibly including the caster; non-allies are not affected. Each ally within the area of the spell receives bonuses of +1 to attacks and damage for the spell's duration.

This bonus affects all types of attacks and all sources of damage that a target of the spell directly causes. Indirect sources of damage are not affected; for example, if a blessed character attempts to push an enemy over a cliff, the attack roll receives the bonus, but the falling damage resulting from the attack would not. This spell does not stack with a *benediction* spell.

This spell is reversible. The reverse of the spell, *bane*, affects a group of enemies within the area of effect and is a **hex** instead of an **enchantment**. The caster determines who is an enemy; non-enemies are not affected. The spell attacks the Poise defense of each enemy within the area of effect. If the spell is successful, each victim receives penalties of -1 to attacks and damage for the spell's duration. Each victim may attempt to recover every round with a starting recovery target of 15.

Blink

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, caster can teleport 30' as a move action without triggering AoO, taking 1hp

Long Description: The caster gains the short-term ability to take shortcuts through the Ethereal Plane, stepping across short distances without crossing the intervening space. As a partial movement action, the target of the spell can teleport to a location up to 30' away. For the round that the spell is cast only, the caster may also blink as part of the standard action that cast the spell; this movement will not trigger Attacks of Opportunity. They must be able to see the location and have line of effect to it that is unblocked by force effects such as a *wall of force*; however, solid glass would not be an impediment. This movement does not trigger attacks of opportunity.

The abrasive winds of the Ethereal Plane buffet the spellcaster every time they *blink* through it. For every hop taken, the caster sustains 1 hp damage.

Break Enchantment

Spell Level: Cleric 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 target/level

Duration: permanent

Attributes: zap

Short Description: Attack roll of 5+caster level disrupts magical effects on 1 creature/level within 30'

Long Description: The caster designates no more than 1 creature/level within the area of the spell, and they call upon their deity to free those individuals from any magical effects, including sorcery and spell effects, but not including curses, diseases or poisons. The spell makes one attack roll for all targets, and if the attack equals or exceeds 5 plus the caster level of any effect, then that effect is removed.

The caster can choose which individuals within the area of effect are targeted, but they cannot choose which effects on that individual are broken – the spell tries to break every effect on each target. The spell does not affect inanimate objects, other than living beings that have been transmuted into an inanimate form.

Breath of Life

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: touch

Short Description: Touch restores life and 4dx hp to 1 creature dead for 1 round

Long Description: This spell is a more powerful version of *call from beyond*. The caster touches one creature who has been at or below 0 hit points for no longer than one round, and they call upon their deity's power to restore life to that individual. The target is instantly restored to life and consciousness.

Their current hp becomes 4dx hp or their maximum hp, whichever is lower, and they have all the abilities and spell points that they had prior to dropping to 0 hp. Any points of trauma they may have acquired are removed, and they do not have the *unconscious* condition. They must roll on the **Disfigurements and Derangements** table in Chapter 7.

Call from Beyond

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: touch

Short Description: Restores life and 1 hp to creature dead for 1 round

Long Description: The caster touches one creature who has been at or below 0 hit points for no longer than one round, and they call upon their deity's power to restore life to that individual. The target is instantly restored to life. They have 1 hp and points of trauma equal to whatever it was before they started dying, or 5, whichever is higher. If their trauma exceeds their Constitution score, they are *unconscious*; otherwise, they are awake and can begin taking actions immediately.

All spell points are lost, and once they regain consciousness, they must rest for 8 hours before they can rememorize spells. They must roll on the Disfigurements and Derangements table in Chapter 7.

Celestial Choir

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 100' radius

Duration: 3 rounds + 1 round/level

Attributes: zone

Short Description: For 3+level rounds, allies within 100' gain *regeneration*, one critical hit

Long Description: The caster causes the fabric separating the material and celestial planes of existence to part, and a heavenly host of divine beings assembles to sing a multi-part paeon praising the caster and their party. This heavenly choir inspires all allies of the caster within 100'.

For the duration of the spell, all allies gain the special power of *regeneration (1, fire)*. Refer to Chapter 8. Additionally, at one point during the spell's duration, each ally of the caster gains one automatic critical hit: if they hit with a combat attack roll, they may elect to make that attack a critical hit, and follow the rules described in Chapter 7. These bonuses last for the entire duration of the spell even if the targets move out of range.

Celestial Favor

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: 1 touched creature gains the *elite* template for 10 minutes

Long Description: The caster touches a creature, and that target's skin begins to glow a soft golden color. The caster's deity has, for a brief time, designated that creature as their favorite. The target gains the *elite(x)* template as described in Chapter 8, where the number in parentheses is equal to the caster level divided by 5, rounded up. For player characters, for each number in parentheses, the *elite* template provides the following benefits:

- They gain 5 temporary hp.
- They gain a +1 bonus to attack rolls.
- The caster chooses one of the target's three physical ability scores – Strength, Dexterity, Constitution. The target receives a bonus of +1 to that ability score.

This spell stacks with other spells that provide similar bonuses, but it has no effect on a creature that already enjoys the benefits of the *elite* template.

Chain Lightning

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 180' long bolt affecting targets within 5', plus see below

Duration: not more than 3 rounds

Attributes: line

Short Description: 180' bolt attacks Dodge within 5' for 5dx hp lightning damage, fail for half, arcs twice more

Long Description: As with the *lightning bolt* spell, the caster chooses an endpoint within range, and a bolt of lightning arcs from the caster to that point. The spell attacks all creatures within 5' of the path, individually attacking each creature's Dodge defense. If the attack succeeds, that creature takes 5dx hp of electricity damage. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The spell also sets fire to combustibles and liquefies metals with low melting points.

On the next turn, the caster may use a basic action to direct the lightning to arc again, using the previous round's endpoint as its starting point, and using a different point within 180' as the new endpoint. The two points must have line of effect on each other, but the caster does not need to have line of effect on the 2nd point. All creatures within 5' of this new arc are individually attacked by the spell again, although this round their Dodge defenses are at +2. The damage dice of the spell is the same as the first round; roll the dice again. On the third turn, the caster may use a basic action to cause the spell to arc one last time to a new endpoint, inflicting the same damage but Dodge defenses within the area are at +4.

Charm Humanoid

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 humanoid creature

Duration: minimum 1 full day

Attributes: hex, zap

Short Description: Target one *humanoid* within 120' under 4 HD. Attacks Poise to impose the *charmed* condition

Long Description: The caster designates one target with the *humanoid* trait within range. If the target has 4 HD or more, the spell fails. Character levels count as HD.

The spell attacks the target's Poise defense. If the attack succeeds, that creature acquires the *charmed* condition. A charmed creature regards the caster as a trusted friend and ally, unless the caster or the caster's companions attack that creature, in which case the charm is broken. It will not willingly attack the caster, although it might still attack the caster's companions.

If the creature and the caster share a language, any requests or instructions will be seen in the most positive light possible, although obviously self-destructive actions or actions that undermine the creature's best interests will not be undertaken. Creatures who do not share a language with the caster, or who are not intelligent enough to understand a language, are still *charmed* – but communicating desires may be difficult. The *charmed* creature will always act in what it perceives to be the caster's best interests, although this may not always align with the caster's desires.

The *charmed* condition persists for a minimum of 1 full day. At the beginning of the next day, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *charmed* condition. If the roll fails, the *charmed* condition persists for another day. A new recovery roll may be made at the beginning of each day, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two days of a *charm humanoid* spell has a threshold of 14, 13 on the next day, and so on. The spell ends when the victim has succeeded at a recovery roll.

Creatures that have the *charmed* condition are immune to this spell; therefore, the effect must wear off fully before it can be renewed, and a creature cannot be *charmed* by multiple casters. When the effect wears off, the target knows they were under magical influence.

Charm Monster

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: creatures within a 10' radius

Duration: minimum 1 full day

Attributes: burst, hex

Short Description: Within 120', target creatures within a 10' radius. Attacks Poise to impose *charmed* condition

Long Description: The caster designates a point within range. Within a 10' radius from that point, the spell attacks all targets' Poise defenses individually. If any attack succeeds, that creature acquires the *charmed* condition. A *charmed* creature regards the caster as a trusted friend and ally, unless the caster or the caster's companions

attack that creature, in which case the charm is broken. It will not willingly attack the caster, although it might still attack the caster's companions.

If the creature and the caster share a language, any requests or instructions will be seen in the most positive light possible, although obviously self-destructive actions or actions that undermine the creature's best interests will not be undertaken. Creatures who do not share a language with the caster, or who are not intelligent enough to understand a language, are still *charmed* – but communicating desires may be difficult. The *charmed* creature will always act in what it perceives to be the caster's best interests, although this may not always align with the caster's desires.

The *charmed* condition persists for a minimum of 1 full day. At the beginning of the next day, a victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *charmed* condition. If the roll fails, the *charmed* condition persists for another day. A new recovery roll may be made at the beginning of each day, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two days of a *charm monster* spell has a threshold of 14, 13 on the next day, and so on. The spell ends when all victims have succeeded at a recovery roll.

Creatures that have the *charmed* condition are immune to this spell; therefore, the effect must wear off fully before it can be renewed, and a creature cannot be *charmed* by multiple casters. When the effect wears off, the target knows they were under magical influence.

Cloud of Acid

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: cloud 40' long and 30' wide

Duration: instantaneous

Attributes: cloud

Short Description: Cloud 40' long x 30' wide of acid, 4dx hp, attacks Toughness, fail for half

Long Description: The caster creates a noxious cloud of magical acid that emanates from their hands and billows out in a rectangular pattern. The spell individually attacks the Toughness defense of all creatures inside the cloud. If the attack succeeds, the target takes 4dx hit points acid damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The magical acid has the potential to etch glass, consume paper and fabrics, and kill small plants and animals.

Cloudkill

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30'x30' area

Duration: 1 hour

Attributes: burst

Short Description: Create 30'x30' fog within 60', grows 10'/round. Attacks Toughness for 1d6 Con against <4HD

Long Description: The caster designates a point up to 60' away, and a greenish-yellow cloud of poisonous fog springs up with its 30'x30' area centered on that point. At the beginning of the caster's subsequent turns, the

cloud begins to slowly roll its far edge away from the caster at a rate of 10' per round, while leaving its closest side stationary – after three rounds, for example, the total area of the cloud is 30'x50'.

The far edge continues to expand for ten rounds, but the cloud persists for a full hour before dissipating. If the cloud reaches a solid wall, it stops moving. The fog of the cloud is heavier than air, and it pours down pits or tunnels at the same rate that it expands horizontally. The bank of fog is always 20' tall, or the height of the space's ceiling, whichever is lower.

The poisonous fog is thick, and visibility within it is limited to 5'. It is also highly toxic; the spell targets the Toughness defenses of all creatures within the area with levels or HD of 4 or less, and if the attack is successful, each target takes 1d6 points of damage to their Constitution score. If the attack is unsuccessful, each target takes 1 hit point of damage. All creatures above 4 levels or HD within the area take 1 hp damage. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. Holding one's breath is not a defense against the damage of a *cloudkill* spell, but creatures immune to poison do not take damage. The mechanism for recovery does not apply to this spell.

Command

Spell Level: Cleric 1

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 living creature

Duration: 1 round

Attributes: zap

Short Description: Attack Poise of 1 living creature within 30', it must obey 1-word command

Long Description: The caster speaks to 1 living creature within range, giving a one-word command in a language both the caster and the target must be able to understand. The spell attacks the target's Poise defense. If the attack succeeds, the target must obey the command for one round.

If the intent of the command is ambiguous, the target may interpret the instruction as desired, subject to the approval of the GM. After one round, the target is no longer obliged to follow the command. Even a command of "Die!" must be obeyed; the target acquires the *unconscious* condition (but no points of trauma) for 1 round but then is awake and active on the round following.

Commune

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: long, touch

Short Description: 10 minute cast. Divine powers answer 3 yes/no question

Long Description: The caster asks their deity for answers to questions, and the deity answers. The caster may ask three simple questions which may be answered with yes or no. The GM answers the questions as accurately as possible to the best of their ability. At the deity's option, a slightly more complex answer may be given when

warranted, such as “the question does not make sense as asked” or “the outcome depends on your actions”. Deities do not like to be frequently disturbed, and this spell is generally not granted to a Cleric more often than once per week.

Cone of Cold

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: level x 5' long cone, level x 5' wide at the end

Duration: instantaneous

Attributes: cone

Short Description: Cone level x 5' of magical cold, 4dx hp cold damage, attacks Dodge, fail for half

Long Description: The caster creates a blast of magical cold that emanates from their hands and billows out in a cone. The spell individually attacks the Dodge defense of all creatures inside the cone. If the attack succeeds, the target takes 4dx hit points cold damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The magical cold has the potential to freeze liquids, shatter glass, and kill ordinary plants.

Confusion

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: 1 minute

Attributes: burst

Short Description: Within 120', attacks Poise of 3d6 random targets in 20' radius; victims act erratically

Long Description: The caster selects a point within range, and the spell's area of effect is a 20' radius from that point. Up to 3d6 targets are randomly selected inside the area, even if the targets cannot be seen; the caster cannot control which targets are selected. The spell attacks each target's Poise defense individually.

If the attack fails, the spell has no effect on that target. If the attack succeeds, the target acquires the *confused* condition. Roll 1d10 individually for each target for each round that target is affected.

The results determine how the target will behave on its next action: on a roll of 1 through 4, the target attacks a member of the caster's group, randomly determining its weapon or means of attack. On a roll of 5 or 6, the target spends the next round babbling incoherently and takes no other actions. On a roll of 7 through 10, the target attacks a member of their own group, again randomly determining its weapon or means of attack. *Confused* creatures cannot use spells as a means of attack.

A successful *confusion* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *confused* condition. If the roll fails, the *confused* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll

after two rounds of a *confusion* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll, or at the end of the spell's duration.

Contact Other Plane

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 hour

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Attributes: long, touch

Short Description: 1 hour casting. Ask questions of cosmic intelligences; spell attacks Toughness to drain Wisdom

Long Description: The caster extends their mind out through the universe to contact extra-dimensional intelligences. These mysterious beings know much of interest, but they can be obstinate and difficult to converse with. Worse, the process of exposing one's consciousness to the weird energies of the cosmos is hazardous to one's sanity – using this spell is potentially damaging to a caster's health.

The caster performs a meditative ritual for an hour and then projects their mind out into the multiverse. They must then choose what sort of otherworldly intelligence they wish to contact:

- **Alien Savant:** 3 questions, knowledge chance 65%, minimal difficulty, *drain* +3/1d4 Wisdom
- **Sagacious Outsider:** 5 questions, knowledge chance 75%, good difficulty, *drain* +5/1d6 Wisdom
- **Eldritch Mastermind:** 7 questions, knowledge chance 85%, great difficulty, *drain* +7/1d8 Wisdom, miss 1 Wisdom
- **Noetic Apotheosis:** 10 questions, knowledge chance 95%, fantastic difficulty, *drain* +7/2d6 Wisdom, miss 1d3 Wisdom

Each type of being has a maximum number of questions it is willing to be asked. For each question, the GM must secretly roll whether the extraplanar contact knows the answer. If it does not, it will not admit it; all such creatures are prideful.

Whether they know the answer or not, the contact will always fence mentally with the caster, requiring them to convince or trick it into revealing what it knows. The difficulty level listed is the amount of success necessary on a Convince **or** Deceive check to get the being to talk. If it is successfully compelled to talk, and it knows the answer to the question, it will answer truthfully; if it does not know, it will lie, and no magical detection can reveal it as such. If the attempt to make the contact talk fails, it will not answer that question.

At the conclusion of the spell, an hour after the communication begins, the caster's mind returns to their body. It is at this point that their sanity is exposed to the most severe stress; the madness inherent in such out-of-body journeying attacks the caster's Toughness defense with the listed bonus as a *drain* attack. If the attack succeeds, the caster is subjected to the listed drain to their Wisdom ability score; the more powerful alien intelligences will damage Wisdom somewhat even with a failed attack.

Continual Light

Spell Level: Cleric 3, Elf 2, Magic-user 2

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 90' radius

Duration: permanent

Attributes: hex, materials (25 gp of gold dust), reversible, zap

Short Description: Creates permanent 30'/60'/90' light within 120'. Targets Dodge to blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The light lasts forever unless it is dispelled. The spell can be cast on the eyes of a creature to blind it; the spell attacks the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; however, if a creature is the target, the spell is not permanent, the victim may attempt to recover every round with a starting recovery target of 15, and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell is permanent. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Continual darkness* creates a 30' radius globe of total darkness; even infravision does not work within this area. The darkness lasts forever unless it is dispelled. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; however, if a creature is the target, the spell is not permanent, the victim may attempt to recover every round with a starting recovery target of 15, and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell is permanent. The radius of effect may be reduced by the caster at the time of casting.

Control Weather

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 1000' radius

Duration: concentration

Attributes: zone

Short Description: Caster may create many weather effects in 1000' radius while concentrating

Long Description: The caster gains the ability to create highly localized weather effects in the immediate area, for as long as they concentrate. This spell must be cast outdoors and under an open sky. The weather effects they can create includes:

Effect	Result
Calm	Any existing weather effects are dampened
Hot weather	Movement halved; rain and mud dry out; ice melts
Cold weather	Movement halved; water and mud freeze
Severe winds	Movement halved, missile fire and flight impossible; loose debris may reduce visibility
Tornado	Caster can attack using spell attack bonus against Dodge defense; a hit does 4dx hp damage. Additionally, the tornado can do 1dx structural hit points (shp) against structures
Foggy	Movement halved, visibility reduced
Rainy	Movement halved, -2 to attacks with missile attacks, mud forms
Snowy	Movement halved, visibility reduced, items on the ground are covered up

The caster can freely switch between weather types, but it takes two rounds to completely change weather from one form to another. In the round after starting the change, the weather is a hybrid of the two types, with effects determined by the GM.

Corrosive Web

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 20' long cone, 20' wide at the end

Duration: 1 hour

Attributes: cone, hex

Short Description: Web attacks Dodge within 20' cone to inflict the *ensnared* condition, 1dx acid. Web lasts 1 hour

Long Description: The caster points in a direction, and a cone of smoky threads shoots out of their fingers, filling the area of effect with sticky fibers shaped like spider webs but composed of acidic black fog. These webs make it impossible to move through the area of effect any faster than 5' per round. The spell also individually attacks the Dodge defense of any creature within the area of effect. At the beginning of their turn, any non-*ensnared* creature within the area of effect is attacked again, and any creature that moves into the area of effect on their turn is attacked as an interrupt.

If an attack succeeds, that target is trapped by the web and acquires the *ensnared* condition. Additionally, at the start of their turn, every creature within the area of effect of the spell, *ensnared* or otherwise, sustains 1dx hp acid damage. These webs do not burn.

Every round, a victim may use their movement action to attempt to escape the *ensnared* condition, which requires a fantastic success on a Feats of Might check. Those outside the area of effect can help trapped creatures escape; see Chapter 3 for helping others with skill checks. Victims who escape the *ensnared* condition may act normally, including taking standard actions, but if they remain inside the area of effect, they may be *ensnared* again in the next round, and they will be affected by the acid.

Cosmic Retribution

Spell Level: Cleric 5

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, evil creatures suffer the same damage they inflict on the caster in melee

Long Description: Upon casting this spell, the caster is wreathed in a hazy nimbus that looks a bit like a fire burning in slow motion. If the caster has the good alignment, the nimbus is pearlescent and misty. If the caster has the evil alignment, the nimbus is charcoal grey curlicues shading to fingers of inky blackness.

If the caster is attacked in melee by a creature whose alignment is their opposite, and such an attack inflicts hp damage, tendrils from the spell's protective nimbus lash out and inflict the same damage on the attacker. This damage is incurred automatically and bypasses all magical protections (although magical impregnability is a defense against this spell). The caster does not need to use any actions for this defense to work, and multiple enemies can be affected by the spell in the same turn. The spell inflicts actual damage sustained by the caster, so if the caster has various magical protections that reduces the damage inflicted by an attack down to 1 hp, 1 hp is the only damage that the attacker will receive. No conditions or forms of damage other than hit points are inflicted by this spell.

Create Pit

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: variable area pit

Duration: 3 rounds + 1 round/level

Attributes: summoning, zap

Short Description: Within 60' create an extra-dimensional pit with hard surfaces lasting 3 rounds + 1 round/level

Long Description: The caster indicates a point on a horizontal flat surface within 60'. An extra-dimensional pit is created in that location. The depth of the pit is equal to 10' for every 2 caster levels rounded up; therefore a 6th level Elf can create a 30' deep pit, but a 7th level Elf can create a 40' deep pit. A pit creates a shaft that drops vertically to an extra-dimensional solid surface at the bottom. Pits are round with a 5' radius, but at 8th level the caster may, at their option, create a pit with a 10' radius.

If a pit is created underneath a creature that is standing on that surface and subject to gravity, the spell attacks each target's Dodge defense individually. On a hit, the creature falls into the pit and incurs all the effects of falling the full distance of the pit. On a miss, as an interrupt the creature moves the minimum necessary distance to be outside the area of effect. The pit does not create a real space; even if the surface is a thin wooden floor, the pit does not access spaces below it, instead making a stony temporary hole that defies spatial logic. At the end of the spell, the bottom rapidly rises and the hole disappears, depositing anything inside the pit on top of the surface the pit was created upon.

Create Sustenance

Spell Level: Cleric 4

Casting Time: 1 round

Range: 10'

Targets/Area of Effect: piles of food and skins of water in a compact area

Duration: 1 day

Attributes: summoning, zap

Short Description: Make food/water for 3 people or 1 large creature per level per day

Long Description: The caster calls upon their deity to provide sustenance. The spell produces piles of food that tastes something like chunks of bread; it is filling but not especially flavorful, and all sorts of animals can eat it and find it wholesome. The spell also produces skins full of water; the skins themselves are thin and rapidly fall apart when drained of water.

The caster creates enough food and water for one day's consumption by three human-sized creatures or one horse-sized creature per level. The rations only persist for the duration of the meal, after which point it turns to dust or leaks away.

Cure Malaise

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Touch cures 3dx + level hp, ability score damage, trauma, conditions. Reversible, targets Dodge

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 3dx + level hp. Alternatively, the target is cured of one of the following conditions: *paralyzed*, *blinded*, *deafened*, *diseased*, *poisoned*, *nauseated*. The spell may also be used to cure 1 point of ability score damage for each 2 caster levels, round up, or 1 point of trauma for each 3 caster levels, round up.

The spell can only restore hit points, restore ability score damage, remove trauma, or remove a condition; the caster chooses which. The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 3dx hp damage.

This spell is reversible. *Cause malaise* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 3dx hp damage, or as a **hex** it may impose one of the following conditions upon the target: *blinded*, *deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause malaise* spell has a threshold of 14, 13 on the next round, and so on.

It may also as a **hex** impose the *diseased* condition by infecting the target with one of the following diseases: *blinding sickness, cackling vapors, creeping chills, doldrums, filth fever, foot rot, grave stench, jungle ague, mindfire, red ache, shakes, slimy doom*. Refer to Chapter 7 for disease details. The initial infection roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the disease.

It may also as a **hex** impose the *poisoned* condition by infecting the target with one of the following poisons: *greyblade, goldwash, night honey, grave smoke*. Refer to Chapter 7 for poison details. The initial toxic roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the poison.

The reversed spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 3dx + level hp damage.

Damning Sermon

Spell Level: Cleric 4

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' radius

Duration: concentration

Attributes: enchantment, zone

Short Description: Allies within 60' get +2 to hit, damage, morale, defenses; enemies take -1 hp per round

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 60'. Allies within the area of effect at the start of the caster's turn receive a bonus of +2 to attacks, damage, morale, and the AC, Dodge, Toughness, and Poise defenses. These bonuses last until the caster can no longer be heard or can no longer concentrate on the spell. Additionally, at the start of every turn while the spell is ongoing, every enemy within range takes 1 hp damage. This counts as an attack for purposes of ending *invisibility* and *sanctuary*.

If the caster is prevented from speaking aloud (such as by being *paralyzed*), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Daylight

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 180' radius

Duration: 2 hours

Attributes: hex, reversible, zap

Short Description: Creates 60'/120'/180' radius sunlight within 120' for 2 hours. Targets Dodge to blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The light has all the qualities of bright sunshine, and creatures within the brightly lit portion of the area of effect of the spell who are vulnerable to daylight suffer penalties accordingly. The

spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; the victim may attempt to recover every round with a starting recovery target of 15 and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell lasts for the entire duration. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Midnight* creates a 60' radius globe of total darkness. Even infravision cannot see within this area; however, the caster can see within this area as if the spell had not been cast. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; the victim may attempt to recover every round with a starting recovery target of 15 and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell lasts for the entire duration. The radius of effect may be reduced by the caster at the time of casting.

Death Knell

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 recently slain creature

Duration: 1 hour

Attributes: enchantment, touch

Short Description: Touch recently dead creature to gain 2dx temporary hp, +2 Strength, +1 caster level for 1 hour

Long Description: This spell is not commonly used by good-aligned Clerics. The caster touches a creature that has died within the last round and had at least 1 HD. No attack roll is necessary; the dead creature turns to dust and can never be brought back to life.

The caster gains 2dx temporary hit points, a +2 bonus to Strength, and a bonus of +1 to the effective level at which spells are cast – this does not change the number of spells that can be cast, but does modify any effects associated with range, duration, damage, or other properties that may be level-dependent. A caster may only benefit from a single *death knell* at a time.

Death Ward

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: 10 minutes

Attributes: enchantment, reversible, touch

Short Description: For 10 minutes, touch grants +4 to defenses vs. death magic, no energy drain. Reversible

Long Description: The caster touches a living creature and asks their deity to protect the target from magical death effects. The target receives a +4 bonus to defenses against all such spells, such as the reverses of curative spells, *unholy smite*, *finger of death*, or *vampiric touch*. Additionally, the target becomes immune to the effects of *energy drain*, including the attacks of certain *undead*.

This spell is reversible. To cast *life ward*, the caster touches a creature, living or otherwise, and asks their deity to protect the target from positive energy. The target receives a +4 bonus to defense against all such spells, such as curative spells, *holy smite*, *searing light*, or *flame strike*. Additionally, the target becomes immune to the effects of channeling positive energy, such as skill checks to Turn Undead.

Delay Affliction

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 3 hours plus 1 hour/level

Attributes: enchantment, touch

Short Description: Poisons/diseases affect touched creature less readily and damage less for 3+level hours

Long Description: The caster touches a creature and grants the target limited protection from afflictions, including diseases and poisons but not curses. For the duration of the spell, if the target is exposed to a disease, any **infection** rolls are made with defenses at +2. Similarly, for the duration of the spell, if the target is exposed to a poison, any **toxic** rolls are made with defenses at +2.

For afflictions that occur during the spell's duration, or even for afflictions that were present before the spell was cast, any infection or toxic attack rolls required during the spell's duration automatically fail. However, while the spell is affecting the target, no recovery rolls to end the *poisoned* or *diseased* conditions may be made.

Detect Alignment

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Attributes: zone

Short Description: Detects good or evil creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense good or evil alignments within range, and which remain in range for 1 full round.

Only monsters with the *good* trait, characters with a good alignment, and objects or locations affiliated with the cosmic pole of good, are detected as good; these things glow a pale mauve. Only monsters with the *evil* trait, characters with an evil alignment, and objects or locations affiliated with the cosmic pole of evil, are detected as evil; these things glow an intense yellow color.

Creatures or objects shrouded by illusion, invisibility, or darkness are not revealed. Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. These glows are visible only to the caster.

Detect Invisible

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Attributes: zone

Short Description: Detects invisible creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense creatures or objects that are magically subtracted from normal vision within range, and which remain in range for one full round. Creatures or objects subject to an *invisibility* spell effect that are on the Ethereal or Astral planes of existence or are out of phase with reality are revealed by this spell; creatures or objects shrouded by illusion or darkness are not revealed.

Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. The creature or object is limned by an emerald-green aura; the creature or object itself cannot be seen, but its outline betrays its presence. If the caster enters combat with an invisible creature revealed by this spell, attacks are only made at a -1 penalty. Only the caster can see the outlines of invisible effects; other creatures present cannot, although of course the caster can communicate whatever they see.

Detect Lie

Spell Level: Cleric 4

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' radius

Duration: 10 minutes

Attributes: reversible, zone

Short Description: Caster detects lies spoken in 60' radius for 10 minutes. Reversible

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense untruth in the spoken word. When a lie is spoken aloud, in a language the caster understands and within the area of the spell, the caster hears a harsh and grating distortion for the portion of the words that are untrue. Only the caster can hear this effect; others present cannot.

This spell is reversible. The spell *undetectable lie* is used to make the caster's lies much harder to penetrate. For the spell's duration, the caster receives a +8 bonus to their Charisma attribute for the purpose of using the Deceive skill. Furthermore, lies spoken while this spell is in effect cannot be automatically detected as false by use of the *detect lie* spell, although normal Intuition can certainly penetrate falsehoods.

Detect Magic

Spell Level: Cleric 1, Elf 1, Magic-user 1

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Attributes: zone

Short Description: Detects magical creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with them for the spell's duration. The caster can sense creatures or objects that are under the effect of a temporary or permanent magical effect, if they are within the spell's range and remain within range for 1 full round. Creatures or objects that are subject to a spell effect, creatures with the *damage resistance (magical)* special power, and items or locations that have temporary or permanent enchantments, are among the things revealed by this spell.

The portion of the creature or object under the magical effect is limned by a bright blue aura. Note that if a spell is higher than 1st level and is used to conceal the presence of a creature or item, such as *invisibility* or *darkness*, then its magic is not detected. Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. Even magic items hidden inside chests may be betrayed if the light can shine through cracks.

Magical traps are still very difficult to detect, but this spell grants a +4 bonus to perception checks to find these effects as well. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. Only the caster can see the glow of magical effects; other creatures present cannot, although of course the caster can communicate whatever they see.

Dimension Door

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: touch or 30'

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Attributes: touch or zap

Short Description: Instantly transport self or 1 other creature within 30' up to 360' away. Attacks Dodge

Long Description: The caster envisions a location within 360'. They do not need to be able to see this point, only visualize its exact distance and orientation from their current spot. The spell instantly transports the caster, or 1 other creature within range, to that location. The spell recipient can carry their own person plus their unencumbered and encumbered inventory, but they may not carry another living being. When this spell is cast at range, it counts as a **zap** spell.

If the location is occupied by a solid object, or if there is no stable horizontal surface for the target to safely land on, the spell automatically fails. If the target is unwilling to be transported, the spell attacks the target's Dodge defense; if the attack succeeds, the *dimension door* transports the target.

Disarming Vortex

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: creatures carrying objects within a 30' radius

Duration: instantaneous

Attributes: burst

Short Description: Within 120', attack Dodge of creatures within 30' and deposit held objects elsewhere

Long Description: The caster designates a point within range, and the spell affects all targets within a 30' radius of that point. A strange spinning storm arises and attempts to pluck objects from the grasp of those affected. The spell attacks each target's Dodge defense individually. If any attack succeeds, any objects in the targets' inventories that have one or more hands allocated are removed from their possession. The objects are deposited in any one location within the range of the spell selected by the caster.

Objects do not have to be weapons to be affected, but they do have to be carried by the target, not merely an object they are touching. This spell could therefore not be used to transport an enormous statue that the caster's ally is holding onto.

Disintegrate

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 creature or a 10' cube of matter

Duration: instantaneous

Attributes: zap

Short Description: Within 60', target Dodge to inflict 8dx hp or vaporize 10' cube of matter

Long Description: The caster points at a creature or object within range, and a thin green ray of energy shoots out. If the spell is targeting a creature, the spell attacks the target's Dodge defense, and if the attack succeeds, 8dx hp untyped damage is inflicted. If this kills the creature, it is turned to dust. A disintegrated creature cannot be raised from the dead.

The spell can also disintegrate a 10'x10'x10' cube of inert matter with no attack roll required, so exceptionally large objects may not be entirely disintegrated. Portions of very large structures can also be disintegrated. Solid objects made of force, such as a *wall of force*, can be targeted by this spell; however, non-solid magical effects cannot be targeted.

Dismissal

Spell Level: Cleric 4

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: zap

Short Description: Attack Poise to send 1 *extraplanar* or *elemental* within 30', HD <= level, to their home plane

Long Description: The caster calls upon divine powers to force a creature from another plane of existence back to its dimension of origin. The spell attacks the Poise defense of one targeted creature within range with the *extraplanar* or *elemental* trait; if the attack is successful, a planar vortex opens near the target and sucks them through it, depositing them at a random planar node within their home plane. The targeted creature can have no more HD than the caster; if it does, the attack has no effect. Note that this spell only affects summoned *extraplanar* or *elemental* creatures; those that have passed through a Gate are unaffected. This spell is a simpler version of the *banishment* spell.

Dispel Evil

Spell Level: Cleric 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature or object

Duration: instantaneous

Attributes: hex, reversible, zap

Short Description: Within 30', target Poise of 1 *evil* creature; hit for 5dx and frightened, miss for half. Reversible

Long Description: The caster presents their holy symbol forcefully, and the spell attacks the Poise defense of 1 *evil* creature within 30'. On a hit, the creature takes 5dx hp damage and acquires the *frightened* condition. The *frightened* condition persists for 1 hour or until dispelled. If the attack fails, the creature takes half damage, and it is not frightened. Alternatively, the spell may target a single *evil* object within range; if the attack exceeds the Magic Tier of the object, it acquires the *broken* property. Creatures or objects that are not *evil* are unaffected.

This spell is reversible. *Dispel good* functions the same as *dispel evil*, but things of *good* alignment are affected.

Dispel Magic

Spell Level: Cleric 3, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' cube

Duration: instantaneous

Attributes: zap

Short Description: Attack 10+caster level to end spell effects in 20' cube within 120'

Long Description: The caster designates a point in space within range, and the area of effect is centered on that point. The spell impacts magical effects that are temporary or are permanent but dispellable; objects constructed with permanent enchantments are not affected. The spell individually targets each magical effect within range. The spell attacks 10 plus the caster level of the effect; if the attack succeeds, the effect immediately ends.

The spell can also be used to disrupt another spell in the process of being cast; if a spell caster is within the area of effect of a *dispel magic* while they are in the middle of casting a spell (either because the spell has a long casting time, or because they have been targeted with a held action used as an interrupt), then their spell automatically fails. The spell *dispel magic* is the only spell that cannot be disrupted in this way.

Divination

Spell Level: Cleric 4

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: long, touch

Short Description: 10 minute cast. Caster asks level # of questions about a specific location

Long Description: The caster calls upon their deity to provide them with information about a specific area, which can be as large as one square mile or as small as a specific room within a building. Information revealed can relate to the area's history, contents, current or former occupants, features, etc. The caster may ask a quantity of questions equal to their level; these questions must be simple and brief, and complex analysis or advice cannot be requested.

For each question asked, the GM rolls an Intuition check for the Cleric in secret; on a minimal success, the spell accurately answers the question, but on a failure, the spell provides misleading or inaccurate information.

Divine Power

Spell Level: Cleric 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: touch, transmutation

Short Description: For 10 minutes, caster gains 18 Strength, 1 temp hp/level, 1 extra attack/round

Long Description: The caster's body swells as they temporarily become a hulking warrior in service of their deity. The caster gains an 18 Strength, or a +4 bonus to their Strength ability score, whichever is higher. The caster gains all corresponding bonuses to weapon attacks and damage. They also gain one temporary hit point per level and can make an additional weapon attack as part of a single standard action. The caster cannot cast other spells while in this state.

Divine Ward

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1' around target

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, touched target gains +1 to defenses, +2 vs. evil; hedges summoned

Long Description: The caster touches a creature and creates a shimmering radiant barrier that surrounds the target like a cloak. This magical ward moves with the target and serves as an obstacle to all attacks; the target receives a bonus of +1 to all defenses. The effect is more pronounced for creatures with an alignment opposite to the caster's; defenses against all such creatures' attacks are at +2.

Furthermore, any creature that has been magically summoned, regardless of alignment, is barred from making physical contact with the target; their melee attacks automatically fail (although spells and missile attacks may still succeed).

The last effect can be disrupted if the target forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen, and it would disrupt the ward with respect to the attacked creature only. The first effect remains undisrupted if the target makes an attack against a creature.

Domination

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 living creature

Duration: varies

Attributes: hex, zap

Short Description: Caster takes over the executive function of 1 living creature. Attacks Poise

Long Description: The caster chooses one creature within 120' and with line of effect. The spell is cast as a standard action, attacking the target's Poise defense. On a hit, the caster can mentally tell the victim what to do, and the victim must obey their instructions, even if they do not share a language. The caster uses their standard action in subsequent rounds to direct the victim's actions. The caster may instruct the victim to speak any words desired in any language the victim knows, or to make verbal noises the victim may not understand in order to speak in the language of the caster; they may make move actions, basic actions, free actions, natural attacks, weapon attacks, use monster special powers, or make skill checks using either the skill set of the creature or the caster. The creature's attributes and statistics are used for all actions. The caster may not compel the creature to spend surges, cast spells, activate magic items, or perform any action that is obviously suicidal.

A successful *domination* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 20, and if the roll succeeds, they throw off the control of the spellcaster. If the roll fails, the domination persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *domination* spell has a threshold of 19, 18 on the next round, and so on. Additionally, maintaining this

spell requires concentration, and if the caster is distracted, they must make a caster level check (with any hp of damage taken as part of the distraction as a negative penalty) and achieve a minimum roll of $10 + 6 = 16$ to maintain the spell – otherwise, it ends immediately. When the spell ends, the victim will know it was not in control of its actions, although it may not know who was responsible.

Elemental Aegis

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 1 hour

Attributes: enchantment, zap

Short Description: For 1 hour, 1 target within 30' ignores elements, gains 4dx temporary hp versus 1 energy type

Long Description: The caster designates one target within range, and it is protected from the effects of the natural elements. Even the coldest or warmest temperatures in nature do not make the target uncomfortable or cause damage.

Furthermore, the caster designates one of the four forms of elemental energy (cold, fire, electricity, acid) and an aura made from that energy type envelops the target, who receives advanced protection from that type of damage. The target receives temporary hit points equal to 4dx, but only against that energy type; when suffering damage of that type, the temporary hit points are lost first. When all the temporary hp are gone, the target enjoys *energy resistance* against that form of magical energy for the duration of the spell.

Elemental Summons

Spell Level: Elf 5, Magic-user 5

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 creature with the *elemental* trait

Duration: 1 hour

Attributes: long, summoning

Short Description: 10 minute casting. Summons an *elemental* within 30' to perform a service for 1 hour

Long Description: The caster creates a magical circle within range, and a portal to one of the four Elemental Planes (Air, Earth, Fire, Water) opens. The caster may choose which plane the portal is attuned to. An *elemental* associated with that plane comes through the portal, and then the portal closes. The most common creatures to answer the spell's summons are *air elemental brutes*, *earth elemental brutes*, *fire elemental brutes*, and *water elemental brutes*, but the GM may rule that some other sort of *elemental* creature appears instead.

The *elemental* can be commanded to perform a service for the caster, and the creature attempts to faithfully execute that service. For the duration of the spell, the summoned creature can understand the spellcaster even if they do not share a language. The service can be short or long in duration, but the more complicated the instructions, the greater the chance the resentful *elemental* attempts to pervert the intent of the service it is obliged to perform. The monster disappears when it has completed the service, when it is killed, or after an hour has passed – whichever comes first.

Enchant Weapon

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 weapon or piece of ammunition

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, give 1 touched weapon or piece of ammunition a +1 bonus for every 3 levels

Long Description: The caster touches one weapon or standard piece of ammunition; the contents of one quiver or pouch can all be affected by this spell. For ten minutes, the target receives temporary enchantment similar to the permanent properties of magic weapons. The caster may add a +1 bonus to the weapon for every three caster levels, round up. If the target is usable as a melee weapon, or if it is a missile weapon that can be thrown without needing a separate item to propel it, bonuses may be added to attack rolls or damage rolls. If the target is only usable as a missile weapon that propels ammunition, bonuses may only be added to attack rolls. If the target is only usable as ammunition in conjunction with a missile weapon, bonuses may only be added to damage rolls. Only weapons with a bonus to damage qualify as being made by magic weapons for the purposes of overcoming *damage resistance*.

This spell does not stack with a magic weapon's permanent bonuses, but it could temporarily add a bonus if the magic weapon does not normally have one. Any bonuses associated with a missile weapon always stack with bonuses applied to its ammunition.

Enhance Ability Score

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: Touch 1 creature to increase 1 ability score for 10 minutes

Long Description: The caster touches themselves or another creature to grant a temporary increase to one ability score. The caster chooses which ability score is affected; only one ability score is affected per casting, but multiple castings can affect the same target if they affect different ability scores. The ability score improves as follows:

- Below 9: Score becomes a 9
- 9-12: Score becomes a 13
- 13-15: Score becomes a 16
- 16-17: Score becomes an 18
- 18 and Above: No effect

Enlarge

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: reversible, touch, transmutation

Short Description: Within 60', increase 1 humanoid's size for 10 minutes. Reversible, attacks Dodge

Long Description: The caster points at a humanoid creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the spell is a **hex** and attacks the defender's Dodge bonus. If the attack is successful, the creature increases in size. It may attempt to recover every round with a starting recovery target of 15.

The creature doubles in height and proportionally increases its mass and weight, and its equipment similarly increases, although equipment returns to its normal size when it leaves the target's possession. This size increase does not affect the creature's ability scores, but the target takes a -2 penalty to AC. However, the spell does increase the damage of weapon and natural weapon attacks. Weapons become giant-size, meaning the base damage of the weapon as listed in Chapter 5 adds another die – a normal-size short sword inflicts 1d6 hp damage, for instance, but a giant-size short sword inflicts 2d6 hp damage. The reach of any weapon is also increased by 5', so a giant-size short sword has a reach of 10', and a giant-size great sword has a reach of 15'. Giant-size ammunition shrinks before it reaches a target.

At 7th level of casting ability, the caster may choose to enlarge a target to gargantuan-size. The target takes a -4 penalty to AC, but two dice of damage are added to weapon base damage and reach increases by 10'. A higher-level caster can choose a lower step of size increase if desired. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces.

This spell is reversible. When casting *reduce*, the caster points at a humanoid creature within range, and a thin purple beam streaks from the caster's finger toward the target. If the target is unwilling, the spell is a **hex** and attacks the defender's Dodge bonus. If the attack is successful, the creature decreases in size. It may attempt to recover every round with a starting recovery target of 15.

There are four steps of size reduction that depend on the caster's level:

- A 1st-level caster can halve a creature's height. They receive a +1 bonus to AC. Melee and natural weapon base damage is halved, but missile weapon damage is unaffected.
- A 4th-level caster can reduce a creature to 12" in height. They receive a +2 bonus to AC and a +1 bonus to Stealth skill checks. Movement rate is halved. Melee and natural weapon attacks are normally ineffective, but with a called shot, an attack may inflict half base damage. Missile weapon damage is unaffected.
- A 7th-level caster can reduce a creature to 4" in height. They receive a +3 bonus to AC and a +2 bonus to Stealth skill checks. Movement rate is no higher than 10/20. Melee and natural weapon attacks are ineffective. Missile weapon damage is unaffected.
- A 10th-level caster can reduce a creature to 1" in height. They receive a +4 bonus to AC and a +4 bonus to Stealth skill checks. Movement rate is no higher than 5/10. Melee and natural weapon attacks are ineffective. Missile weapon damage is unaffected.

A higher-level caster can choose a lower step of size reduction if desired.

ESP

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Attributes: zone

Short Description: Caster can read thoughts in a 60' cone for 10 minutes. Targets Poise to scan deeply

Long Description: The caster creates a conical area of effect, which moves with the caster for the spell's duration, in which they can hear and understand the surface thoughts of creatures provided those creatures remain within the cone for at least 1 full round. It is not necessary for the caster and any targets to share a language.

The thoughts of creatures with Intelligence scores lower than 3 are very simple and direct; targets with higher Intelligence scores are more complex. The spell does not grant the caster the ability to communicate with any targets; hearing thoughts is one-way only. Such scanning does not require an attack roll, and targets are unaware that their thoughts are being read.

The caster can probe for thoughts or memories unrelated to what the target is immediately thinking of, but this requires the spell to attack vs. the target's Poise defense. The caster chooses a specific piece of information to probe for, and depending on how deeply buried a particular thought may be, the DM may grant the target a bonus up to +5 to its defense. If the attack fails, the target knows it has been probed and what information is being sought. If a creature knows its thoughts are being read and wants to resist, an attack vs. Poise is required even if the spell is scanning surface thoughts.

If there are multiple thinking creatures within the area of the spell, the thoughts become jumbled and difficult to discriminate from each other; the caster must spend at least one minute concentrating on sorting the thoughts out before they can understand what any one of the creatures is thinking. This spell can sense thoughts through walls and into spaces the caster cannot see, but the area of effect is blocked by stone at least two feet thick, or any continuous thickness of lead or gold.

Excoriating Sermon

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' radius

Duration: concentration

Attributes: enchantment, zone

Short Description: Allies within 60' get +3 to hit, damage, morale, defenses; enemies take 1dx hp per round

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 60'. Allies within the area of effect at the start of the caster's turn receive a bonus of +3 to attacks, damage, morale, and the AC, Dodge, Toughness, and Poise defenses. These bonuses last until the caster can no longer be heard or can no longer concentrate on the spell. Additionally, at the start of every

turn while the spell is ongoing, every enemy within range takes 1dx hp damage. This counts as an attack for purposes of ending *invisibility* and *sanctuary*.

If the caster is prevented from speaking out loud (such as by being *paralyzed*), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Exorcise

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: touch

Short Description: Touch 1 creature using Dodge. On hit, roll 5+caster level to remove controlling effect

Long Description: This spell attempts to overcome spells and supernatural effects that rob creatures of their free will. Such effects include *magic jar* spells, all forms of charm, the *possession* monster special power, and the *afraid* and *confused* conditions.

The caster designates a single target and touches it. If the target is unwilling, the spell attack bonus +2 is used to attack the target's Dodge defense. On a hit, the spell then attacks each mind-affecting enchantment on the target individually. If the attack hits 5 + the caster level of the effect, the effect is permanently dispelled. If any attack misses, the target takes 1d6 hit points of damage.

Fabricate

Spell Level: Elf 4, Magic-user 4

Casting Time: 10 minutes

Range: 60'

Targets/Area of Effect: 10 cubic feet/level of non-living organic matter or 1 cubic feet/level of minerals

Duration: permanent

Attributes: materials (raw materials, see below), zap

Short Description: 10 minute casting. Transmute 10 cu. ft./level of raw materials within 60' into another form

Long Description: The caster uses magic to reshape a raw material from one form to another. The spell cannot change the raw material from one thing to another, so it could not change an ingot of copper into a steel weapon, but it could change a wooden beam into a wooden garden trellis. The spell affects up to 10 cubic feet of organic matter per caster level, or up to 1 cubic feet of mineral matter per caster level.

Raw material is neither created nor destroyed, so the same volume of material is present at the end of the spell as there was at the beginning. Living material can never be affected by this spell. If the caster attempts to create objects that require any degree of craftsmanship, an appropriate skill check (Build, Mechanisms) must be rolled to determine success. With such skill checks, this spell can be used to repair 1 structural hit point per caster level.

Fear

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 2 minutes

Attributes: cone, hex

Short Description: Attacks Poise in 60' cone to flee for 1 round or more and drops held items

Long Description: The caster generates an instantaneous conical area of effect. The spell individually attacks the Poise defense of all targets in the area. For any successful attack, the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible. Additionally, all creatures with the *afraid* condition drop any items held in their hands before fleeing.

A successful *fear* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *fear* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll, or at the end of the spell's duration.

Feather Fall

Spell Level: Elf 1, Magic-user 1

Casting Time: instant

Range: 60'

Targets/Area of Effect: self or 1 creature

Duration: length of fall

Attributes: interrupt, zap

Short Description: Instant casting; target within 60' falls slowly for 250' + 50'/level

Long Description: This spell can be cast with a snap of the fingers and does not even need to be cast on the caster's turn; it can be used as an interrupt without a held action. The caster points to one creature in range, and that creature's speed of freefall becomes like that of a falling feather – about 10' per round. This speed is slow enough that no damage is taken when the target finishes their fall, provided the height of the fall does not exceed 250' plus an additional 50' per level. Once the target has fallen the maximum height covered by the spell, they then begin to fall at normal rates of speed and take the remaining damage accordingly.

Example: if Mystrella, a 3rd-level Magic-user, falls over a 420' cliff and casts *feather fall* on herself, then the first 400' of falling is at a feather's pace. Within 20' of the bottom, 40 rounds later, Mystrella will begin to fall at a normal rate, and will take 20' worth of falling damage unless they can cast the spell a second time.

This spell can be cast more than once simultaneously; the only limitation placed on this is the number of spell points the caster has available to expend. It cannot be cast on an unwilling creature.

Find the Path

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 2 hours

Attributes: enchantment, touch

Short Description: For 2 hours, touched target can find shortest path to a physical location

Long Description: The caster touches a creature, and that target gains the ability to unerringly find the shortest and most direct path to a physical location. This spell does not allow the target to find an object or a creature, but it will allow it to find a specific room, or an exit from a maze, or a stair to another level. The spell grants the target the knowledge of not only where they need to go, but what actions they need to take to get there, such as how to find a secret door. Note that this spell does not find the safest path, only the shortest and most direct route.

Find Traps

Spell Level: Cleric 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Attributes: zone

Short Description: Magical or non-magical traps within 60' cone glow silver for 10 minutes

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. Mechanical or magical traps within the area of effect glow silver. The spell does not grant any knowledge of what the trap does, nor how to overcome it; it merely reveals the trap's location. The spell can sense intent behind the trap's creation, so a pitfall trap built by intelligent creatures will be detected, but a crumbling floor that may finally give way when somebody steps on it will not be detected by this spell.

If a spell is used to hide a trap, such as an illusion or a darkness spell, and that spell is higher level than this spell, this spell does not reveal the trap. If all elements of the trap are hidden from view, such as a trapped box inside a closed chest, this spell will at least make it easier to detect; a bonus of +4 to Seeing checks is typical. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. This spell's glow is visible only to the caster.

Fire Ball

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20' radius

Duration: instantaneous

Attributes: burst

Short Description: Within 240', 20' radius ball of fire attacks Dodge 4dx hp, fail for half

Long Description: The caster chooses a starting point within range, and a pea-sized glowing pellet shoots out to that point. It then explodes, generating a very hot but very fast-burning cloud of damaging fire. The spell affects all within the radius of the blast, attacking each creature's Dodge defense individually.

If the attack succeeds, that creature takes 4dx hit points of fire damage. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target.

The spell also sets fire to combustibles and liquefies metals with low melting points. If the initial pellet cannot reach the intended point of destination, such as by striking an invisible barrier, then the *fire ball* detonates early.

Fire Shield

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, fire or cold damages those who attack caster, who is immune to that energy

Long Description: Upon casting this spell, the caster must decide whether they are creating a **warm** fire shield or a **cool** fire shield. Both versions of the spell wreath the caster in dancing flames, but this magical fire does not harm the caster. The warm fire shield feels hot to those close by, and the cool fire shield feels cool, but neither effect will damage even those very close to the caster, unless they attack with hostile intent.

If the caster is protected with a warm fire shield, and they are attacked by a creature in melee, the caster takes normal damage from a successful attack; however, the spell then instantly counterattacks, automatically inflicting the number of hit points dealt by the weapon. This is fire damage for the purpose of magical resistances. The caster receives the special power of *immunity (cold)*. However, they suffer the weakness of *energy vulnerability (fire)*.

If the caster is protected with a cool fire shield, and they are attacked by a creature in melee, the caster takes normal damage from the attack; however, the spell then instantly counterattacks, automatically inflicting the number of hp dealt by the weapon. This is cold damage for the purpose of magical resistances. The caster receives the special power of *immunity (fire)*. However, they suffer the weakness of *energy vulnerability (cold)*.

Refer to Chapter 8 for monster special powers and weaknesses.

Fire Trap

Spell Level: Elf 4, Magic-user 4

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one door, window, chest, or another object that can be opened or closed

Duration: permanent, until triggered

Attributes: enchantment, touch

Short Description: 10 minute casting. Triggering trap attacks Dodge within 10' for 4dx hp fire damage, fail for half

Long Description: The caster creates a magical trap upon a single door, window, chest, or other object that can be opened or closed. This trap is permanent but can be dispelled or disabled; refer to chapters 3 and 7. If the trap is discharged, it explodes within a 10' radius. The spell affects all targets within this area, individually attacking with the spell attack bonus against their Dodge defenses.

If the attack succeeds, the target takes 4dx hit points of fire damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target.

Unlike a *fire ball* spell, the fire from this spell does not harm combustibles or metals within the area, and it leaves the warded object and any contents completely unharmed. Once the trap is discharged, the spell ends.

Flame Strike

Spell Level: Cleric 5

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: a column 30' tall and 5' in radius

Duration: instantaneous

Attributes: burst

Short Description: Within 60', 30' tall 5' radius column attacks Dodge for 4dx hp fire, miss for half

Long Description: The caster designates a point within range, and a column of fire roars down, centered on that spot. All creatures within the area of effect are targeted. The spell individually attacks each target with the spell attack bonus against the Dodge defense.

If the attack succeeds, the target takes 4dx hit points fire damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to all targets.

The spell also sets fire to combustibles and liquefies metals with low melting points. The fire is divine in origin and can be defended against with a *life ward* spell, but defenses against fire are also effective against this spell.

Floating Disc

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 6'

Targets/Area of Effect: 1 invisible disc of force

Duration: 4 hours

Attributes: enchantment, zap

Short Description: Makes 3' diameter disk of force floating near caster for 4 hours. Carries 10 inventory spaces

Long Description: The caster designates a point within 6', and an invisible disc of force is created in that location. The disc is about 3' in diameter and is slightly concave; it can carry about 2 gallons of liquid, but up to ten inventory spaces worth of equipment can be placed stably on top of it. Alternatively, the disc can carry one creature no larger than an adult human, including all their gear. It floats at approximately the elevation of the caster's mid-section, and it travels with the caster, generally floating behind them, but always within 6'.

If the caster climbs a rope or falls into a pit, the disc follows them, but if it is unable to remain within 6' of the caster, perhaps because it cannot fit into the space available, the spell ends. The spell lasts for 4 hours and is therefore often useful for carrying heavy supplies over long distances.

Fly

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Attributes: enchantment, zap

Short Description: 1 creature within 30' gains 120'/60' flying movement for 1 hour

Long Description: The caster designates one target within range. That target gains the ability to fly, using mental control to direct speed and direction. The full movement rate is 120', or 60' as a partial move, unless that round's movement involves gaining altitude, in which case the full movement rate is 60', or 30' as a partial move. If the caster is the target of the spell, for the round that the spell is cast only, the caster may also make a partial flying move as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity. If the target is not the caster, they may begin flying on their turn.

Armor worn does not affect this movement rate. The spell recipient can carry their own person and any unencumbered inventory. They can carry encumbered inventory, or even carry another character with all their gear, but each minute of such activity adds one point of fatigue. The flying creature can hover in place, and can take actions, including casting spells, while flying.

If the spell duration expires while a target is still flying, they fall only 60' per round for the next five rounds and take no damage if they land during this time. After this period, normal falling rates apply – see Chapter 6.

Fog Cloud

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' + 10'/level radius

Duration: 1 hour

Attributes: summoning, zap

Short Description: Within 120', create stationary 30' + 10'/level radius fog cloud with 5' visibility. Lasts 1 hour

Long Description: The caster designates a point within range, and the area of effect radiates out from that point. The caster may choose to create an area of effect with a smaller radius than the maximum allowable. The area of effect fills with a thick fog. Visibility within the fog is limited to 5'; beyond that distance, targets are treated as if they are invisible. A strong wind can disperse the fog.

Forceful Hand

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: 3 rounds + 1 round/level

Attributes: enchantment, zap

Short Description: Within 120', giant hand blocks and pushes away one creature for 3+level rounds

Long Description: The caster designates one creature within range. The spell creates a large, disembodied hand made of magical force; the hand is translucent and as large as an adult human. The hand floats in the air, always remaining between the target and the caster, moving even when the target moves to interpose itself as an interrupt.

The hand has substance; it has defenses of 10, an effective Strength ability score of 22, and it has as many hit points as the caster has at full health. The hand provides the caster with a +4 bonus to AC against the target's attacks and hampers the opponent's ability to move closer to the caster. On the opponent's action, if the target attempts to move in a way that brings it closer to the caster, the target and the hand must each make Feats of Might checks. The target must succeed at a Feats of Might check by more than the hand to approach the caster; even with a success, such movement is halved.

Additionally, on the caster's turn, the hand pushes back. The hand and the target must both make Feats of Might checks. If the hand succeeds, and it succeeds by more than the target, then the target is pushed away from the caster by 5' times the difference in number of successes (maximum 30' in one round). This does not require an action by the caster.

This spell can push targets over cliffs and into dangerous areas, but it is not strong enough to damage a target by pushing them into a solid object.

Freedom

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: Touch makes 1 creature immune to slowing or hampering for 10 minutes

Long Description: The caster touches a target and beseeches their deity for protection from constraint. Magical and mundane effects that would bind the target or hamper their movement simply do not work.

Protected targets are immune to paralysis or *web* spells, cannot be grabbed or grappled, can slip out of ropes or manacles without needing to make skill checks, and cannot be slowed. A creature under the effects of a *freedom* spell can move, attack, and make skill checks normally while wading or swimming, without suffering any of the penalties typical to movement and attacks through water. However, a *forceful hand* or a *repulsion* spell will still affect such a creature's movement.

Freezing Sphere

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: varies

Duration: instantaneous

Attributes: summoning, zap

Short Description: Creates one of a variety of cold effects chosen by the caster

Long Description: The caster opens a gateway to a dimension of infinite cold, and they size this spherical gateway to generate one of three effects. The effect is chosen by the caster as the spell is cast.

- **Freezing Pinpoint:** The caster launches an infinitesimally sized portal of cold at a single opponent within range. This creates a cold ray which attacks the target with the spell attack bonus against the target's Dodge defense. If the attack succeeds, the target takes 50 hit points of cold damage and is frozen solid inside a block of ice. While inside the block, the victim acquires the *paralyzed* condition; however, the block of ice protects the victim from physical damage. Frozen victims may attempt to recover every round with a starting recovery threshold of 20; alternatively, the ice melts after 10 rounds.
- **Freezing Marble:** The caster launches a one-inch diameter pearl of pure white cold at a body of water within range. The water's surface freezes solid with a layer of ice six inches thick. A maximum of 100 square feet of ice per caster level is formed; the caster may determine how much ice is created and what portions of the body of water are frozen, provided all parts of the affected area are within range of the spell. The ice is thick enough to be walked upon and requires a fantastic success on a Feats of Might check to shatter the ice. The ice persists for 10 minutes.
- **Freezing Orb:** The caster launches a six-inch diameter shimmering bauble of cold at a point within range, where it explodes, creating a brief but intense winter storm in the area. The area of effect is a 20' radius burst. All within the area take 4dx hp of cold damage, with no attack required, unless that target is

magically protected from cold. Additionally, the spell attacks all targets individually with the spell attack bonus against the Toughness defense, and if this attack succeeds, that target acquires the *slowed* condition. *Slowed* victims may attempt to recover every round with a starting recovery threshold of 20.

Gaseous Form

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Attributes: enchantment, touch

Short Description: Touched target becomes insubstantial and can fly at 10'/round for 1 hour

Long Description: The caster touches a creature, and that target turns into a formless vapor. While in this form, the target has all its usual perceptual senses and its mental faculties, but they can neither attack nor be attacked, they cannot speak, and they cannot cast spells or use items on their person. The insubstantial vapor can fly at a speed of 10' per round and can seep through cracks to gain access to all but completely airtight spaces.

Gaseous creatures cannot pass through liquids, and force effects are airtight. Strong winds may blow the target off course. The target can end the spell prematurely and resume their normal form at any time; this requires a basic action. At this point the spell ends, and the character cannot resume the vapor state even if the spell duration has not expired.

Gentle Repose

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 deceased creature

Duration: 1 day/level

Attributes: touch

Short Description: 1 touched dead creature cannot rot or be animated for 1 day/level

Long Description: The caster touches one dead creature. For the duration of the spell, the body cannot rot. It also cannot be animated into an *undead* creature during this time, although the only permanent solution to this problem is the *hallow* spell. Undead creatures with the *rise* special power will not reanimate if this spell is cast upon them.

The *raise dead* spell places a limit on the number of days a creature may be dead before it can be revived; days spent under *gentle repose* do not count towards this limit.

Ghoul Touch

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: varies

Attributes: hex, touch

Short Description: Touch 1 living creature to attack Dodge to paralyze; stench attacks Toughness in 10' radius

Long Description: The caster touches a living creature using their spell attack bonus +2 to attack the target's Dodge defense; if the attack is successful, the target receives the *paralyzed* condition. Simultaneously, the stench of the grave rises from the target.

All creatures (except for the caster) within 10' of the victim are affected by this noisome odor; the spell attacks with the spell attack bonus against these secondary targets' Toughness defense. If these attacks are successful, the secondary targets receive the *nauseated* condition. This spell uses necromantic magic, and a *death ward* spell protects the target from its effects.

A successful *ghoul touch* spell's paralyzing effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *ghoul touch* spell has a threshold of 14, 13 on the next round, and so on.

The secondary nauseating effects also persist for a minimum of one full turn. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 10, and if the roll succeeds, they lose the *nauseated* condition. If the roll fails, the *nauseated* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *ghoul touch* spell has a threshold of 9, 8 on the next round, and so on.

The nauseating odor will not attack targets other than the ones that were within the 10' radius at the time of the casting of the spell.

Giant Vermin

Spell Level: Cleric 4

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 summoned creature

Duration: 10 minutes

Attributes: transmutation, zap

Short Description: Summons a giant vermin ally, ½ HD per level round up, within 30' for 10 minutes

Long Description: The caster prays for a giant arthropod servant; the creature appears within 30' and will obey the caster for the spell's duration. The summoned *vermin* can immediately act. Creatures summoned by this spell constitute magical effects that can be dispelled. The creature has half the caster's hit dice rounded up; it will therefore range from 4 HD to 6 HD. There are six types of giant vermin that can be summoned by this spell: a giant

biter, which is a huge beetle; a giant flier, which is a winged stinging insect; a giant pouncer, which is an agile ambush predator; a giant scuttler, which is a venomous arachnid; a giant swimmer, which is equally at home breathing air or water; and a giant tunneler, which is a biting worm. Statistics for these creatures, at each of their possible hit dice, are tabulated at the end of this chapter.

The summoned creature follows one-word instructions of the caster, but its low Intelligence will not allow it to understand more complicated orders, and its span of attention is so short that it will only work effectively if the caster is continuously commanding it. It can for instance be directed to attack a target; however, asking it to wait to attack until a certain condition is met will not work. The creature disappears when the spell ends.

Globe of Invulnerability

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 10' radius

Duration: 3 rounds + 1 round/level

Attributes: zone

Short Description: For 3+level rounds, creates 10' radius globe around caster that bars 3rd-level spells coming in

Long Description: The caster creates a 10' radius shimmering emanation around them that moves with them. Spells of 3rd level or below, if cast outside the area of effect, cannot affect any creature inside the area of effect. However, spells of any level cast from inside the area of effect can affect those inside or outside the globe as normal. When the caster reaches 11th level or above, the spell affects up to 4th level spells in the same way. Higher level spells are unaffected. The globe can be dispelled.

Glyph of Warding

Spell Level: Cleric 3

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one object, portal, or up to a 10'x10' area

Duration: permanent, until triggered

Attributes: enchantment, materials (100 gp of silver dust), touch

Short Description: 10 minute cast. Permanent trap attacks Dodge within 20' for 2dx, miss half, or triggers a spell

Long Description: The caster designates a single object, portal, or up to a 10'x10' area of a room or passageway. The caster traces thin lines of magical energy on the target, which once scribed turn almost invisible; this is a magical trap that has been placed over the target. A password is set at the time of the casting; if the password is not spoken aloud by any individual touching, passing over, or interacting with the target, then the trap is triggered, at which point the spell ends.

There are two types of glyphs that can be created:

- **Blast Glyph:** The caster infuses the glyph with fire, electricity, acid, or cold energies. If the trap is discharged, the blast goes off in a 20' radius area centered on the glyph. All within the blast are affected by the spell, which attacks their Dodge defenses using the spellcaster's spell attack bonus. If the attack is successful, targets take 2dx hp damage. If the attack is unsuccessful, targets take half damage.

- **Spell Glyph:** The caster turns the trap into a trigger for an attack spell. The attack spell must be of a sort that the caster is high enough level to cast; when the glyph is created, both spell points for the *glyph of warding* spell and the associated attack spell are erased. When the trap is triggered, only the creature closest to the glyph becomes the target of the attack spell; although the spell may ordinarily have an area of effect, only the triggering creature becomes a target. The attack spell is resolved as if the caster were present and attacking the target with that spell. All choices regarding the spell must be made at the time of the casting.

Glyphs can be dispelled or disabled; refer to Chapters 3 and 7.

Godspeed

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: allies within 30' radius

Duration: 10 minutes

Attributes: emanation

Short Description: For 10 minutes, all initiative rolls by allies within 30' are made twice, and the best is used

Long Description: All allies within 30' of the caster are affected by the spell, which favors a deity's servant and companions by granting them quickness of thought and reactions in combat. For the spell's duration, all initiative rolls made by allies within the spell's area are made by rolling the die two times and using the better of the two results.

Grant Spell

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 1 hour

Attributes: enchantment, touch

Short Description: For 1 hour, 1 touched creature gains the ability to cast up to a 3rd level divine spell

Long Description: The caster touches a creature and imbues the target with a single third level spell slot, usable for casting a single divine spell. The recipient of this spell must meet all the requirements for casting divine spells: they must be able to speak and move freely, must have at least one hand free, and must meet all materials requirements for any spell they may cast, at the time that they choose to cast their spell. The spell may be cast at any point in this spell's duration; once it is used, this spell ends.

The full list of divine spells of levels 1, 2, and 3 are accessible to the recipient of this spell. The caster level and the spell attack bonus are the same as that of the cleric that imbued the target with spell ability, and other spell attributes such as damage are based on that's cleric's level as well; however, modifiers to attack such as those granted by items or ability scores belong to the creature targeted by *grant spell*. The caster of the spell may only have one of these spells cast at a time.

The recipient of this spell does not need to worship the same deity as the caster of *grant spell*, nor do they need to worship any deity at all to use their imbued magic. Any holy symbol may be used as a spell focus if one is required.

Greater Invisibility

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 3 rounds + 1 round/level

Attributes: enchantment, illusion, touch

Short Description: For 3+level rounds, 1 touched creature disappears and remains invisible even when attacking

Long Description: The caster touches a creature, which turns invisible. An invisible creature cannot be seen by other creatures using normal vision or infravision.

Anything the target is carrying in their Inventory also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The target remains invisible for the spell's duration under all circumstances, including when they take offensive action. This contrast with the *invisibility* spell, whose effects end when an attack roll is made.

Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot see them. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus. An invisible creature that is slain immediately turns visible. Invisible creatures make Stealth skill checks with a +8 bonus.

Creatures with no visual perception are unaffected by this spell.

Guards and Wards

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: emanation

Targets/Area of Effect: 10'/level radius

Duration: 1 day

Attributes: enchantment, long

Short Description: 10 minute cast. Caster's lair is protected with a variety of magical effects for 1 day

Long Description: The caster uses this spell to protect an interior environment with magical tricks and traps which provide the caster with a defensive advantage. This spell may only be cast in a location with which the caster is intimately familiar through daily contact. The spell generates each of the following effects, which are separate effects for the purpose of dispelling, to which the caster is immune:

- Every wall, floor, ceiling, door, and other surface radiates magic.
- Every corridor within the area of effect is filled with fog, which limits vision to 5', even with infravision.
- Every door within the area of effect is protected with an *arcane lock* spell.

- Every stair within the area of effect is filled top to bottom with webs, which are exactly like those generated by the *web* spell. However, if these webs are removed, they grow back within ten minutes.
- At each corridor intersection, a mild disorientation effect attempts to affect any character making a map. The spell attacks the target's Poise defense, and if the attack succeeds, the GM tells the character's player the wrong direction for any side corridors, i.e., a left-hand passage is described as a right-hand passage.
- Additionally, the caster may place the following phenomena at any desired location within the area of effect: 4 *phantasmal forces*; 2 *stinking clouds*; 1 *gust of wind*; 1 *suggestion*. All these effects last for the entire duration of the *guards and wards* spell, instead of the normal spell listing's duration – even *gust of wind*, which is usually instantaneous. In the case of the *suggestion* spell, the caster can dictate the text of the suggestion, and the spell randomly attacks one target passing within 5' of a designated location, but not more than one time every ten minutes. The *phantasmal force* portions of this spell qualify as an **illusion** for purposes of immunity, but the rest of the spell is very real.

Guidance

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, touch 1 creature to grant bonus of +(level)/5 round up on skill checks

Long Description: The caster touches one creature. The target gains a bonus to their ability scores for the purpose of making skill checks. The bonus is equal to +1 for every 5 caster levels rounded up. The ability scores do not otherwise increase during this time for other effects, combat or otherwise.

Gust of Wind

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: line 10' wide and 60' long, orientation selected by caster

Duration: instantaneous

Attributes: line

Short Description: Within 60', make 10'x60' air blast that may inflict 1dx hp for every 5' of knockback, knock *prone*

Long Description: The caster designates a point within range and a direction. A short blast of hurricane-force winds emanates from the point and blows in the direction selected, creating a path of air movement that is 10' wide and 60' long. The gust extinguishes all open flames in the area and knocks over or picks up unattended items. The effective strength of the gust is as if a Feats of Might skill check were made, and the spell's effect achieved a number of successes equal to the caster's level. This number increases by 5 for creatures which are flying.

All creatures within the area of effect must make Feats of Might checks to avoid being pushed off their feet. The target's Feats of Might successes, if any, are subtracted from the spell's total. For every 5 net successes, or any fraction thereof, the target is pushed back 5' and sustains 1dx blunt damage, and it is knocked *prone*.

Hallow

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 100' radius

Duration: 1 year

Attributes: long, materials (50 gp of silver dust), touch

Short Description: 10 minute cast. Building or area receives *divine ward*, turn bonus, dead can't be animated

Long Description: The caster scatters 50 gp of silver dust around the perimeter of the spell, and one structure or one area entirely within the area of the spell is protected. This protection takes three basic forms.

First, no dead creature interred within the area of the spell can be animated or raised to be an *undead* creature. Second, Turn Undead checks by creatures of the same alignment as the caster have a +4 bonus, while Turn Undead checks by creatures of the opposite alignment as the caster have a -4 penalty. Finally, all within the area of the spell are protected as if they were inside the area of effect of a stationary *divine ward 10' radius* spell.

This effect cannot be dispelled.

Hallucinatory Terrain

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 1000' feet

Targets/Area of Effect: 100'/level radius

Duration: permanent

Attributes: hex, illusion, zap

Short Description: Within 1000', a 100' radius area permanently appears as a different type of terrain

Long Description: This spell can only be cast outdoors. The caster designates a point within range, and the area of effect radiates outward from that point. The terrain within the area of effect assumes an illusory appearance to all senses of a terrain type that differs from reality. If a creature enters the area of effect, the spell attacks the target's Poise defense; if the attack succeeds, the creature suffers the effects of the terrain type as follows:

Terrain	Effect
Alpine	Target's movement rate is halved, and effective Constitution is at -1.
Desert	Target's movement rate is reduced to 3/4, and the target takes 1 hp of fire damage for each 1 minute spent in the area.
Glacial	Target's movement rate is reduced to ¾, and the target takes 1 hp of cold damage for each 1 minute spent in the area.
Forest	Target's missile attacks receive a -2 penalty.
Swamp	Target's movement rate is halved, and effective Dexterity is at -1.
Deep Sea	Target's movement rate is reduced to ¼.

If the attack fails, targets can see through the illusory terrain and ignore it. The caster is not affected by their own spell.

Haste

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' radius

Duration: 1 round/level

Attributes: burst, enchantment, reversible

Short Description: Within 120', fast attacks + movement in 30' radius for 3+level rounds. Reversible, targets Poise

Long Description: The caster designates a point within range, and the spell's area of effect emanates from that point. All creatures within the area of effect acquire the *hasted* condition and move more quickly; targets have doubled movement rates for the duration of the spell.

Hasted creatures who use their standard action to perform a melee attack may make an additional melee attack as part of the same action; creatures who use their standard action to perform a missile attack may make an additional missile attack as part of the same action. This attack is made with any weapon currently being wielded, and it is made with the same attack modifier as a single attack with that weapon. *Hasted* creatures have a bonus of +1 to initiative rolls. If a *haste* spell is cast upon a target suffering from the effects of a *slow* spell, the effects cancel each other.

This spell is reversible. To cast *slow*, the caster designates a point within range, and the spell's area of effect emanates from that point. The spell individually attacks the Poise defense of all targets within the area of effect. If an attack succeeds, as a **hex** that target acquires the *slowed* condition and moves more slowly for the spell's duration; targets have halved movement rates. *Slowed* victims may attempt to recover every round with a starting recovery threshold of 15.

A successful attack also means that the target can only take one of the following actions in a round: a basic action, a partial move, or a standard action. *Slowed* creatures suffer a penalty of -1 to initiative rolls. If a *slow* spell is cast upon a target enjoying the benefits of a *haste* spell, and the spell's attack succeeds on any given target, then the effects cancel each other for that target only.

Heal

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Attributes: reversible, touch

Short Description: Touch cures many conditions and all damage. Reversible, attacks Dodge

Long Description: The caster touches a creature and calls upon their deity to relieve the target of many afflictions and wounds. The spell cures a living being of one or more of the following conditions: *bleeding, blinded, confused, deafened, diseased, fatigued, nauseated, paralyzed, poisoned, unconscious, unhinged*. Additionally, the spell cures all hit point damage, all ability score damage, all trauma damage, restores all fatigue, and restores any levels of energy drain (if cast within 24 hours of the draining). If the target of the spell is *undead*, the spell instead grievously

wounds the creature, inflicting 6dx hp of untyped damage. Such a target is unwilling; the caster must attack with the spell attack bonus +2 against the creature's Dodge defense to damage it.

This spell is reversible. To cast the *harm* spell, the caster touches a creature and calls upon their deity to bring the target closer to death. The caster uses the spell attack bonus +2 to attack the target's Dodge defense, and if the attack is successful, the target is wounded for 6dx hp of untyped damage. If the target of the spell is *undead*, the spell instead cures the target of all its hp damage and removes harmful conditions.

Heroes' Feast

Spell Level: Cleric 6

Casting Time: 1 hour

Range: emanation

Targets/Area of Effect: allies within 20' radius

Duration: 1 day

Attributes: enchantment, long

Short Description: Hour-long feast grants allies within 20' 2dx temp hp, various cures and bonuses, for 1 day

Long Description: The caster conjures up a magnificent banquet within the area of the spell. All within the area of effect may partake of the feast; if they leave the banquet during the casting time, they do not receive the benefits of the spell. At the conclusion of the casting, the feast disappears, and those who partook gain all the following benefits for the spell's duration:

- 2dx temp hp
- +2 to their Poise defense
- +4 to defenses for attacks made that impose the *poisoned*, *diseased*, and *afraid* conditions
- all non-curse diseases and poisons in effect prior to the feast are permanently cured

Hold Humanoid

Spell Level: Cleric 2, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 10' radius

Duration: minimum of 1 full turn

Attributes: burst

Short Description: Within 120', attacks Poise of *humanoid* creatures in 10' radius to paralyze

Long Description: The caster selects a point within range and casts the spell. Within 10' from that point, the spell attacks the Poise defense of all creatures with the *humanoid* primary trait. If the attack succeeds against a target, that target acquires the *paralyzed* condition. They may take no physical actions and may not move, although they continue to perceive the world around them.

A successful *hold humanoid* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *hold humanoid* spell has a threshold of 14, 13 on the next round, and so on. The spell

ends when all victims have made a successful recovery roll. A *treat wounds* or higher level healing spell can remove the *paralyzed* condition.

Hold Monster

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 10' radius

Duration: minimum of 1 full turn

Attributes: burst

Short Description: Within 120', attacks Poise of creatures within 10' radius to paralyze

Long Description: The caster selects a point within range and casts the spell. Within 10' from that point, the spell attacks the Poise defense of all creatures. If the attack succeeds against a target, that target acquires the *paralyzed* condition. They may take no physical actions and may not move, although they continue to perceive the world around them.

A successful *hold monster* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *hold monster* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll. A *treat wounds* or higher level healing spell can remove the *paralyzed* condition.

Holy Chant

Spell Level: Cleric 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: allies within 30' radius

Duration: concentration

Attributes: zone

Short Description: Chanting caster's allies within 30' get +1 to hit, damage, morale, and defenses

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 30'. Allies within the area of effect at the start of the caster's turn receive a bonus of +1 to attacks, +1 to damage, and +1 to morale. They also receive a bonus of +1 to the AC, Dodge, Toughness, and Poise defense.

These bonuses last until the caster can no longer be heard or can no longer concentrate on the spell. If the caster is prevented from speaking out loud (such as by being *paralyzed*), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Holy Smite

Spell Level: Cleric 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: instantaneous

Attributes: burst

Short Description: 120' range, attacks Toughness in 20' radius, 4dx hp and blinds opposite alignment

Long Description: The caster designates a point within range, and the area of effect emanates from that point. A blast of energy attuned to the caster's deity fills the area of effect, individually attacking the Toughness defense of all targets inside.

- If the attack succeeds, and the target is the opposite alignment of the caster, then the spell inflicts damage equal to 4dx hp, and the target receives the *blinded* condition. Victims of *blindness* may attempt to recover every round with a starting recovery target of 15. Creatures with the lifesense perceptive ability lose that sense for the same duration as *blindness*.
- If the attack succeeds, and the target has no alignment, the spell inflicts half damage, and the target is not blinded.
- If the attack fails, and the target is the opposite alignment of the caster, the spell inflicts half damage, and the target is not blinded.
- If the attack fails, and the target has no alignment, then the spell has no effect.
- If a target is of the same alignment as the caster, the spell has no effect.

Ice Storm

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius or 40' radius

Duration: instantaneous or 10 minutes

Attributes: summoning, zap

Short Description: Within 120', create 20' radius zone of 3dx hp cold damage or 40' radius sleet lasting 10 minutes

Long Description: The caster designates a point within range, and the area of effect emanates from that point. The caster must choose one of two types of ice storm effects to generate.

A **hailstorm** effect has a 20' radius. It creates an instantaneous storm of magical hailstones which damage all targets within the area for 3dx hit points cold damage; no attack is required. The hailstones disappear immediately.

A **sleet storm** effect has a 40' radius. It creates a driving, stinging icy precipitation within the area of effect that lasts for ten minutes; this sleet does not cause damage, but it does hamper movement by making the ground extremely slippery. Targets who attempt to move within the area of effect must make a Feats of Agility check and achieve a minimal success; otherwise, they acquire the *prone* condition and cannot move or stand up that round.

Those who pass the check may only move at half rate while they are inside the area of effect. Additionally, the sleet storm reduces visibility inside the area of effect; Seeing checks and missile attacks are made at a -2 penalty.

Identify

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 hour

Range: touch

Targets/Area of Effect: 1 or more objects

Duration: permanent

Attributes: long, touch

Short Description: 1 hour casting. Learn 1 property per level of 1 or more magic items

Long Description: The caster spends a full hour closely examining one or more items. If the spell is interrupted during the casting, no information is gained. The caster must touch an item and use it in its intended manner to *identify* it; this includes wielding a weapon, wearing a ring, etc. This may expose the caster to any negative effects that may result from handling the item in question; see Chapter 9.

For every caster level, 1 special quality of an item is revealed. If an item has no more properties to be learned, the caster knows this. The caster may select the order in which the spell learns the properties of items if multiple items are being examined, but the GM selects which information for each item is revealed in which order. The spell reveals no non-magic properties, and powerful special items (see Chapter 9) may reveal some, all, or none of their special qualities through the use of this spell.

Infravision

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 day

Attributes: enchantment, touch

Short Description: 1 touched creature gains 60' infravision for 1 day or makes existing infravision better

Long Description: The caster touches a creature. The target receives the special power of *infravision*, gaining infravision with a 60' range. Creatures who already have *infravision* gain the special power of *enhanced senses (infravision)*. Refer to Chapter 8.

Insect Plague

Spell Level: Cleric 5

Casting Time: 1 round

Range: 480'

Targets/Area of Effect: 60' radius

Duration: concentration, up to 10 minutes

Attributes: summoning, zap

Short Description: Creates 60' radius insect swarm within 480', moves 20'/round, does 1dx hp ongoing per round

Long Description: This spell can only be cast outdoors. The caster designates a point within range, and the area of effect emanates from that point. The area fills with stinging, biting insects that attack all creatures within the effect. The spell causes 1dx hit points of damage per round with no attack required; this damage is ongoing throughout the entire round, and spellcasting within the area of effect will require concentration checks as described earlier in this chapter. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect.

Suffering from such an attack typically requires morale checks from weak or undisciplined creatures. The spell lasts while the caster concentrates upon it, up to ten minutes; during this time, the caster cannot take standard actions. The caster can move the effect up to 20' per round as a basic action; but it otherwise remains fixed in place.

Interdicted Heart

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 day

Attributes: enchantment, long, touch

Short Description: 10 minute cast. Remove own heart; for 1 day, cannot go to 0 hp or be affected by spells

Long Description: In a gruesome ritual, the caster removes their own still-beating heart, yet they do not die. The heart is fragile; it has AC 5 and only 1 hit point. If the heart is destroyed while removed from the caster's body, the caster is instantly turned to ash and cannot be raised from the dead.

However, the caster's body becomes temporarily immortal. The caster can lose hit points down to 1 but cannot be reduced to 0 hp; similarly, they cannot gain trauma or acquire the *unconscious* condition. The attacks of spells, poisons, and diseases cannot succeed against the caster; only effects resulting from failed attacks accrue to the character ward by this spell.

Traditionally, the caster of the spell hides their heart someplace where it cannot be destroyed; they must remain within 300' of the heart, or the heart returns to their body and they become mortal again. The heart cannot be located with a *locate object* spell, but a fantastic result on a Hearing skill check may detect its continuous beating.

Invisibility

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, illusion, touch

Short Description: For 10 minutes, 1 touched creature becomes invisible until they attack

Long Description: The caster touches a creature, which turns invisible. An invisible creature cannot be seen by other creatures using normal vision or infravision.

Anything the target is carrying in their Inventory also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The target remains invisible for the spell's duration until they engage in an attack, whether it is melee, missile, or spell. Only directly offensive actions count as an attack, so opening a cage that releases a hostile wild boar does not count as an attack, nor does triggering a trap door that causes an enemy to fall.

Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot see them, although they become visible as soon as the attack is made, even if it misses. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus. An invisible creature that is slain immediately turns visible. Invisible creatures make Stealth skill checks with a +8 bonus.

Creatures with no visual perception are unaffected by this spell.

Invisibility Purge

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' radius

Duration: 10 minutes

Attributes: burst

Short Description: 120' range, all invisibility negated within 30'. Lasts 10 minutes

Long Description: The caster designates a point within range, and the area of effect emanates outward from that point. Magical invisibility effects within the area of effect are dispelled without any attack required. This spell affects invisibility created by an item or spell, but does not affect invisibility inherent to a monster, such as an *invisible stalker*.

Invisibility to Undead

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: Creature touched becomes invisible to undead for 10 minutes until they attack

Long Description: The caster touches a single creature as they cast the spell. The target becomes invisible to *undead* creatures only. An invisible creature cannot be perceived by normal vision, infravision, or lifesense. Anything the target is carrying also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The affected creature remains invisible until the spell ends or until they engage in an attack, whether it is melee, missile, or spell. Only directly offensive actions count as an attack, so opening a cage that releases a hostile wild boar does not count as an attack, nor does triggering a trap door that causes an enemy to fall.

Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot perceive them, although they become perceptible as soon as the attack is made, even if they miss. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus.

Invisible Stalker

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 slithering tracker

Duration: see below

Attributes: summoning, zap

Short Description: 10 minute cast. Summons a slithering tracker within 30' to perform a service

Long Description: The caster creates a magical circle within range, and at that point a portal to another point in the Prime Material Plane opens. A *slithering tracker*, a monster described in Chapter 8, emerges from the gate and then the portal closes. The monster can be commanded to perform a service for the caster, and it will attempt to faithfully execute that service.

The service can be short or long in duration, but the more complicated the instructions, the greater the chance the resentful *slithering tracker* will attempt to pervert the intent of the service it is obliged to perform. Regardless, the monster will not return to its point of origin until it has completed its service, or until it is killed.

Jump

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3 rounds + 1 round/level, caster can jump 20' vertical or 30' horizontal, once per round

Long Description: The caster gains the ability to make fantastic leaps. Once per round, as part of their movement action and in addition to any other movement, the caster may make a single leap up to 20' upwards or up to 30' horizontally. For the round that the spell is cast only, the caster may also make a jump as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity. The caster can carry their own person plus their unencumbered inventory but must leave encumbered inventory behind.

Knock

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 locked, stuck, or barred door, gate, box, or chest

Duration: instantaneous

Attributes: zap

Short Description: Within 60', opens 1 door or container that is locked, stuck, or barred

Long Description: The caster designates one door, gate, box, or chest within range. The spell makes a skill check to undo any mundane means that are closing that device, whether it is a lock or latch, a jammed frame, a sliding bar, chain and padlock, a doorstop, or a portcullis mechanism. The caster makes a spell attack roll, adding their spell attack bonus and any other modifiers, but the resulting number is not treated as an attack against a defense, but the number of successes achieved in a Mechanisms check to open the target item. Since this is not truly an attack, a result of a '1' is not an automatic failure. See Chapter 3 for typical successes needed to open objects.

The spell does not affect traps, which may still be triggered by the spell opening the target. Any door must be located before it can be the target of this spell, so *knock* is not helpful for locating secret doors, although it can be useful for opening them once they have been found. The spell, if successful, undoes any securing mechanisms but does not throw the item wide open; other means must be used to manipulate the target from that point.

Legend Lore

Spell Level: Elf 6, Magic-user 6

Casting Time: varies

Range: caster only

Targets/Area of Effect: caster only

Duration: varies

Attributes: long, touch

Short Description: Caster learns legends about an important person, place, or thing

Long Description: When using magic to gather hidden information, rather than exposing their mind to the potentially hazardous energies of the cosmos (as when casting *contact other plane*), the caster may instead choose to seek answers from closer to home. By fishing in the ocean of subconscious energies that connect all thinking minds of the Prime Material Plane, a spellcaster can learn much without chancing dodgy otherworldly intelligences or the risk of insanity.

This spell may be cast no more than once per month, and it always asks for specific information about a famous or legendary person, place, or thing. The information obtained from the collective subconscious is always accurate, but it is gleaned piecemeal from many sources at once, and therefore is never couched in direct terms; the answers to questions posed in a *legend lore* spell always come in the form of riddles or cryptic clues. Furthermore, the more information one seeks with this spell, the greater the chance that the caster's mind will become sidetracked by the shifting tides and uncertain currents of thought.

The caster must choose how many questions they will ask, and this determines the casting time:

Questions	Casting Time
1	1d10 minutes
2	1d4 hours
3	1d20 hours
4	1d4 days
5	1d4 weeks

For the duration of the spell, while the caster's mind is seeking lore elsewhere, their body exists in a state of suspended animation. They do not need to eat, drink, or even breathe. However, they are entirely helpless during this period, and they can be easily slain while in this vulnerable state. This spell may only be cast once per month.

Levitate

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Attributes: enchantment, touch

Short Description: For 1 hour, caster can go up or down at 20/10 movement rate

Long Description: The caster grants themselves the ability to defy gravity by rising or dropping down by the power of their mind alone. The caster can carry their own person and any unencumbered inventory. They can carry encumbered inventory, or even carry another character with all their gear, but each minute of such activity adds one point of fatigue. Every round the caster may descend or ascend up to 10' as a partial move action or 20' as a full move action, although they may choose to move more slowly. For the round that the spell is cast only, the caster may also move up or down 10' as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity. The spell does not grant any ability to move horizontally, but if the caster is touching a surface of some kind, they can slowly move along it using their hands and feet. The caster does not need to concentrate on the spell while levitating, and they may cast other spells or attack while mid-air.

Light

Spell Level: Cleric 1, Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 60' radius

Duration: 2 hours

Attributes: hex, reversible, zap

Short Description: Creates 20'/40'/60' radius light within 120' for 2 hours. Target Dodge to blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The spell can be cast on the eyes of a creature to blind it; the spell attacks the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; the victim may attempt to recover every round with a starting recovery target of 15 and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell lasts for the entire duration. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Darkness* creates a 20' radius globe of total darkness; even infravision does not function within this area. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition; the victim may attempt to recover every round with a starting recovery target of 15 and once they recover the spell ends. If the attack fails, the spell effect goes off on a point in space just behind the target's head and the spell lasts for the entire duration. The radius of effect may be reduced by the caster at the time of casting.

Lightning Bolt

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 180' long bolt affecting targets within 5'

Duration: instantaneous

Attributes: line

Short Description: 180' bolt attacks Dodge within 5' for 4dx hp lightning damage, fail for half

Long Description: The caster chooses an endpoint within range, and a bolt of lightning arcs from the caster to that point. The spell attacks all targets within 5' of this line, attacking each creature's Dodge defense individually.

If the attack succeeds, that creature takes 4dx hit points of lightning damage. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The spell also sets fire to combustibles and liquefies metals with low melting points.

Locate Object

Spell Level: Cleric 3, Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 50' radius/level

Duration: 1 hour

Attributes: zone

Short Description: For 1 hour, know direction of closest one of a particular object within 50'/level

Long Description: The area of effect emanates out from the caster and moves with the caster for the duration of the spell. The caster chooses a particular specific type of object and visualizes it in their mind. If an object of that type lies within the area of effect, the caster unerringly knows its direction, although they do not know its distance. If there are two such objects within range, the spell detects the closest one.

The spell does not allow the location of a particular unique object unless the caster has seen it before or has some other means to picture its exact appearance.

Lower Water

Spell Level: Cleric 4

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: Within 240', 10,000 square feet of liquid water is lowered by 3'/level for 2 hours

Duration: 2 hours

Attributes: transmutation, zap

Short Description: 10,000 sq. ft. of water is lowered by 3'/level for 2 hours

Long Description: The caster designates an area which must be entirely within the range of the spell and does not exceed 10,000 square feet. This area of effect needs not be any specific shape, and it may be as irregular as the caster desires, provided the entirety of the area of effect can be seen by the caster. Within the area of effect, the depth of liquid water recedes by as much as 3' per level of the caster, down to the depth designated by the caster – possibly including draining all water away.

The water is not eliminated, merely drained away to a temporary extradimensional space via multiple tiny portals that only allow the passage of water; those same portals quickly refill the body of water once the spell's duration is complete. Any material larger than a grain of sand is left behind by this process, including fish and other living creatures that may find themselves in danger if insufficient breathable water remains.

If the area of effect only lowers water in part of a body of water, the water outside the area of effect remains at the previous levels. Invisible force fields that only impede the passage of liquid water hedge the area of effect, preventing elevated water from flowing into a lower reservoir. Other objects, including living creatures, are not blocked by these magical barriers, and these beings potentially can attack across them or move through them.

Magic Missile

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: zap

Short Description: Missile always hits 1 creature within 120', inflicts 2dx hp

Long Description: The caster fires a magical bolt of energy from their fingertips. The caster designates one target within range; the missile always hits targets that can be seen, unless blocked by force effects such as a *wall of force* or a *shield* spell. A magic missile inflicts 2dx hit points of damage.

Magic missiles only target creatures; they may not target inanimate objects.

Magic Stone

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 3 stones

Duration: 10 minutes

Attributes: touch, transmutation

Short Description: Make 3 stones into +1 ranged weapons, 20/40/60, 2dx hp damage, for 10 minutes

Long Description: The caster picks up three ordinary pebbles and asks their deity to transform them into enchanted weapons. Each of the three stones acquires a magical +1 bonus to missile attack rolls, and they count as magic weapons for the purpose of determining whether they can inflict damage on a monster (see Chapter 8). Although the pebbles are small, once enchanted they pack a deadly punch.

The caster or another creature can throw one pebble per round as a ranged weapon with range increments of 20/40/60; all users are treated as proficient in that weapon's use. They may also be used in a sling for greater range. A stone that hits a target's AC defense inflicts 2dx hp damage. Once the spell's duration expires, the magic stones transform back into ordinary pebbles; however, thrown stones can be found and used again during the spell's duration.

Magic Vestment

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 suit of armor

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, provide +1 AC bonus for every 3 levels to 1 touched suit of armor

Long Description: The caster asks their deity to protect the wearer of a suit of armor. Upon touching the object, it receives a protective enchantment equal to a +1 bonus for each 3 caster levels, round up. The enchantment grants the bonus to the wearer's AC defense but no other defenses.

This spell does not stack with magic armor's permanent bonuses. It only affects armor worn on the body and cannot be used on shields or helms.

Make Whole

Spell Level: Cleric 2

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: up to 10 cubic feet of non-magical material per level

Duration: permanent

Attributes: touch

Short Description: 10 minute cast. Repair up to 10 cu. ft./level of touched nonmagical items

Long Description: The caster touches constructed items that have the *broken* property or are otherwise worn, corroded, jammed, or otherwise non-functional, and asks their deity to restore them to their original condition. No skill check is required for this; the items are restored to the full level of functionality they had when they were originally created. All pieces of the original items must be present. Once repaired, the items do not radiate magic, and dispelling will not undo the repair.

This spell cannot affect magical items, nor can it restore expended charges or ammunition. It can be used to heal 2d6+2 hit points for monsters that have the *construct* primary trait. One casting of the spell can repair up to 1 shp of a damaged structure.

Meld into Stone

Spell Level: Cleric 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, caster phases entirely inside nearby rock, can hear what happens outside

Long Description: The caster gains the ability to step inside a nearby solid mass of rock as if it were insubstantial. The stone may be natural or worked, but it must be large enough to entirely accommodate the caster's height, width, and depth inside it. The rock is solid to everybody else, so while they are melded, the caster is effectively shielded from most normal forms of harm and can only be detected by magical means. The caster may step into the stone as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity.

While inside the rock, the caster can cast spells or use items on themselves, but they cannot see so they cannot use scrolls. They can hear, however, and they can listen to events occurring in locations outside their stony hiding place, although such checks are made with a penalty of -2 to the Hearing skill owing to the mass of the rock. The phased caster does not make any noise.

At any time within the spell's duration, the caster can choose to step back outside of the rock; this ends the spell. They cannot partially exit the rock to peek at what is going on outside; if any portion of the caster leaves the stone they are melded into, they are fully expelled from the rock.

Minor scrapes and chips made on the rock's surface do not harm the caster while they are phased. However, if a spell that affects rock's shape or substance (*rock to mud*, *stone to flesh*, *stone shape*, *disintegrate*, etc.) removes all or a significant portion of the rock the caster is phased into, they take 5d6 hit points of damage and are expelled from the stone; the spell then ends.

Meteor Swarm

Spell Level: Elf 5, Magic-User 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: one creature

Duration: 3 rounds + 1 round/level

Attributes: zap

Short Description: Within 120', 1 target is hit with a 2dx ongoing hp barrage for 3+level rounds

Long Description: The caster designates one target within range as part of the standard action of casting the spell. The caster also designates a point in space within 30' that the caster has line of effect on, and which has line of effect on the target. At that point in space, an insubstantial glowing point-source is formed that serves as the origin of the spell's attacks. In that first round, and for the duration of the spell, without requiring additional actions, the spell attacks that target. The attack takes the form of a stream of tiny micrometeorites streaking out from the origin to continuously bombard the target with 2dx hp of untyped damage. This damage is ongoing and therefore affects spellcasting and other effects that require concentration. No attack roll is required; this attack is similar to a *magic missile*, and it can be blocked by force effects such as *shield* or a *wall of force* if they disrupt the origin's line of effect on the target. As long as the caster was able to perceive the target when it was selected, the origin can unerringly target them even if they become hidden.

Once the spell's target is chosen, on each of the caster's subsequent turns, the spell continues to attack that target provided it remains within range of the origin with line of effect. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the spell continues to attack. The caster can choose to spend a standard action to assign a new target to the spell, provided both the origin and the new target are perceivable, within range, and within the caster's line of effect. Once its location is set, the spell's attack origin cannot move. The origin cannot be affected by attacks but it can be dispelled.

Minor Illusion

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration

Attributes: burst, illusion

Short Description: Within 240', illusion within 20' cube fools one sense. Lasts for concentration, targets Poise

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster must choose whether to create an auditory illusion or a visual illusion. If auditory, the caster can create sounds within the area of effect from as soft as a whisper to as loud as a roar. If visual, the caster can make anything they want to appear within the area of effect.

Both effects appear real to the senses of onlookers, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. Furthermore, in the case of visual illusions, an onlooker may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the GM should secretly roll to affect the attacker's Poise defense to see if the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

In the case of visual illusions, if a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the target's Poise defense.

A successful attack causes 1dx hp points of illusory damage. The GM should report this to the player as lethal hit point damage, as they believe it to be real. An unsuccessful attack appears to be a miss. If the character dies because of this damage, they instead acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 1 point of trauma.

The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell ends immediately. This spell cannot cause real sounds or sights to disappear – it cannot be used to duplicate *invisibility* or *silence* spells – but it may be able to mask real sights and sounds if the illusion tracks closely enough to reality.

Creatures with no visual perception are unaffected by visual components of this spell, and creatures with no auditory perception are unaffected by auditory components of this spell. Senses other than visual or auditory are not affected by this spell.

Mirror Image

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: enchantment, illusion, touch

Short Description: For 10 minutes, creates 1d4+1/(3 levels) images resembling the caster that absorb attacks

Long Description: The caster creates a series of quasi-real images that are indistinguishable from them by any means of perception. They swim around in a tight cluster, mimicking the caster's actual movements and actions such that it is very difficult to distinguish images from the real thing. The caster creates 1d4 images, plus one additional image for every three full caster levels.

These images confuse opponents and step in the way of any attacks made against the caster, physical or magical. The images have no defenses; any weapon or spell attack directed at the caster will instead strike one of the images, and that image then disappears, leaving the caster with one fewer illusory double. However, the attacker

may make a Seeing or other perceptive check (as a free action) to attempt to distinguish the caster from the images, and if they achieve a fantastic success, they may bypass this spell's protection. Spells that attack an area of effect have no impact on the images and affect the caster as normal. When all images are destroyed, the spell ends.

Missile Screen

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, caster is immune to small non-magical missiles

Long Description: The caster wards themselves from attack by missile weapons. All small and non-magical missile attacks bounce harmlessly off the caster. Magical weapons can hit and inflict normal damage. Additionally, weapons larger than those normally wielded by a human-sized creature are exempt, so the caster can still be injured by a boulder thrown by a *giant*, or by bolts thrown by siege weapons. Spells count as magical attacks.

Mist of Mindlessness

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30'x30' cloud

Duration: 1 hour

Attributes: burst

Short Description: Within 120', 30'x30' cloud attacks Poise each round to drain 1d6 Int, lasts 1 hour

Long Description: The caster designates a point within range, and the spell's area of effect centers on that point. The area of effect fills with a thick fog as a **summoning**. Visibility within the fog is limited to 5'; beyond that distance, targets are treated as if they are invisible. A strong wind can disperse the fog which ends the spell.

The spell individually attacks the Poise defense of all targets who begin their turn in the area of effect; it also attacks as an **interrupt** when a creature enters the cloud. On a hit, the target is drained of 1d6 points of Intelligence. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect.

Move Earth

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: 240'

Targets/Area of Effect: up to level # of 10'x10'x10' cubes per 10 minutes

Duration: 1 hour

Attributes: long, zap

Short Description: 10 minute cast. Move level # of 10' cubes of loose earth within 240' every 10 minutes for 1 hour

Long Description: The caster can move a quantity of 10'x10'x10' cubes of loose dirt, sand, or gravel equal to their level, over the course of a ten-minute period. A different set of cubes can be targeted, in ten-minute increments, for the duration of the spell. The matter needs not occupy actual cubes; equivalent volumes may be calculated.

The caster can transport the material from any point to any other point, provided all points are within range of the spell. The movement of the earth is too slow to be used as an attack; creatures cannot be buried by this spell unless they are helpless.

Passwall

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: one tunnel, 10' tall, 10' wide, level x 10' long

Duration: 1 hour

Attributes: transmutation, zap

Short Description: Within 120', create 10' tall, 10' wide, level x 10' long tunnel. Lasts for 1 hour

Long Description: The caster indicates a location on a stone, brick, wooden, or mortar wall within range that the caster can see, and then indicates a direction. The spell creates a temporary tunnel through that wall. The tunnel is 10' high, 10' wide, and is no longer than 10' times the caster's level.

The tunnel proceeds in the direction indicated by the caster until it opens into a space large enough to accommodate the caster's body, at which point the tunnel ends. If no such space is encountered by the tunnel, the spell ends immediately. This spell has no ability to penetrate metal walls or harder substances, and it cannot bypass a *wall of force* spell.

Pavilion of Respite

Spell Level: Cleric 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 extra-dimensional space

Duration: 1 day

Attributes: summoning, zap

Short Description: For 1 day, creates a secure shelter within 60' with food, water, where one can rest safely

Long Description: The caster indicates a point within range of the spell. At that location, an opening appears that blends in with the terrain; in a cavern system, this opening might appear as a side cave, while in an open field, this might appear as a large hole in the ground.

The opening does not lead to a location in the Prime Material Plane; it instead leads to a large extra-dimensional space, with one 40'x40' common room and four separate private rooms measuring 20'x30'. The common room has a fountain that flows with clear, fresh water, and a light banquet is set on tables nearby. Each private room has multiple chairs, tables, and plentiful carpets and mattresses for comfortable sleeping.

Regardless of the noise level or temperature or weather conditions outside the pavilion, conditions inside are always quiet, warm, and dry. The spell provides an excellent place for up to 16 individuals to rest comfortably, or four times that number to rest in close quarters.

The entrance is inconspicuous and does not radiate magic, but it can be found by searching. The caster controls who may pass through the extra-dimensional portal; those who are barred from entry find themselves completely unable to use the passage, nor may they attack through it. They may wait outside the entrance for the caster to emerge – and the entrance represents the only way in and out of the pavilion. Once the caster moves more than 60' from the pavilion, the spell ends.

Phantasmal Force

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration

Attributes: burst, illusion

Short Description: Within 240', illusion within 20' cube fools all senses. Lasts for concentration, targets Poise

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster can create sounds within the area of effect from as soft as a whisper to as loud as a roar. Additionally, the caster can make anything they want to appear within the area of effect.

These effects appear real to all the senses of onlookers, including tremorsense and lifesense, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. Furthermore, an onlooker may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the GM should secretly roll to affect the attacker's Poise defense to see if the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

If a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the target's Poise defense. A successful attack causes 2dx hp points of illusory damage. The GM should report this to the player as lethal hit point damage as they believe it to be real. An unsuccessful attack will appear to be a miss.

If the character dies from this damage, they acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 1d3 points of trauma.

The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell ends immediately. This spell cannot cause real sounds or sights to disappear – it cannot be used to duplicate *invisibility* or *silence* spells – but it may be able to mask real sights and sounds if the illusion tracks closely enough to reality.

Plague Storm

Spell Level: Cleric 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30'x30' area

Duration: 1 hour

Attributes: burst, hex

Short Description: Create 30'x30' fog within 60', grows 10'/round, lasts 1 hour. Attacks Toughness to cause disease

Long Description: The caster designates a point up to 60' away, and a noisome orange cloud of pestilence springs up with its 30'x30' area centered on that point. At the beginning of the caster's subsequent turns, the cloud begins to slowly roll its far edge away from the caster at a rate of 10' per round, while leaving its closest side stationary – after three rounds, for example, the total area of the cloud is 30'x50'.

The far edge continues to expand for ten rounds, but the cloud persists for a full hour before dissipating. If the cloud reaches a solid wall, it stops moving. The fog of the cloud is heavier than air, and it pours down pits or tunnels at the same rate that it expands horizontally.

The pestilential fog is thick, and visibility within it is limited to 5'. The vapors are also pregnant with a host of diseases. The spell individually attacks the Toughness defenses of living creatures within the area of effect; a successful attack affects targets identically to the *cause malaise* spell (the reverse of *cure malaise*), randomly selecting a disease from the table in Chapter 7.

These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. Holding one's breath is not a defense against the damage of a *plague storm* spell, but creatures immune to disease are not affected. If a target already suffers from a disease, and the random roll for this spell has the same result, the spell has no additional effect.

Planar Ally

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 *extraplanar* creature

Duration: indefinite

Attributes: long, materials (payment for creatures, see below), zap

Short Description: 10 minute cast. Caster requests service from an aligned *extraplanar* creature; requires payment

Long Description: the caster asks their deity to send a powerful creature matching their alignment to assist. The caster requests one of the creatures on the list below that shares their alignment; the deity may send that type of creature or may choose to send a different kind of creature instead, but some help will be provided.

Table 4-3: TOTIL Planar Allies

Caster Alignment	1d10 roll	Planar Ally Summoned
Good	1	Anemone Queen
	2	Angel, Avenging
	3	Angel, Guardian
	4	Couatl
	5	Djinni
	6	Galeb Duhr
	7	Ki-Rin
	8	Lamassu
	9	Phoenix
	10	Shedu
Evil	1	Dao
	2	Demon, Hezrou
	3	Demon, Vrock
	4	Devil, Barbed
	5	Devil, Bone
	6	Efreeti
	7	Lamia Matriarch
	8	Marid
	9	Mihstu
	10	Rakshasa

The summoned creature will not work for free. The caster must bargain with the creature for its services, and if the caster and the summoned being cannot agree upon a fee (payable up front), the creature returns to its plane of origin and the spell ends. The amount of the fee demanded depends on how onerous the requested service is.

For straightforward tasks, the summoned creature might demand 100 gp for tasks that take minutes to perform, 500 gp for tasks that take hours to perform, and 1000 gp for tasks that take days to perform. Exceptionally simple tasks may require less payment, but very complicated or hazardous tasks may double these fees. The GM may rule that the creature may instead demand payment in the form of a service or a magic item – but payment is always received up front.

At least the first round after the creature is summoned is spent bargaining before it takes any actions on the caster's behalf. The summoned creature faithfully completes the task unless it is prevented by death. When the task is completed, the creature returns to its home plane.

Plane Shift

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 unwilling creature, or up to 8 willing creatures

Duration: up to 10 days

Attributes: enchantment, hex, touch

Short Description: Touch sends 8 willing creatures to another plane, or attack Dodge to send 1

Long Description: The caster can use this spell to send one or more creatures to another plane of existence. The caster can designate which plane, but they cannot specify a location within that plane. Refer to Chapter 10 for information on planes of existence and planar nodes.

If the caster wishes to transport willing creatures, the spell accommodates up to 8 creatures who stand in a circle with joined hands. The caster may or may not be one of these creatures. If the caster uses this spell against an unwilling creature, they can only affect one target. They attempt to touch the creature using the spell attack bonus +2, and the spell attacks the target's Dodge defense. If the attack succeeds, the victim is transported to a random planar node on the plane of the caster's choice. Unwillingly transported victims may attempt to recover every day with a starting recovery threshold of 20; if a creature recovers, it immediately returns to its location when the spell was cast.

The transportation is not a planar Gate, and it is not one-way; inevitably the targets of this spell must return to their plane of existence of origin. The caster may, at any time, end the spell and return all targets back to where they began, but the targets may not. If this does not happen, all targets will return in ten days' time. All targets of this spell count as 'summoned' for the purposes of which spells can affect them.

Plant Growth

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 3,000 sq. ft. of plants or 1 plant creature

Duration: 2 hours

Attributes: transmutation, zap

Short Description: Within 120', make 3000 sq. ft. of vegetation grow or enhance 1 *plant* for 2 hours. Targets Dodge

Long Description: The caster must choose whether to cast this spell upon an area or upon a single *plant* creature. If the spell is cast upon an area, the caster designates an area not exceeding 3,000 square feet, which needs not be regular in shape, but every portion of which must be within range.

Within that area, normal plant life grows tremendously in girth and height, and foliage becomes overgrown. As a result, the area of effect becomes choked with vegetation. Movement through this area is impossible unless one hacks one's way through the overgrowth, and then movement is limited to 5' per round.

If the spell is cast at a single creature with the *plant* trait, the caster points at a creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the caster's spell attack

bonus attacks the defender's Dodge defense. If the attack is successful, as a **hex** the creature increases in size. It may attempt to recover every round with a starting recovery target of 15.

The creature gains the *elite* () enhancement, where the number in the parentheses is no greater than the caster's level divided by 5, rounded up. A 7th level spellcaster can therefore make a *plant* creature *elite* (2), while a 11th level spellcaster can make it *elite* (3). Each step of *elite* () enhancement makes a *plant* creature approximately 50% larger in every dimension. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces. This spell does not stack with the *enlarge* spell.

Plant People

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Attributes: transmutation, touch

Short Description: For 1 hour, 1 touched creature gains plant monster immunities but slows movement

Long Description: The caster touches a creature, and that target's skin takes on a greenish tinge. For the duration of the spell, the target takes on some properties of creatures with the *plant* primary trait. The target's actual primary trait remains unchanged, but it acquires temporary immunity to the following conditions: *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*. However, the target's movement is reduced; all movement values for the creature are halved.

The target's metabolism remains unchanged, but it gains the ability to absorb nutrients from soil through its lower extremities.

Polar Vortex

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: instantaneous

Attributes: burst

Short Description: Within 60', makes a 10' radius cold vortex attacking Toughness for 2dx hp cold, miss for half

Long Description: The caster conjures up a small tornado of ice and snow and directs it to attack a point within range. The vortex whirls out from that point and attacks all creatures within a 10' radius. The spell individually attacks the Toughness defenses of all targets, and on a hit deals 2dx hp cold damage. On a miss, the spell deals half damage. The ice and snow disappears immediately.

Polymorph

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: touch, transmutation

Short Description: Transform 1 creature within 60' for 10 minutes. Retains mind

Long Description: The caster points at themselves or one creature within range, and a sky-blue beam emanates from the caster's finger to strike the target. The caster chooses the form of another creature, a type which they have encountered in person before, to temporarily change the target into. The new form may not exceed the HD of the target's original form (counting character levels), and the new form has no character levels. The target retains their personality and memories. Their hit points likewise remain unchanged.

All other statistics of the creature's new form are identical to those listed for the relevant creature in Chapter 8, including ability scores, attack forms, defenses (modified for the caster's ability scores), movement types, metabolism, and special powers. A tabulation of these statistics for many creatures is provided in Chapter 8. However, the creature loses all abilities related to their original form or character class for the duration of the spell.

All the new form's weaknesses apply, except for codes of conduct. Any conditions affecting the previous form remain in place for the new form unless the new condition is inapplicable (e.g., a creature without feet cannot be *prone*; a creature without eyes cannot be *blinded*). The caster cannot choose the form of a specific individual, only a general example of that creature. When the target is polymorphed, its inventory becomes unavailable; items in the creature's possession are absorbed into the polymorphed form and are unavailable for use. Regardless, polymorphed creatures lack the **slots** necessary for worn magic items to work. The exception is items held in the caster's hands, which are potentially usable if the new form has the physical apparatus to wield them.

Polymorphed creatures can also not receive any benefits from **emanation**, **enchantment**, **transmutation**, or **zone** spells, even if these spells were cast before being polymorphed.

If the spell targets an unwilling creature, an amber ray strikes at the target, and the spell attacks the target's Toughness defense. If the attack succeeds, as a **hex** the target and all gear, if any, changes form as described above. The victim may attempt to recover every round with a starting recovery threshold of 20. The spell can be dispelled, but it otherwise lasts for ten minutes. Current hp and conditions continue to apply when the original form is resumed.

Prayer

Spell Level: Cleric 3

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 60' radius

Duration: 3 rounds + 1 round/level

Attributes: emanation, enchantment

Short Description: For 3+level rounds, allies within 60' get +1 to hit, damage, morale, and defenses

Long Description: The caster beseeches their deity for assistance during battle, and an effect radiates out 60' from the caster. Within this area, allies and the caster receive a bonus of +1 to attacks, +1 to damage, and +1 to morale. They also receive a bonus of +1 to the AC, Dodge, Toughness, and Poise defenses.

This spell is like *holy chant*, except for the fact that the caster needs not continue to concentrate on continuing the effect, and its area of effect is larger.

Programmed Illusion

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration, plus 1 hour

Attributes: burst, illusion

Short Description: Within 240', create illusion within 20' cube that fools all senses. Lasts for 1 hour, attacks Poise

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster can create auditory, visual, tactile, odor, or stimuli affecting any sensory faculty, of any intensity, within the area of effect.

These effects appear real to all the senses of onlookers, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. A creature may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the GM should secretly roll to affect the attacker's Poise defense to see if the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

If a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the target's Poise defense. A successful attack causes 3dx hp of illusory damage. The GM should report this to the player as lethal hit point damage as they believe it to be real.

An unsuccessful attack will appear to miss. If the character dies from this damage, they acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 3d6 points of trauma, which may cause the victim to remain *unconscious*.

The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell lasts for an additional hour. During this time, the caster can program one reaction per level into the illusion: if something happens in the real world, the illusion follows the program's instructions to adapt accordingly.

By this means, even after the caster has stopped concentrating on the spell, and potentially after the caster has left the area, an illusion can seem to roar in pain if shot with arrows, seem to cast a protective spell if fire is used, etc. Unlike lesser illusion spells, this spell can cause real objects within the area of effect to become invisible, and it can cause real noises within the area of effect to become inaudible.

Project Image

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: enchantment, illusion, touch

Short Description: For 10 minutes, caster creates illusory image of self within 240', spells are cast from it

Long Description: The caster designates a point within range that they can see, and then creates an illusory image of themselves at that location. They can cause the image to appear to move to other locations within the spell's duration, and the caster can move as well, provided the image always stays within range and sight of the caster.

The image is quasi-real; it looks, sounds, and smells exactly like the caster, but it is insubstantial and is unaffected by weapons or spells. The caster can see through the image's eyes and hear through its ears. Furthermore, spells may be cast from either the caster's true location, or from the image, at the caster's option. Even touch spells can be delivered by the image. Although the image is illusory in nature, it cannot be disbelieved, and it cannot deliver damage, real or imagined, other than the spells cast from it.

This spell qualifies as an illusion for purposes of immunity, but only with respect to perceiving the caster's true position; spells still emanate from the image.

Raise Dead

Spell Level: Cleric 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 dead creature

Duration: permanent

Attributes: reversible, zap

Short Description: Restores 1 dead creature within 120' to life but is weak. Reversible, targets Toughness for 5dx

Long Description: The caster designates one dead creature within range. The target cannot have been dead for more days than the caster has levels, or the spell will fail. Additionally, all major portions of the target must be present (although not necessarily in one piece), or the spell will fail.

The target is restored to life. The target has 1 hit point and has no spell points. Furthermore, it has trauma damage equal to its Constitution, and therefore has the *unconscious* condition. Magical or normal healing can restore the raised creature to its full health, but they must roll on the Disfigurements and Derangements table in Chapter 7.

Alternatively, this spell can target a single *undead* creature. The spell attacks the target's Toughness defense, and if the attack succeeds, 5dx untyped damage is inflicted. *Life ward* protects against this use of the spell.

A creature who has died of old age cannot be raised. Any poisons or diseases that were in the raised creature's system when it died are no longer present after it has returned to life; however, curses persist even after death and rebirth.

This spell is reversible. To cast the reverse of the spell, *finger of death*, the caster designates one living creature within range. The spell attacks the target's Toughness defense, and if the attack succeeds, 5dx untyped damage is inflicted. *Death ward* protects against this spell.

Read Languages

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Attributes: enchantment, touch

Short Description: For 1 hour, the caster can read any written language or code

Long Description: The caster gains the ability to perfectly read languages they do not understand. This includes codes, ciphers, and languages no longer spoken by any living being. This does not guarantee perfect understanding; a riddle in another language is still a riddle. This spell does not grant the caster the ability to understand spoken languages, nor do they gain the ability to speak or even write in the languages they can read through the spell.

Rebuke Undead

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: *undead* creatures within 40'

Duration: instantaneous

Attributes: emanation

Short Description: Attack Toughness of *undead* within 40' to inflict 6dx hp, miss for half damage

Long Description: the caster calls upon their deity's power to banish *undead* creatures. The area of effect emanates from the caster. The spell attacks the Toughness of every *undead* creature in the area of effect. On a success, the spell inflicts 6dx untyped damage. On a miss, the spell inflicts half damage. Each creature killed is turned to dust and cannot be reanimated again.

Regeneration

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, 1 touched creature can regenerate 3 hp and 3 trauma per round

Long Description: The caster utters a prayer to their deity and touches 1 living target. That creature gains the special power of *regeneration (3, fire)*, meaning that the creature regenerates 3 hp per round and 3 points of trauma unless they have been damaged by fire. The regenerated hit point returns at the start of the target's turn unless that creature sustained fire damage after the end of their last turn. At caster level 11, the effect increases to *regeneration (4, fire)*.

Regenerating creatures that are reduced to 0 hp still fall unconscious, but if they have not been damaged with fire, the following round they will stabilize, return to positive hp, sustain 5 points of trauma (of which one will immediately regenerate), and become conscious again. If they are struck with fire while they are at 0 hp, the regeneration magic ends and they are dying; their life may still be saved by other means, however.

If a creature lost limbs, eyes, ears, or other body parts, those parts grow back as part of the effect of the spell. However, this spell does not cure diseases or poisons, remove curses, or remove any negative effects that a creature may be suffering from. A creature missing an eye may grow it back, but if the eye didn't see well originally, its functionality won't change as a result of this spell.

Remedy Injury

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Touch cures 2dx + level hp, ability score damage, or some conditions. Reversible, targets Dodge

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 2dx + level hp. Alternatively, the target is cured of one of the following conditions: *paralyzed*, *blinded*, *deafened*. The spell may also be used to cure 1 point of ability score damage for each 3 caster levels, round up. The spell can only restore hit points, restore ability score damage, or remove a condition; the caster chooses which.

The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 2dx hp damage.

This spell is reversible. *Cause injury* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 2dx hp damage, or as a **hex** it may impose one of the following conditions upon the target: *blinded*, *deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause injury* spell has a threshold of 14, 13 on the next round, and so on.

The spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 2dx + level hp damage.

Remove Curse

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Touch 1 creature as part of the lifting of a curse. Reversible, targets Dodge

Long Description: Curses are terrible magical afflictions that are not easily removed. The caster touches a target who is suffering from the *cursed* condition, and this spell serves as part of the requirements necessary to liberate the victim. The remainder of those requirements are specific to the curse; refer to Chapter 7 for more information.

This spell is reversible. To cast *bestow curse*, the caster attempts to touch a target using their spell attack bonus +2. The spell attacks the target's Dodge defense, and if the attack succeeds, as a **hex** the caster chooses one of the following curses to inflict upon the victim: *brass and glass*, *butterfingers*, *discordant lullaby*, *evil eye*, humming hex, *plague of truth*, *ravenous revenge*, *red hand of the adder*, *shriveling*, *spellburn*. The caster has an option to turn a successful attack into a **geas**, in which the victim must complete a quest. The quest can be quite far-reaching, but provided the victim is actively taking steps to complete it, the curse does not affect them. If, in the GM's opinion, the victim is violating the letter or spirit of the quest, or not working to complete it actively enough, the curse comes into full effect – although it may lift again if efforts to complete the quest resume. As with all curses, removing a geas can be a matter of some complexity.

Bestow curse may also be placed upon a location or object, with a set of triggering conditions, and if those conditions are met, the first creature to trigger them is attacked by the spell as if the caster were present.

Remove Fatigue

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: reversible, touch

Short Description: Touch 1 creature to remove all points of fatigue. Reversible, targets Dodge

Long Description: The caster touches a creature that has one or more points of fatigue. All points of fatigue are removed from the target, and if the target was suffering from the *fatigued* condition, that condition is removed.

This spell is reversible. To cast *cause fatigue*, the caster touches a creature using their spell attack bonus +2. The spell attacks the target's Dodge defense; if the attack succeeds, the target gains enough points of fatigue to equal their fatigue limit, and the target acquires the *fatigued* condition. This condition persists until the target's fatigue points drop below their fatigue limit.

Remove Fear

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: reversible, touch

Short Description: Fear effect is removed from 1 touched target. Reversible, targets Dodge

Long Description: The caster touches a creature that is currently under the effect of magical fear, whether from a spell, from a supernatural monster, or from a magic item or area effect. The *afraid* condition is removed.

This spell is reversible. To cast *cause fear*, the caster touches a creature using their spell attack bonus +2. The spell attacks the target's Dodge defense; if the attack succeeds, as a **hex** the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible.

A successful *cause fear* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause fear* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when the victim has succeeded at a recovery roll.

Repulsion

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 10' radius

Duration: 3 rounds + 1 round/level

Attributes: zone

Short Description: For 3+level rounds, spell repels creatures coming within 10' of caster

Long Description: The caster creates a field of repulsion that surrounds them. They may choose a quantity of creatures equal to their level to exclude from the effects of the spell. All other creatures who approach within 10' of the caster must immediately move the remainder of their full movement (not partial movement) or 30', whichever is greater, in a straight line away from the caster. No attack is required; there is no defense against this spell, but *magical impregnability* applies.

On subsequent turns, the caster may move to include creatures within the area of effect and use a basic action to trigger the repulsion effect again; all creatures within the area of effect must immediately move away. A solid wall may prevent a target from moving the full amount required by the *repulsion*, but a fall over a cliff does not.

Resilient Sphere

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: 3 rounds + 1 round/level

Attributes: burst, hex

Short Description: Within 60', attack Dodge to trap targets in 10' radius force globe for 3+level rounds

Long Description: The caster designates a point within range, and a 10' radius globe of force springs into existence centered on that point. The globe may partly intersect with solid inanimate objects, in which case the inanimate objects are unaffected; the globe cannot be cast to intersect with creatures.

If one or more creatures' positions are entirely within the volume of the sphere, the spell individually attacks the Dodge defenses of those targets. If an attack succeeds, that target is trapped within the bubble; if the attack fails, the target is pushed outside the bubble in a random direction. The bubble is transparent, and its sides are slightly yielding, but it cannot be broken by mundane means or by a *dispel magic*, although it can be removed by a *disintegrate* spell. It is a force effect and breaks line of effect. Once created, the sphere is fixed in place until the spell ends.

Resist Elements

Spell Level: Cleric 1

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 1 hour

Attributes: enchantment, zap

Short Description: For 1 hour, 1 target within 30' ignores elements, halves damage from 1 energy type

Long Description: The caster designates one target within range, and that target is protected from the effects of the natural elements. Even the coldest or warmest temperatures in nature do not make the target uncomfortable or cause damage.

Furthermore, the caster designates one of the four forms of elemental energy (cold, fire, electricity, acid) and the target receives protection from that type of damage. A warded target receives the special power of *energy resistance* against that form of energy damage. Refer to Chapter 8.

Restore Health

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Touch cures 4dx + level hp, ability score damage, trauma, conditions. Reversible, targets Dodge

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 4dx + level hp. Alternatively, the target is cured of one of the following conditions: *paralyzed, blinded, deafened, diseased, poisoned, nauseated, intoxicated, stunned, confused*. The spell may also be used to cure 1 point of ability score damage per level, or 1 point of trauma for each 2 caster levels, round up, or reverse the effects of 1 level of energy drain (if cast within 24 hours of the draining). The spell can only restore hit points, restore ability score damage, remove trauma, remove a condition, or restore a lost energy level; the caster chooses which.

The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 4dx hp damage.

This spell is reversible. *Destroy health* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 4dx hp damage, or as a **hex** it may impose one of the following conditions upon the target: *blinded, deafened, unhinged*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *destroy health* spell has a threshold of 14, 13 on the next round, and so on.

It may also as a **hex** impose the *diseased* condition by infecting the target with one of the following diseases: *blinding sickness, cackling vapors, creeping chills, doldrums, filth fever, foot rot, grave stench, jungle ague, mindfire, red ache, shakes, slimy doom*. Refer to Chapter 7 for disease details. The initial infection roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the disease.

It may also as a **hex** impose the *poisoned* condition by infecting the target with one of the following poisons: *greyblade, goldwash, night honey, grave smoke*. Refer to Chapter 7 for poison details. The initial toxic roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the poison.

The spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 4dx + level hp damage.

Righteous Might

Spell Level: Cleric 5

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, caster enlarges, +2 to defenses, reduces 5 hp damage from 1 attack/round

Long Description: The caster implores their deity to make them into an unstoppable engine of combat. The caster increases in size, choosing which of the size shifts they wish to experience as described in the *enlarge* spell description. These enlargement effects do not stack with the *enlarge* spell.

Additionally, the caster receives a +2 bonus to all defenses and gains the ability to shrug off damage. Once per round as an interrupt, they may reduce the hp damage they take from one attack or effect by 5. The Circumvent Defense special ability negates this damage reduction.

Rock to Mud

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30,000 cubic feet of rock

Duration: permanent

Attributes: reversible, zap

Short Description: Transmutes 30,000 cu. ft. of rock within 120' to mud. Reversible

Long Description: The caster indicates a contiguous volume of rock within range. The area of effect needs not be a rectangular volume, but the caster must be able to see a surface of the rock within 10' of all points of the volume affected. The volume of rock turns into a soft, squishy mud.

Structures that rely on gravity to support them will sag and drain away if a path for flow exists. Mud that cannot flow away remains trapped in its current location, and any creature that attempts to walk across it finds their movement reduced by 90%. Creatures who are underneath a mass of stone when it turns into mud may find themselves entombed and suffocating unless they can somehow escape.

This spell is reversible. To cast *mud to rock*, the caster designates a contiguous volume of mud or loose soil within range. The volume of material turns into sandstone. Creatures partially encased in the material may find themselves restrained unless they can escape using a Feats of Agility skill check, while creatures entirely inside the volume may find themselves entombed and suffocating unless they can somehow escape.

No volume of material may be transmuted by either version of the spell unless at least ten minutes have elapsed since the last time the material changed form.

Sacrificial Respite

Spell Level: Cleric 1

Casting Time: instant

Range: 30'

Targets/Area of Effect: 1 successful weapon or spell attack on an ally

Duration: instantaneous

Attributes: interrupt, zap

Short Description: Instant. 1 successful attack or spell effect within 30' redirects to caster

Long Description: The caster takes a harmful effect upon themselves, instead of allowing it to hurt an ally. Any time a successful weapon or spell attack is made, and the target of that attack is an ally within the range of this spell, the caster can instantly trigger this spell as an interrupt to take the effects of the attack upon themselves. The warded ally is unaffected by that attack, but other creatures targeted by that attack are not protected.

No new attack rolls must be made; the attack is successful, and the caster suffers the effects of the attack. The caster still enjoys the benefits of any resistances they may have, however, if these can reduce the damage sustained. The effects of an unsuccessful attack cannot be redirected.

Sanctuary

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: all who can perceive the caster

Duration: 10 minutes

Attributes: emanation, hex

Short Description: Attacks Poise of all in perceptive range; success means cannot target caster

Long Description: The caster asks their deity to shield them in a cloak of pacifism. The caster does not become invisible, but they become difficult for enemies to directly attack. The spell individually attacks the Poise defense of all creatures who can sense the caster. If an attack succeeds, that victim cannot directly target the caster with a weapon, spell, or other attack.

Indirect attacks such as area-effect spells or attacks and flaming oil can still be made. While this spell is in effect, the caster cannot engage in direct attacks themselves, or else the spell ends immediately. They can heal creatures, cast defensive spells, or even engage in indirectly attacking actions (such as sawing through the ropes that hold up a bridge), but they cannot directly cause damage or cast a spell that attacks a defense.

Scare

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 15' long cone, 15' wide at the end

Duration: 1 minute

Attributes: cone

Short Description: Attacks Poise in 15' cone to impart the *afraid* condition

Long Description: The caster generates a conical area of effect. The spell individually attacks the Poise defense of all targets in the area. For any successful attack, the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible.

A successful *scare* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, a victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *scare* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll, or at the end of the spell's duration.

Scorching Ray

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: zap

Short Description: Target Dodge defense of 1 creature within 30' with a ray of fire, 3dx hp fire on a hit

Long Description: The caster fires a pencil-thin ray of white-hot energy at a target within range. The spell attacks the Dodge defense of the target, and if the attack hits, that target takes 3dx hp fire damage.

Scrying

Spell Level: Cleric 5, Elf 5, Magic-user 5

Casting Time: 10 minutes

Range: see below

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: long, materials (a scrying focus, see below)

Short Description: 10 minute cast. For 10 minutes, attacks Poise to view 1 distant creature through a magic glass

Long Description: The caster needs a focus for this spell that is not expended: a large mirror, a very reflective flat surface, or an extremely still and clear pool of water. The caster concentrates upon this focus for ten minutes and

will it to show them one creature who the caster specifies by name. The target may be any distance away from the caster, including on other planes of existence, but there are modifiers to the spell based on familiarity; see below. The spell attacks the target's Poise defense, with the following modifiers to the attack roll:

Familiarity	Modifier
Caster has never heard of the subject	-10
Caster has only limited second-hand knowledge of the subject	-5
Caster has met the subject	+0
Caster is intimately familiar with the subject	+5
Caster has a picture or other likeness of the subject in their possession	+2
Caster has jewelry or a garment of the subject in their possession	+4
Caster has a lock of hair or other piece of the subject in their possession	+10

If the attack succeeds, the caster may secretly observe the target for the duration of the spell. The view shows an area about 10' in diameter around the subject, even if the subject is in unlit conditions. The scrying view moves with the subject. No auditory or other information is obtained through the scrying, and the subject cannot see the spellcaster. If the scry attempt fails, the spell ends.

Searing Light

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: zap

Short Description: 120' light beam attacks 1 creature's Dodge for 2dx hp fire, 4dx hp fire against undead

Long Description: The caster indicates a target within range, and an intense beam of brilliant life energy shoots out to boil away flesh. The spell attacks the Dodge defense of a target within range. If the attack succeeds against a living creature, the spell deals 2dx hp of fire damage. If the attack succeeds against a creature with the *undead* trait, the spell deals 4dx hp of fire damage. *Life ward* is a defense against this spell.

Sending

Spell Level: Cleric 4

Casting Time: 10 minutes

Range: infinite

Targets/Area of Effect: 1 creature known to the caster

Duration: 1 round

Attributes: long

Short Description: 10 minute cast. 1 known creature any distance away receives a 25-word message, can respond

Long Description: The caster selects a target with whom the caster is personally familiar. The target can be very far away, or even on another plane of existence, but in the latter case there is a 5% chance of failure. The caster composes a brief message, no longer than 25 words, and sends it to the target. The target hears the message in their mind and recognizes that it comes from the caster.

A *sending* can be sent to creatures with Intelligence scores of 1 or higher, but animals may be limited in their comprehension. If the target is capable of communication, it may immediately compose a return message, again no longer than 25 words, and the caster receives this reply. Note that the target of the spell is not obliged to act upon the *sending* to any degree.

Share Senses

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 minute

Range: 120'

Targets/Area of Effect: 1 creature

Duration: 1 hour

Attributes: enchantment, long

Short Description: Employ the perceptive senses of 1 creature within 120' for 1 hour

Long Description: The caster reaches out and can connect to the sensory input of one creature within 120', perceiving everything that creature perceives using all its sensory input. The target of the spell is unaware that its senses are being used. If the caster has visual line of effect on the target of the spell, then they can automatically connect to its senses. If they do not have line of effect, they can reach out in a particular direction, and the spell connects to a random creature within range. Every ten minutes the caster can change targets, using either their own visual perception or the visual perception of the starting target to determine if they can automatically connect to the new target.

The caster has no control over the target or its actions; they can only perceive what it senses. The magical link of the spell is broken by a thin sheet of lead, or a rock wall thicker than two feet.

Shatter

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30' radius, or 1 creature or object

Duration: instantaneous

Attributes: zap

Short Description: Within 60', attack 1 crystal creature's Toughness to inflict 4dx hp, or break fragiles in 30' radius

Long Description: This spell creates clear tones that set up sympathetic vibrations through matter; this can be damaging to objects with crystalline structures. The caster chooses whether this spell is used as an area effect, or as an attack on a single creature.

If the spell is used as an area effect, the caster chooses a point within range, and the area of effect radiates outward from that point as a **burst**. All objects with the *fragile* property within the area of effect are shattered. This includes window glass, china, pottery, crystal, and glassware. Magic items are not affected by this use of the spell, but potion flasks might be.

If the spell is used to attack one target, the caster chooses a large crystalline creature within range. If the target is a creature, the spell attacks their Toughness defense. If the attack succeeds, the spell deals 4dx hp damage to the target. Only creatures with a mineral crystalline structure are subject to this damage.

Shield

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, caster gets armor equivalent of AC 17 vs. missiles, AC 15 vs. other attacks

Long Description: The caster creates a transparent force field that floats immediately in front of them, intercepting many weapon attacks. This force field grants the caster an equivalent AC defense of 17 against missile attacks, and an equivalent AC defense of 15 against melee attacks. A caster protected by this spell is immune to the *magic missile* spell.

Note that this defense does not stack with other forms of physical armor or shields; if the spell caster is wearing an armor or shield, only the better physical and magical protections are used. This AC defense does stack with other AC modifiers, such as those granted by high Dexterity, non-armor protective magic items, certain other spells, etc.

Shield of Faith

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, touched creature is not subject to critical hits. Deflect one attack to end spell

Long Description: The caster touches a creature, and they ask their deity to grant the target protection. A sparkling shield of energy springs up in front of the target, serving to deflect the worst of weapon attacks. For the duration of the spell, the target cannot be affected by critical hits; attacks that hit score normal damage even if a 20 was rolled on the attack die, or if special abilities were used to generate critical hits.

This spell also grants the target the ability to cause one weapon attack to miss; this causes the spell to end immediately. The decision whether to use this ability must be made before the attack die is rolled. Once the spell ends in this way, that target cannot be the recipient of another similar spell for 10 minutes.

Shocking Grasp

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Attributes: touch

Short Description: Attacks Dodge as a touch attack for 2dx hp lightning damage, 3dx vs. metal monsters or armor

Long Description: The caster touches a target using their spell attack bonus +2. The spell attacks the Dodge defense of the target. If the attack succeeds, it deals 2dx hp electricity damage, which increases to 3dx hp electricity damage if the target is wearing metal armor of AC 13 or higher or is made entirely of metal.

Shower of Acid

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 20' long cone, 20' wide at the end

Duration: instantaneous

Attributes: cone

Short Description: 1dx hp acid damage in 20' cone, attacks Dodge, miss is half damage

Long Description: The caster designates an orientation, and a spray of bubbling acid shoots out of the caster's fingers in that direction. The area of effect is a cone emanating from the caster. The spell individually attacks the Dodge defense of all targets within the area of effect. If an attack succeeds, that target takes 1dx hp acid damage. If an attack fails, that target takes half the above damage.

Silence

Spell Level: Cleric 2

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 15' radius

Duration: 10 minutes

Attributes: burst

Short Description: For 10 minutes, 15' radius area within 180' is completely silent. Targets Dodge

Long Description: The caster indicates a point within range. If that point is a point in space, then the spell's area of effect emanates from that point. If that point is on an unwilling creature, the spell attacks the target's Dodge defense, and if the attack succeeds, the area of effect emanates from that creature, even if it moves. If the victim of the silence effect was the target of the spell, they may attempt to recover every round with a recovery threshold of 15, and once they recover the spell ends. If the attack fails, the spell's area of effect emanates from a fixed point within 1' of the target, and the spell continues for the entire duration.

The spell can also be cast on an unattended object or willing creature within range, and the spell's area of effect emanates from that object or creature even if it moves. All sounds that originate within the area of effect are dampened; no speech or spellcasting is possible, no alarm bells can be rung, scrolls cannot be read, etc. For the purposes of noises created within the area of effect, creatures acquire the *deafened* condition. Noises from outside the area of effect are audible within the area of effect, however.

Sleep

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 10' radius

Duration: 10 minutes

Attributes: burst

Short Description: Within 240', attacks Poise of <4HD creatures within 10' radius to put to sleep for 10 minutes

Long Description: The caster designates a point within range and casts the spell. Within a 10' radius of that point, all creatures with less than 4 HD or character levels are targeted by the spell. The spell individually attacks the Poise defenses of the targets. If an attack succeeds, that target acquires the *sleeping* condition, and it falls to the ground with the *prone* condition as well. The target remains asleep for the spell's duration unless vigorously shaken awake; loud sounds do not rouse creatures from this magical sleep. A *sleeping* character drops objects in its hands. If it falls from a great height, it is likely to take falling damage, but this damage will awaken the target. A *sleeping* creature is helpless for purposes of being easily damaged by attacks, but any damage will awaken the target.

Sleep of Miracles

Spell Level: Cleric 1

Casting Time: 10 minutes

Range: emanation

Targets/Area of Effect: all creatures within 30'

Duration: 8 hours

Attributes: enchantment, long

Short Description: 10 minute cast prior to overnight rest. If undisturbed, rest heals creatures within 30' of 2dx hp

Long Description: The caster asks their deity to grant their companions a deep, restful, and restorative sleep. This spell is cast immediately prior to creatures beginning a Full Rest. All targets within 30' of the caster are affected.

Once the spell is cast and the targets begin resting, they fall into a very deep sleep; noises do not awaken them, but damage or being shaken awake will. If a target is awakened prior to completion of an 8-hour sleep, the spell is spoiled for that creature, but it continues to work for all targets not roused in this way.

If a target completes 8 hours of sleep, they are healed of 2dx hit points of damage, and all trauma and fatigue are eliminated.

Snake Charm

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: any number of snakes up to the caster's level of HD

Duration: 1 hour or 1 minute

Attributes: hex, zap

Short Description: Within 60' caster's level of snake HD become inoffensive for 1 hour. Targets Poise

Long Description: The caster designates a quantity of snakes within range. Only snakes with the *animal* primary trait may be affected by this spell. The total allowance of HD that the caster can affect is equal to the caster's level. The designated targets with the lowest HD are targeted first, and then the next, until the HD allowance is exceeded. The spell individually attacks the Poise defense of the targets. Any successful attack means that snake takes no offensive actions and lies torpid for the spell's duration.

Snakes that are not already engaged in combat can be made calm for a longer period. The duration of the spell is 1 hour if the snakes are not already engaged in combat, but for snakes that are already fighting, or are otherwise angry or stirred up, the duration is only 1 minute.

Sound Burst

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: instantaneous

Attributes: burst, hex

Short Description: Sonic blast in 10' radius within 60' does 1dx hp, attacks Toughness to stun

Long Description: The caster designates a point within range, and the area of effect radiates outward from that point. An incredibly loud and jarring jumble of sounds fills the area; so intense is this cacophony that it can harm and disorient those subjected to it. All creatures within the area of effect take 1dx hp damage; no attack is needed, and this damage cannot be avoided, even if the victims are deaf or have no hearing organs.

The spell individually attacks the Toughness defense of targets within the area of effect; upon a successful attack, that target acquires the *stunned* condition for their next round and cannot take any actions. Creatures with no sense of hearing are not subjected to the stunning effect. After one round, the *stunned* condition is removed.

The noise created by this spell is significant; hearing creatures hundreds of feet away from the area of effect will hear it.

Speak with Animals

Spell Level: Cleric 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: animals within 30'

Duration: 1 hour

Attributes: enchantment, touch

Short Description: For 1 hour, caster can speak to and understand all animals within 30'

Long Description: The caster gains the ability to understand the vocalizations, posture, and expressions of creatures with the *animal* trait, effectively granting them the ability to comprehend animal communications. Furthermore, the spell gives animals the ability to similarly interpret the caster's verbal and non-verbal communications. In this manner, the caster can converse with animals – after a fashion.

This spell does not grant animals any greater intelligence than they would normally have, and the ability of creatures with an Intelligence ability score of 1 or 2 to comprehend complex ideas is limited. A caster can talk to animals about their moods, about their fears, threats in their immediate area, etc. However, getting in-depth explanations of the nature of threats may be tricky. Almost without exception, animals cannot count and have difficulty distinguishing among creatures and situations that are not intimately familiar to the animal.

Once communication is established, the caster can attempt to use various Charisma-based skills to convince, trick, or bully animals into giving information or performing a service. The spell does not make the caster more inherently appealing to an animal.

Speak with Dead

Spell Level: Cleric 3

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 dead creature

Duration: 10 minutes

Attributes: enchantment, long, touch

Short Description: 10 minute cast. 1 touched dead creature regains enough intellect to answer questions

Long Description: The caster touches a dead creature and asks their deity to restore a measure of temporary life to the deceased. A portion of the creature's life essence returns; it cannot move its body or cast spells, but its mind functions the way it did just before death, and it has the power of speech, no matter how badly the body has decomposed. The spell does not work if the body has been deceased for too long an amount of time; the caster's level dictates how long is too long, and how many questions can be asked:

- A 6th-level caster may speak with creatures dead for 7 weeks. They may ask 3 questions.
- A 9th-level caster may speak with creatures dead for 7 months. They may ask 4 questions.
- A 12th-level caster may speak with creatures dead for 7 years. They may ask 5 questions.

The target speaks and understands the languages it spoke and understood in life; the spell does not confer any translating abilities upon the caster. The dead creature also still has its own personality, and possibly its own agenda; the creature may not wish to provide answers to the questions it is asked. The spell compels it to answer

truthfully, but if the dead creature objects to what it is asked, its answers may be cryptic. This spell has no effect upon *undead* creatures.

Speak with Plants

Spell Level: Cleric 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: plants within 30'

Duration: 1 hour

Attributes: enchantment, touch

Short Description: For 1 hour, caster can speak to and understand all plants within 30'

Long Description: The caster gains the ability to understand the subtle twining, outgassing, and twitching of plants, effectively granting them the ability to comprehend plant communications. Furthermore, the spell gives plants the ability to similarly interpret the caster's verbal and non-verbal communications. In this manner, the caster can converse with plants – after a fashion.

This spell does not grant plants any great intelligence, although even the simplest blade of grass or shrub will display a minimum Intelligence score of 1. The ability of creatures with an Intelligence ability score of 1 or 2 to comprehend complex ideas is limited. A caster can talk to plants about their moods, about their fears, threats in their immediate area, etc. However, getting in-depth explanations of the nature of threats may be tricky. Plants cannot count and have difficulty distinguishing among creatures and situations that are not intimately familiar to the plant.

Once communication is established, the caster can attempt to use various Charisma-based skills to convince, trick, or bully plants into giving information or performing a service. The spell does not make the caster more inherently appealing to a plant. It also does not give a plant any greater mobility than it would normally have, apart from possibly making passage through a tangled area somewhat easier.

Spell Resistance

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds, 1 touched creature becomes *magically impregnable*

Long Description: The caster touches a creature and imbues the target with an invisible personal aura that negates the effects of magic effects that target them. This spell confers a defense that is similar to the special power of *magically impregnable* described in Chapter 8.

When the recipient of *spell resistance* is targeted by a magic spell or effect that is described as similar to a spell, the caster must make a caster level check by rolling 1d20 and adding their caster level. If the result equals or exceeds 20, the magic spell or effect is resolved as normal. If the result is less than 20, and the magic spell or effect was only targeting the creature with *spell resistance*, it fails to go off – the spell slot or item usage are still checked

off, but no effect occurred. If the magic spell or effect was targeting multiple creatures, it goes off as normal for all creatures but fails to impact the creature with *spell resistance*.

This defensive aura does not affect spells that do not target a creature, such as an ice storm, and it does not prevent magical traps from being triggered, although any spell effects that target the triggering creature may be negated. The warded creature cannot choose to allow some effects through their defense; all spells, including spells cast by allies, must overcome *spell resistance* before affecting the target.

Spider Climb

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Attributes: enchantment, touch

Short Description: Lasts 1 hour. Touched target climbs unflinching but hands are sticky, can't cast spells

Long Description: The caster touches a target, and that creature's hands and feet become very sticky. The target gains the ability to scale walls and even traverse ceilings exactly as if they were a spider. This climbing does not require a skill check; even on very slick surfaces with no handholds, the target of this spell climbs as easily as walking. Their movement rate when climbing is half of their walking speed. For the round that the spell is cast only, the caster may also make a climbing partial move as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity.

The target of this spell must have one hand free to climb, but they may hold an object in the other hand. Unfortunately, the stickiness of the target's hands means that it becomes effectively impossible to cast spells while the spell effect is active. This spell cannot be cast on an unwilling creature.

Spiritual Weapon

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Attributes: summoning, zap

Short Description: For 10 minutes, makes ghost weapon attacking within 30' for 1dx hp with combat attack bonus

Long Description: The caster invokes the power of their deity and asks for a spectral weapon to smite their foes. A ghostly weapon appears, taking the form of a weapon that is commonly favored by the caster's deity, that floats in midair and glows faintly. The caster then directs this weapon to attack a creature within range. The weapon attacks with the caster's combat attack bonus, not their spell attack bonus, but receives no bonuses or penalties to attack rolls for the caster's ability scores.

Regardless of the weapon form that the spell assumes, successful hits always deal 1dx hit points of damage. The weapon attacks once per round, but only when the caster uses a basic action that round to direct it, and they must be able to see the target being attacked. Every round the caster can use a standard action to change the target

being attacked by the spell provided the new target is within range. Any round that the caster uses a standard action to direct the *spiritual weapon's* attacks, including when the spell is first cast, the caster may add their Wisdom modifier to the attack and damage roll. The weapon counts as magical for the purpose of overcoming some monsters' defenses; refer to Chapter 8.

Sticks to Snakes

Spell Level: Cleric 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 stick/level

Duration: 2 hours

Attributes: transmutation, zap

Short Description: 1 stick/level turns into several kinds of snakes for 2 hours, follow orders

Long Description: The caster designates a quantity of plain wooden sticks within range. The caster may designate up to 1 stick per level, but not more total HD of snakes than twice the caster's level. When the spell is cast, the sticks are temporarily transformed into living snakes. The caster may choose among the following types of snakes: *giant asp*, *giant constrictor*, *spitting cobra*. Refer to Chapter 8 for more details on these creatures.

The caster may create a mixed group of snakes, potentially drawing from all three sorts. The snakes become ordinary versions of their respective types, but they can comprehend the speech of the caster and will follow simple enough instructions for them to understand, including attacking the caster's enemies. Any snake killed turns back into a stick, and all snakes turn back into sticks at the end of the spell.

Stinking Cloud

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 10' radius

Duration: 10 minutes

Attributes: burst, hex

Short Description: 10' radius smog cloud within 30' attacks Toughness to nauseate targets. Cloud lasts 10 minutes

Long Description: The caster designates a point within range, and the area of effect radiates out from that point. The area of effect fills with a thick yellow smog. This cloud is difficult to see through, even with infravision, and visibility inside it is limited to 5'. Additionally, the spell individually attacks the Toughness defense of all targets within its area. If the attack succeeds, the victim is overcome with fits of retching and heaving; they receive the *nauseated* condition.

These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. *Nauseated* effects persist while the victim is in the cloud, and for a minimum of one full turn for each victim who leaves the cloud. At the beginning of their next turn after leaving the cloud, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *nauseated* condition. If the roll fails, the *nauseated* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of leaving the cloud has a threshold of 14, 13 on the next round, and so on.

Strong winds can disperse a *stinking cloud* before the end of the spell's duration.

Stone Shape

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 cubic foot of stone per level

Duration: 1 minute, then permanent

Attributes: touch

Short Description: For 1 minute, caster can work 1 cu. ft./level of stone like clay

Long Description: The caster designates a mass of natural or worked stone, up to 1 cubic foot of material per level of the caster. This material becomes soft and workable by the caster, having an effective consistency of clay or putty. This allows the caster to mold the stone into different shapes and configurations, and possibly create rudimentary structures.

The caster has 1 minute to work the stone into the desired shape; after that point, the stone becomes permanently as hard as would have been if it had been carved into that shape from a solid block. The caster does not have enough time to make items with moving parts.

Stoneskin

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Attributes: transmutation, touch

Short Description: Caster's skin turns hard, granting the caster 4dx temporary hp and +2 AC for 10 minutes

Long Description: The caster sprinkles dust on themselves, and their skin transforms to take on a dull gray color with a slight sparkle. The caster's skin has temporarily become as hard as stone.

For ten minutes, the caster's hardened skin grants them a +2 bonus to their AC defense. Additionally, they receive 4dx temporary hit points which only protects against weapons and natural attacks; it provides no protection against other forms of damage. All weapon or natural attack damage taken by the caster is removed from these temporary hit points first. Once all temporary hp are gone, the AC bonus persists for the duration of the spell.

Stone Tell

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: stones touched by the caster

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, caster gains ability to talk to touched stones and ask them questions

Long Description: The caster asks their deity to grant them the power to speak to the stones of the world. All stones touched by the caster for the spell's duration retroactively gain an effective Intelligence ability score of 3, a set of simple visual/audible/tactile senses, and the ability to communicate telepathically with the caster. The caster can ask the stones questions about what has passed by recently, what lies under or around them, and other questions that a stone might be able to answer if it suddenly became nominally sentient.

Both worked and natural stone can be spoken with, but bricks and concrete cannot. The stones answer honestly and to the best of their ability. Stones may not be extremely intelligent, but their memory possibly extends back for millennia.

Stone to Flesh

Spell Level: Cleric 6, Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Petrification removed from 1 creature within 120'. Reversible, attacks Dodge

Long Description: The caster indicates a creature within range with the *petrified* condition. The petrification upon the creature and its possessions is removed; the creature becomes permanently flesh again and resumes living a normal life. The creature has no memories from when it was petrified, and it suffers no ill effects from aging while it was in stone form. The creature is in the same condition it was in when it was petrified, and any damage, afflictions, or other effects that were upon it before petrification are still in effect. The same is true for its equipment, if any. However, a creature who has been petrified for a long time may have a difficult time resuming life in a world that may have advanced many years.

This spell is reversible. To cast *flesh to stone*, the caster designates a target within range. A slate blue ray strikes at the target, and the spell attacks the target's Dodge defense. If the attack succeeds, as a **hex** the target and all gear, if any, acquires the *petrified* condition. *Dispel magic* does not undo petrification. However, this form of *petrification* is not permanent; the victim may attempt to recover every round with a starting recovery threshold of 20.

Strength

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: 1 creature touched gets +5 to Strength for 3+level rounds

Long Description: The caster touches a creature and temporarily grants the target tremendous physical might. The target receives a bonus of +5 to their Strength ability score. This spell does not stack with *enhance ability score* spells or items that confer similar effects, but it does stack with the benefits of an *enlarge* spell.

Striking

Spell Level: Cleric 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 weapon

Duration: 10 minutes

Attributes: enchantment, zap

Short Description: For 10 minutes, grants 1 weapon within 30' additional 1dx hp damage

Long Description: The caster designates one weapon within range. This weapon can be a manufactured implement, or it can be a creature's natural weapon such as its bite or one of its claws. The spell is cast, and the weapon glows with a brilliant golden nimbus.

For the duration of the spell, any successful attack with the target weapon deals an additional 1dx hp damage in addition to its ordinary damage and any other bonuses the wielder may enjoy. Additionally, the weapon counts as a magic weapon with a +1 damage bonus for the purpose of overcoming some monsters' defenses; refer to Chapter 8.

Suggestion

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 3 hours plus 1 hour/level

Attributes: hex, zap

Short Description: Verbal instruction attacks Poise of 1 target within 30'; on success, it compiles for level+3 hours

Long Description: The caster designates a target creature within range. The caster verbalizes a short set of instructions, limited to 1 or 2 sentences in a language both the caster and target understand, that is couched as a

request. The spell attacks the target's Poise defense, and if the attack succeeds, the spell causes the victim to perceive this *suggestion* as the most reasonable course of action it could possibly perform.

If the *suggestion* is reasonable, the target may receive a penalty to its Poise defense, subject to the GM's discretion. Once under the effects of the spell, the victim will take all reasonable efforts to comply with its instructions, until the spell's duration elapses, at which point the creature will know it was enchanted. Under no circumstances will a creature comply with a *suggestion* to perform obviously suicidal actions, but it might be convinced to believe that a deadly poison is a refreshing beverage.

Sunbeam

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: line of sunlight, 5' wide and 60' long

Duration: 3 rounds + 1 round/level

Attributes: hex, line

Short Description: For 3+level rounds makes 5'x60' sunbeams, attacks Dodge for 4dx hp and blind, *undead* double

Long Description: The caster gains the ability to create beams of light. These beams only last for a fraction of a second, but they are overpoweringly bright. The caster can create 4 beams, no more than one usable per round, and all four beams must be used by the end of the spell's duration or else they are lost.

Casting the spell represents a standard action as usual but launching beams on subsequent turns is a basic action. To fire a beam, the caster indicates a direction, and a 5' wide, 60' long beam extends in that direction. The spell individually attacks the Dodge defense of all targets within the area of effect. If an attack hits, the target takes 4dx hit points of damage and receives the *blinded* condition. If the attack misses, the target takes half damage and is not blinded. Roll damage for each beam one time and apply it (or half of it) to each target. Victims of *blindness* may attempt to recover every round with a starting recovery target of 20. Sunbeam damage does not have the fire energy type, and this spell cannot set things on fire.

Creatures who have the monster weakness of *light sensitivity* or *undead* creatures take double damage from this spell.

Symbol of Conflict

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Attributes: enchantment, materials (250 gp of emerald dust)

Short Description: 10 minutes to inscribe rune. Attacks Poise within 60', targets bicker for 10 minutes

Long Description: This spell requires a special component: 250 gp worth of powdered emerald dust, which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol causes it to malfunction, because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim becomes argumentative and chooses another creature to bicker with. If no other creatures are present, the spell fails. Arguing creatures take no actions save for loudly and passionately taking exception to something about the object of their conflict.

This arguing may spill over into violence; their opponent must make a minimal success at a Convince skill check to defuse the situation. If this check fails, the victim of the spell attacks for 1 round before resuming verbal arguing. If this check succeeds, the victim continues arguing but will not become violent for 1 minute. Victims continue bickering for ten minutes. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Symbol of Despair

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Attributes: enchantment, materials (500 gp of ruby dust)

Short Description: 10 minutes to inscribe rune. Attacks Poise within 60' or targets despair for 1 hour

Long Description: This spell requires a special component: 500 gp worth of powdered ruby dust, which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol causes it to malfunction, because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim becomes despondent. Overcome with ennui and hopelessness, it becomes a battle for the creature to do anything other than contemplate its own gloom. In any given round, there is only a 25% chance that the victim may take an action or move; the rest of the time they remain motionless as if stunned. This despair effect lasts for 1 hour. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Symbol of Pain

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Attributes: enchantment, materials (250 gp of beryl dust)

Short Description: 10 minutes to inscribe rune. Attacks Poise within 60' to inflict pain for 1 hour

Long Description: This spell requires a special component: 250 gp of powdered beryl dust which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol cause it to malfunction because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim suffers agonizing and shooting pains all through their body. They suffer a -4 penalty to both spell and combat attack bonuses, and they suffer a temporary reduction in effective Dexterity of -2 (note that this is not damage to the Dexterity score, and this penalty goes away once the spell ends).

Spellcasters must succeed at a Constitution check whenever they cast a spell, or the agony causes them to lose their concentration – the spell fizzles and is lost. The pain effect lasts for 1 hour. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Telekinesis

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: 1 creature or 1 object at a time within 60'

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, caster moves objects, flings things for 4dx hp or grabs creatures. Targets Dodge

Long Description: The caster gains the ability to move objects with their mind as a **zap** effect. For the duration of the spell, each round they can accomplish one of the following effects as a standard action, and can switch between these effects from round to round:

- The caster can move a heavy object slowly – no more than 20' horizontally or vertically. The maximum amount of weight the caster can move is 100 pounds per level. The object moves too slowly to be used as a weapon.

- The caster can fling an object no heavier than 20 pounds, with the intent to injure. The caster designates a target within range, selects an appropriately sized missile that is also within range, and launches it. The spell attacks the target's Dodge defense, and if the attack succeeds, the target sustains damage equal to 4dx hp.
- The caster can pick up and move a living creature. The maximum amount of weight the caster can move is 100 pounds per level. The spell attacks the target's Dodge defense, and if the attack succeeds, the caster can move the target up to 20' horizontally or vertically. This movement is too slow to directly damage a creature, but a creature can be dropped from a height (maximum height is the range of the spell, or 60') and will take falling damage. The caster can use this effect to levitate themselves.
- The caster can hold a living creature motionless. The spell attacks the target's Dodge defense, and if the attack succeeds, as a **hex** the caster can prevent the target from moving or taking any actions that requires moving any part of their body.

For effects that involve attacking another creature, the attack must be made each round. Multiple effects cannot be operating at the same time, so if a caster is using the *telekinesis* spell to move a heavy statue, they must put it down before they can push an enemy over a cliff. For effects that involve holding a creature or object, the caster can release the target at the end of an action – so lifting an enemy 20' and dropping them is possible in a single round. No concentration is required to maintain the spell for the entire duration, and on rounds when *telekinesis* is not being used, the caster may take other standard actions including casting other spells.

Other uses of *telekinesis* are possible; the GM should use their discretion to adjudicate creative uses for this spell.

Teleport

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Attributes: zap

Short Description: Instantly transport self or 1 willing creature within 30' any distance

Long Description: The caster envisions a location within range of the spell. The spell instantly transports the caster, or one willing creature within 30', to that location. The caster must select a location that is not already occupied by solid matter and that is on the same plane of existence. The spell recipient can carry their own person plus their unencumbered and encumbered inventory, but they may not carry another living being.

The caster must have some familiarity with the intended destination; the better the familiarity, the less of a chance that the caster will make a mistake and cause the *teleport* to malfunction. Every time *teleport* is cast, the caster must make an Intelligence check to avoid mishap.

- A minimal success is required if the caster is intimately familiar with the destination, perhaps because they have been there many times, or have lived or worked there.
- A good success is required if the caster has carefully studied the location, like a Thief casing a potential crime scene.
- A great success is required if the caster has visited the location one time.
- A fantastic success is required if the caster only has second-hand information about the destination: a detailed map, or perhaps a thorough physical description.
- If less information than this is available to the caster, the teleport cannot succeed.

In the event there is a mishap, roll 1d20, add the caster's level, and consult the following table:

- Under 15: teleport fails, and the spell is lost.
- 16 to 18: teleport goes to the wrong place - a place that resembles the intended destination. It may be thousands of miles off course.
- 19 to 21: teleport is off course by 1d6 miles in a random direction.
- 22 to 24: teleport is off course by 1d6 hundred feet in a random direction.
- 25+: teleport is on target but places the subject in an awkward or uncomfortable position, such as inside a hollow log, in a darkened broom closet, or under a bed.

The teleport spell will never place a target inside a solid object, and the spell automatically adjusts their arrival location by whatever distance is necessary to allow them to arrive safely. Likewise, the spell will never deposit the teleported individual in a place without a floor beneath them, although traps or other environmental hazards may still make arrival dangerous.

Teleportal

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 portal

Duration: 3 days + 1 day/level

Materials: 250 gp of diamond dust

Short Description: 10 minute casting. Creates a pair of linked teleportation gates that may be used repeatedly

Long Description: The caster envisions a location within range. Using a sprinkling of diamond dust, the caster traces an archway that is up to 10' tall and 10' wide, although it may be created smaller. A similar archway is formed at the envisioned endpoint of the teleportation gateway. Once the spell is cast, the archways persist but become invisible when the caster stops using standard actions to concentrate on the spell. This does not end the spell; it simply becomes dormant until the caster resumes concentration, at which point both archways become visible again. While a caster is concentrating on the spell within 30' of either archway, every turn one living being may pass through the gateway in either direction. The spell recipient can carry their own person plus their unencumbered and encumbered inventory, but they may not carry another living being.

The caster must select a location that is not already occupied by solid matter and that is on the same plane of existence. The caster must have some familiarity with the intended destination; the better the familiarity, the less of a chance that the caster will make a mistake and cause the *teleportal* to malfunction. Every time *teleportal* is cast, the caster must make an Intelligence check to avoid mishap.

- A minimal success is required if the caster is intimately familiar with the destination, perhaps because they have been there many times, or have lived or worked there.
- A good success is required if the caster has carefully studied the location, like a Thief casing a potential crime scene.
- A great success is required if the caster has visited the location one time.
- A fantastic success is required if the caster only has second-hand information about the destination: a detailed map, or perhaps a thorough physical description.
- If less information than this is available to the caster, the *teleportal* cannot succeed.

In the event there is a mishap, roll 1d20, add the caster's level, and consult the following table:

- Under 15: *teleportal* fails, and the spell and material components are lost.

- 16 to 18: *teleportal* goes to the wrong place - a place that resembles the intended destination. It may be thousands of miles off course.
- 19 to 21: *teleportal* is off course by 1d6 miles in a random direction.
- 22 to 24: *teleportal* is off course by 1d6 hundred feet in a random direction.
- 25+: *teleportal* is on target but places the subject in an awkward or uncomfortable position, such as inside a hollow log, in a darkened broom closet, or under a bed.

The *teleportal* spell will never place a target inside a solid object, and the spell automatically adjusts their arrival location by whatever distance is necessary to allow them to arrive safely. Likewise, the spell will never deposit the teleported individual in a place without a floor beneath them, although traps or other environmental hazards may still make arrival dangerous.

Threshold of Safety

Spell Level: Cleric 1

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one portal or passageway

Duration: 8 hours

Attributes: enchantment, long, touch

Short Description: 10 minute cast. For 8 hours, all who cross a rune suffer a -1 penalty to combat attack, damage

Long Description: The caster spends ten minutes carefully inscribing a rune of power on a portal or passageway. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the rune causes it to malfunction, because it must be prominently displayed.

It can be disabled through use of the Mechanisms skill. Additionally, the caster can create a password associated with the rune, and those who provide the password can freely pass the rune without harm. This spell is commonly used to protect a place used for overnight rests.

Once placed, the rune lasts for 8 hours. During this time, any creature that passes through the portal or passageway receives a -1 penalty to combat attack rolls and a -1 penalty to combat damage rolls. No attack roll is required; the act of voluntarily crossing the threshold accepts the power of the rune. These penalties last for the full duration of the spell.

Tiny Hut

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 10' radius hemisphere

Duration: 8 hours

Attributes: emanation, enchantment

Short Description: Creates 10' radius hemisphere opaque tent to protect from elements for 8 hours

Long Description: The caster touches the ground, and a 10' radius opaque hemisphere of pearlescent force is generated around them. This hemisphere can accommodate up to 10 human-sized creatures comfortably, and twice that number in close quarters. This tiny hut serves as a kind of soft-sided tent; creatures and carried objects

can pass freely through its walls, but it sheds rain, snow, and sand, and may even prevent a tragedy in the event of an avalanche. It provides no protection from magic or missiles, although its opacity may hinder targeting.

The interior of the tent is always a comfortable 70°F, whether it is freezing cold or boiling hot outside, although it is no protection against magical cold or heat. The caster can cause the interior of the hut's surface to glow, and they can control the degree of illumination from very dim to broad daylight. From outside the hut initially appears to be pearly white, but the caster can alter its coloration to better match its surroundings. From inside the hut, the walls are entirely transparent, making it easy to spot approaching intruders.

Once the hut is created, the caster can enter and leave it; it remains in one place.

Tongues

Spell Level: Cleric 4, Elf 3, Magic-user 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: creatures within 60'

Duration: 1 hour

Attributes: enchantment, reversible, touch

Short Description: For 1 hour, caster knows all languages within 60'. Reversible

Long Description: The caster gains the ability to speak and comprehend the languages spoken by all creatures within 60', to the maximum proficiency allowed by their Intelligence. Only true languages can be understood and spoken; the vocalizations of animals cannot be understood using this spell. This spell also only affects verbal language proficiency; the caster is not granted the ability to read or write in any language. Codes and cyphers qualify as language for the purpose of this spell.

This spell is reversible. The reverse of the spell, *babble*, creates a zone within 60' of the caster wherein no verbal communication involving language is possible. No attack is required for this effect to work. Spellcasters may use the language they use to perform magic, as that does not qualify as communication. This spell cannot prevent hand gestures, mimicking actions, or written instructions.

Transposition

Spell Level: Cleric 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 ally

Duration: instantaneous

Attributes: zap

Short Description: Caster trades places with an ally within 120'

Long Description: The caster designates a willing creature within range that they can see. The caster and the target instantaneously exchange places, teleporting from one place to another. If the target of the spell was somehow physically constrained, such as by ropes or a monster's clutching tentacles, then the target is freed from that constraint. The caster does not automatically become constrained in the same manner unless the act of entering the target's space exposes them to such a risk – a pit of quicksand will still suck the caster in, for instance. Both individuals are only transported with any objects listed in their inventories at the time of the casting of the spell.

Treat Wounds

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Attributes: reversible, touch

Short Description: Touch cures 1d6 + level hp, or paralysis. Reversible, targets Dodge

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 1d6 + level hp. Alternatively, the *paralyzed* condition is removed from the target. The spell can only heal damage or remove paralysis; the caster chooses which. The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 1d6 hp damage.

This spell is reversible. *Cause wounds* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 1d6 hp damage. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 1d6+level hp damage.

True Seeing

Spell Level: Cleric 5, Elf 5, Magic-user 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, touched creature sees things as they truly are

Long Description: The caster touches a creature, who gains the ability to see everything around them in its true form. Illusions are automatically seen through, as is invisibility; all forms of darkness become transparent; things that are out of phase or on the Ethereal or Astral Planes can be clearly seen. Hidden creatures and secret doors become obvious; the true form of transmuted or polymorphed objects can be discerned. Where fog or other clouds obscure vision, the target's normal range of vision applies.

Undead Awareness

Spell Level: Cleric 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: undead creatures within 120'

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, know direction and numbers of undead within 120'

Long Description: The caster holds their holy symbol and prays for one round as a standard action. The spell divulges no information immediately, but at the beginning of the caster's next turn, and every other turn for ten minutes, their held holy symbol pulses information regarding the presence of nearby undead creatures. The spell conveys the number of creatures within 120' with the *undead* primary trait (swarm monsters count as one creature) and their direction. It conveys no information regarding the creatures' distance, identity, or strength, nor does it provide any knowledge of the creatures' movements, save by comparing the differential results from two different turns.

This spell can detect creatures through walls and into spaces the caster cannot see, but the area of effect is blocked by stone at least two feet thick, or any continuous thickness of lead or gold.

Vampiric Touch

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: instantaneous, then 1 hour

Attributes: touch

Short Description: Touch attacks Dodge to drain 3dx hp, heal self for same or gain temporary hp for 1 hour

Long Description: The caster attempts to touch a target, which must not be *undead*. The spell uses the spell attack bonus +2 against the target's Dodge defense, and if it succeeds, the target is drained of 3dx hp. *Death ward* is a defense against this spell. A creature cannot be drained lower than 0 hp. For every hit point drained, the caster is healed by the same amount. If more hp is drained than the caster needs to be fully healed, then the caster receives the remainder as temporary hp which persists for an hour.

Wall of Energy

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: 2 hours

Attributes: enchantment, zap

Short Description: Make 2 hour energy wall, 2000 sq. ft. within 120', attack Dodge to cross, 4dx on hit, miss half

Long Description: The caster selects one of the four types of energy – acid, cold, electricity, fire – and uses it to create a vertical plane composed of that energy type. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall is very thin, but the vertical area of the wall may be any height and length that multiply to less than 2000 square feet, provided every portion of the wall is within range. The wall may be straight or curved as seen from overhead, and it can even be formed into a cylinder or a shape with corners.

The wall is opaque. If any creature attempts to touch or pass through the wall, the spell attacks their Dodge defense. On a successful attack, the target takes 4dx hp damage of the selected energy type. On an unsuccessful attack, the target takes half damage. The wall is not solid and does not prevent objects from passing through it.

Wall of Force

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1250 square feet plane

Duration: 2 hours

Attributes: enchantment, zap

Short Description: Within 120', make 1250 sq. ft. plane of invisible force for 2 hours

Long Description: The caster creates simple shapes out of pure indestructible force. The spell can create a rectangular plane with a total area not exceeding 1250 square feet. The wall can be oriented in any direction and does not need to rest on a solid surface; it can ignore gravity and float in space. The wall may not be placed such that any portion of it intersects with a solid object or creature, and every portion of the wall must be within range.

The *wall of force* is invisible, immobile, and cannot be destroyed by physical means, or even by use of a *dispel magic*; however, a *disintegrate* spell will destroy it. Gases and spells cannot pass through a *wall of force*, but sound can.

Wall of Matter

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: permanent

Attributes: summoning, zap

Short Description: Within 120', make a 2000 sq. ft. wall of solid matter with permanent duration

Long Description: The caster creates a wall solid matter that is 6" thick. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall may be any dimensions that result in an area no greater than 2000 square feet, provided every portion of the wall is within range. Three possible options for wall materials may be chosen:

- **Wall of Stone.** The wall is a featureless monolith of stone. The wall must be a single vertical and basically rectangular slab. If it is cast adjoining an area of stone wall, the wall matches the texture and appearance of the native stone and merges with it to form an unbroken and continuous extension; a minimal success on a Stonecraft check reveals that the stone is different. The stoutest version of this wall, a Wall of Stone requires 2 shp per caster level to breach; this creates a 5'x5' opening.
- **Wall of Masonry.** The wall is made of bricks or other formed blocks joined with mortar. It must be vertical but it may have angles and turns, and openings such as windows can be built into it. If it is cast adjoining an area of masonry wall, the wall matches the texture and appearance of the native masonry and merges with it to form an unbroken and continuous extension; a minimal success on a Build check reveals that the masonry is different. This version of the wall requires 1 shp per caster level to breach; this creates a 5'x5' opening.
- **Wall of Wood.** The wall is made of logs or milled boards joined by pegs. This type of wall needs not be vertical; it may form horizontal platforms or even rafts or bridges that will self-support for up to 60'

lengths. Openings such as windows can be built into it. If it is cast adjoining an area of wooden wall, the wall matches the texture and appearance of the native wood and merges with it to form an unbroken and continuous extension; a minimal success on a Woodcraft check reveals that the wood is different. This version of the wall requires 1 shp every 2 caster levels (round up) to breach; this creates a 5'x5' opening. Once created the wall is permanent, although it may be dispelled. The wall automatically supports and braces itself; it cannot be cast such that it will fall over on an enemy.

Water Breathing

Spell Level: Cleric 3, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 or more creatures

Duration: 24 hours total

Attributes: enchantment, zap

Short Description: Targets within 30' can breathe water, split 24 hours among targets

Long Description: The caster designates one or more targets within range. The maximum number of targets is equal to the caster's level. The targets receive the ability to breathe both air and water. They can also speak normally underwater and understand underwater speech, and they can cast spells underwater. This spell does not confer any exceptional ability to swim or move easily underwater, nor does it make equipment waterproof. The total duration is 24 hours, which is split evenly among all the targets of the spell, i.e., if the spell is cast upon 8 targets, each gains the benefits of the *water breathing* spell for 3 hours.

Casters who normally breathe water can cast a version of this spell that allows recipients to breathe air.

Water Walking

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Attributes: enchantment, touch

Short Description: For 10 minutes, 1 creature within 120' can walk on water as if it were solid ground

Long Description: The caster indicates a creature within range, and that creature gains the ability to walk on a relatively level air/water interface as if it were solid ground. The creature may choose to enter the water to swim, or climb out of the water and walk, freely during their turn. If a creature under the effects of this spell falls into water, they will not take falling damage and will become submerged; however, they may choose during their action to exit the water and begin walking on its surface. For the round that the spell is cast only, the caster may also make a partial move by walking on water as part of the standard action that cast the spell; this movement may trigger Attacks of Opportunity.

The creature's movement rate while walking on water is the same as their walking movement rate over level ground. Water that is flowing rapidly or has waves may be treated as difficult terrain at the DM's option. Particularly active water may require a Feats of Agility check to move across it without falling into the water.

Web

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanation

Targets/Area of Effect: 15' long cone, 15' wide at the end

Duration: 1 hour

Attributes: cone, hex

Short Description: Web attacks Dodge defenses within 15' cone to inflict the *ensnared* condition. Web lasts 1 hour

Long Description: The caster points in a direction, and a cone of multi-stranded webbing shoots out of their fingers, filling the area of effect with slender, sticky fibers like the webs spun by giant spiders. These webs make it impossible to move through the area of effect any faster than 5' per round. The spell also individually attacks the Dodge defense of any creature within the area of effect. At the beginning of their turn, any non-*ensnared* creature within the area of effect is attacked again, and any creature that moves into the area of effect on their turn is attacked as an interrupt. If an attack succeeds, that target is trapped by the web and acquires the *ensnared* condition.

The webs are highly flammable, and if they are touched by open flame, the entire web is quickly engulfed in fire. All trapped creatures take 1d6 hit points of fire damage per round for 2 rounds, but at that point the web is destroyed, and the targets are no longer trapped. Unless burned in this way, a *web* persists for an hour.

Every round, a victim may use their movement action to attempt to escape the *ensnared* condition, which requires a fantastic success on a Feats of Might check. Those outside the area of effect can help trapped creatures escape; see Chapter 3 for helping others with skill checks. Victims who escape the *ensnared* condition may act normally, including taking standard actions, but if they remain inside the area of effect, they may be *ensnared* again in the next round.

Wind Walk

Spell Level: Cleric 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self and up to 3 other creatures

Duration: 3 hours + 1 hour/level

Attributes: enchantment, zap

Short Description: For 3+level hours, caster and 3 creatures within 30' turn mist-like, fly 60'/30'

Long Description: The caster has the option to designate up to three other creatures within 30'. The caster, and any other targets they designate, turns insubstantial and misty; they retain their shape and coloration but assume a composition like that of a cloud or a mass of smoke. While in this form, the targets cannot be physically attacked, nor can they attack physically. They also cannot cast spells, and spells cannot be cast upon them that require one to be designated as an individual target, but area effect spells still affect them.

Wind walking creatures can magically fly at a rate of 60'/30', or 1 MP per overland hex regardless of terrain. They may choose their own paths and may separate while in flight. While in this form they are somewhat difficult to detect; a Seeing skill check with a good result is required to distinguish high-flying targets from quickly moving clouds. A Seeing skill check with a fantastic result is required if all participants in the spell wear white.

As soon as a target chooses to land, they resume their normal solid form, and the spell ends for that person. If the spell duration expires while a target is still flying, they fall only 60' per round for the next five rounds and take no damage if they land during this time. After this period, normal falling rates apply – see Chapter 6.

Wind Wall

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: 3 rounds + 1 round/level

Attributes: enchantment, zap

Short Description: Make vertical wall of air, 2000 sq. ft. within 120', bollixes missiles and birds, lasts 3+level rounds

Long Description: The caster creates an invisible vertical wall of air in an updraft configuration. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall is very thin, but the vertical area of the wall may be any height and length that multiply to less than 2000 square feet, provided every portion of the wall is within range. The wall may be straight or curved as seen from overhead, and it can even be formed into a circle.

Small flying creatures and gases and dust cannot cross the barrier, and it stops gaseous breath weapons. Arrows, bolts, darts, daggers, and sling stones cannot be shot through the wind wall, while larger missile weapons thrown by human-sized creatures have a 30% chance to be deflected upwards and miss. Missile weapons thrown by larger than human-sized creatures or siege weapons are not affected by the spell.

Creatures in gaseous form cannot cross the wind wall, but creatures with the *incorporeal* trait can. Any size of creature that moves on the ground can cross the barrier, as can flying creatures of halfling size or larger.

Window into the Past

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 room or outdoor space less than 2000 square feet

Duration: 10 minutes

Attributes: illusion, touch

Short Description: For 10 minutes, an illusion shows events that occurred in a touched 2000 sq.ft. space's past

Long Description: The caster designates a single room or an outdoor space not greater than 2000 square feet. The caster also designates a time in that space's past. The designation can be in terms of explicit units of time, such as 'exactly ten thousand years ago', or it can be in terms of known events that occurred in that place, such as 'the murder of the Mayor of Tarrentown'. The spell generates an illusion that recreates what the area of effect was like during that time, and this illusion continues for up to ten minutes.

The illusion affects all perceptive senses, and those present can therefore see, hear, smell, and even feel the events that unfold. However, the spell plays out like a movie, and onlookers cannot influence what the spell reveals. In no instance can witnesses be physically injured by this spell, and if an illusory object meets a real

physical obstacle, it will pass through it. This spell qualifies as illusion magic; creatures immune to illusions will see nothing.

The spell accurately shows events that transpired. If the designation of time is based on faulty information, the spell may disappoint; for instance, if the aforementioned Mayor of Tarrentown actually was murdered somewhere else, or wasn't murdered at all, the spell will not show anything in that space.

Word of Recall

Spell Level: Cleric 6

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: instantaneous

Attributes: touch

Short Description: Instantly transport self any distance back to sanctum

Long Description: The caster designates a home sanctum; it must be a place that the caster has visited frequently and considers to be relatively safe. The spell instantly transports the caster to that location, regardless of distance, even if it is on another plane of existence – provided it is on the caster's home plane. Unlike a *teleport* spell, there is no chance of failure. The caster can carry their own person plus their unencumbered and encumbered inventory, but they may not carry another living being.

Wormhole

Spell Level: Elf 6, Magic-user 6

Casting Time: instant

Range: 120'

Targets/Area of Effect: 1 creature and 1 target

Duration: instantaneous

Attributes: interrupt, zap

Short Description: As an interrupt, caster uses portals to redirect an attack to a new target within 120'

Long Description: The spell is cast as an interrupt during another creature's turn, when the creature has declared an attack and a target but before the attack roll is made. The caster must be within 120' of the interrupted creature, with line of effect, and the caster must also designate a new target, which must also be within 120' with line of effect. However, the interrupted creature does not need to have line of effect on the new target. When the spell is cast, the Poise defense of the interrupted creature is targeted. If this spell's attack fails, there is no effect. If this spell's attack succeeds, instantaneous portals open near both the interrupted creature and the new target, such that the original target is not affected by the interrupted attack, and the new target is. The interrupted attack is then resolved, with the attack targeting the relevant defense of the new target.

A *wormhole* may only be opened when an attack roll is made. Touching an ally as part of casting a healing spell does not require an attack roll; this therefore cannot be redirected to a new target. However, casting a healing spell on an *undead* creature with intent to harm it can be affected by *wormhole*, possibly redirecting it to heal a different creature. Only attacks made against single targets may be subjects of a *wormhole* spell; area effect spells or special powers cannot be affected. Note that grenades start as attacks against a point in space, and *wormhole* is therefore effective against this type of attack. Aside from whatever part of the interrupted attacker must pass

through the *wormhole* to make the attack, living creatures cannot pass through the portal; therefore, one cannot throw a halfling at an ally and then *wormhole* it to attack an enemy 120' away.

X-Ray Vision

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 3 rounds + 1 round/level

Attributes: enchantment, touch

Short Description: For 3+level rounds the caster can see through solid objects in a 15' cone

Long Description: The caster gains the ability to see through opaque solid objects as if they were completely transparent. This affects all of the caster's visual senses in a 15' cone, and it operates as if the light sources in the caster's immediate area can penetrate through opaque objects as well. Only solid objects become transparent; the transparency or translucency of liquids or vapors is unaffected by the spell. The spell is blocked by stone at least two feet thick, or any continuous thickness of lead or gold.

Zone of Truth

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 20' radius

Duration: 3 rounds plus 1 round/level

Attributes: burst, hex

Short Description: In 20' radius within 30', for 3+level rounds, attacks Poise or targets must tell truth

Long Description: The caster designates a point within range, and the area of effect emanates outward from that point. All creatures inside the area of effect when it is created, and all creatures who enter the area of effect for the spell's duration, are attacked by the spell. The spell individually attacks the Poise defense of targets, and if the attack is successful, the victim may only say truthful things while inside the area of effect.

The victim is not compelled by the spell to answer questions and may remain silent or evasive unless motivated to talk by other means. The *zone of truth* is not a subtle effect, and those inside it are aware that an enchantment is at work before they choose to speak.

Animated Objects

Blundering Doodad

Primary Trait:	4 HD <i>construct</i> , rank 4				
Secondary Traits:	<i>multi-legged</i>				
Hit Points:	26	Initiative:	+0	Morale Modifier:	N/A
Ability Scores:	Str 19, Dex 13, Con 16, Int 3, Wis 10, Cha 10				
Natural Attacks:	smash (primary): +6/1d10+4 blunt + <i>charge</i> (see below)				
Defenses:	AC 17, Dodge 8, Toughness 24, Poise 4				
Movement:	walk 60'/30'; swim 30'/15'; climb 30'/15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores				
	<i>charge</i> : if the creature moves at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn				
	<i>construct</i> immunities: immune to <i>afraid</i> , <i>bleeding</i> , <i>charmed</i> , <i>confused</i> , <i>diseased</i> , <i>fatigued</i> , <i>intoxicated</i> , <i>nauseated</i> , <i>paralyzed</i> , <i>poisoned</i> , <i>sleeping</i> , <i>stunned</i> , and <i>unconscious</i> conditions				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	Common (smattering) (understood only)				
Metabolism:	none				
Climate:	not native to Uroth				
Treasure Type:	none				
Short Description:	Heavy piece of furniture given temporary life by an <i>animate object</i> spell				
Long Description:	<p>A <i>blundering doodad</i> is a form of object that is temporarily given life via the casting of an <i>animate object</i> spell. It is usually a heavy piece of furniture, a wardrobe, a chest, or some other weighty and uncomplicated construction. These creatures can tiptoe around slowly, but when they are capable of charging in a straight light, they can build up enough of a head of steam to deal punishing blows. They are prone to pawing the ground with one leg before charging.</p> <p>This creature has no ability to perform fine manipulations.</p>				

Enshrouding Thingamabob

Primary Trait:	2 HD <i>construct</i> , rank 2				
Secondary Traits:	<i>apodal</i>				
Hit Points:	11	Initiative:	+1	Morale Modifier:	N/A
Ability Scores:	Str 13, Dex 14, Con 13, Int 3, Wis 10, Cha 10				
Natural Attacks:	constrict (primary): +2/1d8+1 blunt				
Defenses:	AC 16, Dodge 10, Toughness 15, Poise 3				
Movement:	walk 60'/30'; swim 30'/15'; climb 30'/15'				
Senses:	normal hearing, normal vision				
Special Powers:	<p><i>boneless</i>: weapons with the <i>blunt</i> property only inflict half damage to the creature, rounded down</p> <p><i>envelop</i>: instead of dealing damage, constrict attack <i>ensnares</i> target. While a target is <i>ensnared</i>, damage taken by creature is evenly divided between creature and any <i>enveloped</i> targets. Multiple creatures can be <i>enveloped</i>, and the constrict attack can still be used against <i>enveloped</i> targets.</p> <p><i>construct</i> immunities: immune to <i>afraid</i>, <i>bleeding</i>, <i>charmed</i>, <i>confused</i>, <i>diseased</i>, <i>fatigued</i>, <i>intoxicated</i>, <i>nauseated</i>, <i>paralyzed</i>, <i>poisoned</i>, <i>sleeping</i>, <i>stunned</i>, and <i>unconscious</i> conditions</p>				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	Common (smattering) (understood only)				
Metabolism:	none				
Climate:	not native to Uroth				
Treasure Type:	none				
Short Description:	Fabric or woven object given temporary life by an <i>animate object</i> spell				
Long Description:	<p>An <i>enshrouding thingamabob</i> is a form of object that is temporarily given life via the casting of an <i>animate object</i> spell. It is created from soft goods such as blankets, coverlets, rugs, wall hangings, or even garments. It can slither across the ground, and it attacks by wrapping itself around creatures and attempting to constrict them. These creatures can envelop foes. They have surprising sinuous strength, but since they are entirely soft-sided, they are difficult to damage with blunt weapons.</p> <p>This creature has soft fabric corners that can be used to grab and manipulate items.</p>				

Self-Hurling Whatzit

Primary Trait:	1 HD <i>construct</i> , rank 1				
Secondary Traits:	<i>apodal</i>				
Hit Points:	6	Initiative:	+0	Morale Modifier:	N/A
Ability Scores:	Str 10, Dex 10, Con 13, Int 3, Wis 10, Cha 10				
Natural Attacks:	smash (primary): +1/1d8 blunt				
Defenses:	AC 15, Dodge 9, Toughness 13, Poise 3				
Movement:	walk 60'/30'; swim 30'/15'; climb 30'/15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>fleshless</i> : weapons with the <i>sharp</i> property only inflict half damage to the creature, rounded down <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit <i>construct</i> immunities: immune to <i>afraid</i> , <i>bleeding</i> , <i>charmed</i> , <i>confused</i> , <i>diseased</i> , <i>fatigued</i> , <i>intoxicated</i> , <i>nauseated</i> , <i>paralyzed</i> , <i>poisoned</i> , <i>sleeping</i> , <i>stunned</i> , and <i>unconscious</i> conditions				
Weaknesses:	<i>ability score penalty</i> : factored into ability scores				
Skills:	Feats of Agility 1				
Proficiencies:	none				
Languages:	Common (smattering) (understood only)				
Metabolism:	none				
Climate:	not native to Uroth				
Treasure Type:	none				
Short Description:	Small but dense blunt object given temporary life by an <i>animate object</i> spell				
Long Description:	<i>A self-hurling whatzit</i> is a form of object that is temporarily given life via the casting of an <i>animate object</i> spell. It is small, ranging between the size of a toaster and a footlocker, but it is made of dense materials such as metal or stone, possibly even heavy wood. This object can scuttle across the floor, but its chief means of attack is to launch itself through the air at enemies trying to bash it into submission. It cannot fly, but for a creature without legs, its springing power is prodigious. This creature has no ability to perform fine manipulations.				

Stabby Gizmo

Primary Trait: 3 HD *construct*, rank 3

Secondary Traits: *none*

Hit Points: 16 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 16, Dex 12, Con 13, Int 3, Wis 10, Cha 10

Natural Attacks: stab (secondary): +2/1d8+2 sharp + *rend* (see below)

Defenses: AC 17, Dodge 9, Toughness 16, Poise 4

Movement: walk 120'/60'; swim 30'/15'; climb 30'/15'

Senses: normal hearing, normal vision

Special Powers: *mobile (walk)*: factored into movement

rend: if both stab attacks hit in the same round, double both hits' damage

construct immunities: immune to *afraid*, *bleeding*, *charmed*, *confused*, *diseased*, *fatigued*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious* conditions

Skills: Stealth 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: Sharp, sinuous object given temporary life by an *animate object* spell

Long Description: A *stabby gizmo* is a form of object that is temporarily given life via the casting of an *animate object* spell. This type of object is characterized by having sharp edges, often more than one, that the animated object can use to make multiple attacks. This object could be a knife rack, or an animated suite of armor, or a tool kit, or even a piece of abstract statuary. The *stabby gizmo* uses its multiple attacks in concert very well, and if they hit at the same time, the object can inflict significant rending and tearing damage. It scuttles about much master than other animated obejcts.

This creature has no ability to perform fine manipulations.

Widget Swarm

Primary Trait:	2 HD <i>construct</i> , rank 2				
Secondary Traits:	<i>swarm</i>				
Hit Points:	11	Initiative:	+1	Morale Modifier:	N/A
Ability Scores:	Str 13, Dex 14, Con 13, Int 3, Wis 10, Cha 10				
Natural Attacks:	smash (primary): +4 vs. Dodge/1d8+1 + <i>constrict</i> (see below), miss half damage				
Defenses:	AC 16, Dodge 10, Toughness 15, Poise 3				
Movement:	walk 60'/30'; swim 30'/15'; climb 30'/15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>constrict</i> : instead of dealing damage, smash attack <i>grapples</i> target. In subsequent rounds, if the target is still <i>grappled</i> , smash damage is automatically dealt				
	<i>throw rocks</i> : as a standard action, make a ranged attack, 15/30/45, +2 vs. Dodge/2d4 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability				
	<i>construct</i> immunities: immune to <i>afraid</i> , <i>bleeding</i> , <i>charmed</i> , <i>confused</i> , <i>diseased</i> , <i>fatigued</i> , <i>intoxicated</i> , <i>nauseated</i> , <i>paralyzed</i> , <i>poisoned</i> , <i>sleeping</i> , <i>stunned</i> , and <i>unconscious</i> conditions				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	Common (smattering) (understood only)				
Metabolism:	none				
Climate:	not native to Uroth				
Treasure Type:	none				
Short Description:	Many hard collective objects given temporary life by an <i>animate object</i> spell				
Long Description:	<p>A <i>widget swarm</i> is a collection of objects that are temporarily given collective life via the casting of an <i>animate object</i> spell. It is a 10'x10' carpet of independently scuttling, rolling, or slithering objects, which can range in size from coins to crockery. Although each object moves independently, the swarm acts as a whole, using pseudopods made of animated objects to batter foes or even constrict them. The swarm even has the ability spit elements of itself at enemies to cause ranged damage.</p> <p>This creature has no ability to perform fine manipulations.</p>				

Giant Vermin

Giant Biter

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	18
Initiative:	+0
Ability Scores:	Str 16, Dex 9, Con 9, Int 1, Wis 6, Cha 10
Natural Attacks:	bite (primary): +4/2d6+2 + grab (see below)
Defenses:	AC 17, Dodge 13, Toughness 13, Poise 3
Movement:	walk 120'/60'; swim 30'/15'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>improved natural attack</i> : factored into natural attacks
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Giant Flier

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>many-footed, winged</i>
Hit Points:	18
Initiative:	+2
Ability Scores:	Str 9, Dex 16, Con 10, Int 1, Wis 6, Cha 10
Natural Attacks:	sting (primary): +2/1d6 + <i>poison touch</i> (see below)
Defenses:	AC 16, Dodge 18, Toughness 11, Poise 3
Movement:	fly 150'/75'; walk 30'/15'; swim 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>fly</i> : factored into movement <i>poison touch</i> : on sting hit, +2 vs. Toughness/ <i>poisoned</i> <i>giant wasp</i> poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (plant juices), sleeps, breathes (air)

Giant Pouncer

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	18
Initiative:	+1
Ability Scores:	Str 13, Dex 13, Con 9, Int 1, Wis 6, Cha 10
Natural Attacks:	bite (primary): +3/1d4+1 2 claws (secondary): +1/1d3+1 + <i>grab</i> (see below)
Defenses:	AC 16, Dodge 15, Toughness 13, Poise 3
Movement:	walk 150'/75'; swim 30'/15'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Scuttler

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	22
Initiative:	+1
Ability Scores:	Str 9, Dex 13, Con 13, Int 1, Wis 6, Cha 10
Natural Attacks:	bite (primary): +2/1d6 + <i>poison touch</i> (see below)
Defenses:	AC 16, Dodge 15, Toughness 13, Poise 3
Movement:	walk 120'/60'; swim 30'/15'; climb 60'/35'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>climb</i> : factored into movement <i>poison touch</i> : on bite hit, +2 vs. Toughness/ <i>poisoned</i> <i>giant tarantula</i> poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Swimmer

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>amphibious, many-footed</i>
Hit Points:	22
Initiative:	+0
Ability Scores:	Str 13, Dex 9, Con 13, Int 1, Wis 6, Cha 10
Natural Attacks:	bite (primary): +3/1d6+1, tail (primary): +3/1d6+1
Defenses:	AC 15, Dodge 15, Toughness 13, Poise 3
Movement:	walk 120'/60'; swim 120'/60'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>amphibious</i> : factored into metabolism and movement <i>extra primary attack</i> : factored into natural attacks
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air or water)

Giant Tunneler

Primary Trait:	4 HD <i>vermin</i>
Secondary Traits:	<i>apodal, eyeless</i>
Hit Points:	26
Initiative:	+0
Ability Scores:	Str 9, Dex 9, Con 16, Int 1, Wis 6, Cha 10
Natural Attacks:	bite (primary): +2/1d6 acid
Defenses:	AC 14, Dodge 13, Toughness 16, Poise 3
Movement:	walk 90'/45'; swim 30'/15'; climb 30'/15'; burrow 60'/30'
Senses:	normal hearing, tremorsense 60'
Special Powers:	<i>burrow</i> : factored into movement <i>corrosive</i> : factored into natural attacks. Successful melee attacks on creature deal 1d6 hp acid damage to attacker or weapon. Creature has <i>immunity (acid)</i> . <i>hurl energy (acid)</i> : as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/2d6 hp acid <i>tremorsense</i> : factored into senses
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses
Skills:	Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Biter

Primary Trait: 5 HD *vermin*

Secondary Traits: *many-footed*

Hit Points: 28 **Initiative:** +0

Ability Scores: Str 18, Dex 9, Con 13, Int 1, Wis 6, Cha 12

Natural Attacks: bite (primary): +5/2d8+3 + grab (see below)

Defenses: AC 18, Dodge 14, Toughness 16, Poise 4

Movement: walk 120'/60'; swim 30'/15'; climb 30'/15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

improved natural attack: factored into natural attacks

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Giant Flier

Primary Trait:	5 HD <i>vermin</i>
Secondary Traits:	<i>many-footed, winged</i>
Hit Points:	28
Initiative:	+3
Ability Scores:	Str 9, Dex 18, Con 13, Int 1, Wis 6, Cha 13
Natural Attacks:	sting (primary): +2/1d8 + <i>poison touch</i> (see below)
Defenses:	AC 18, Dodge 20, Toughness 12, Poise 5
Movement:	fly 150'/75'; walk 30'/15'; swim 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>fly</i> : factored into movement <i>poison touch</i> : on sting hit, +3 vs. Toughness/ <i>poisoned</i> <i>giant wasp</i> poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (plant juices), sleeps, breathes (air)

Giant Pouncer

Primary Trait:	5 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	23
Initiative:	+2
Ability Scores:	Str 16, Dex 16, Con 9, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +4/1d6+2 2 claws (secondary): +2/1d4+2 + <i>grab</i> (see below)
Defenses:	AC 18, Dodge 17, Toughness 15, Poise 4
Movement:	walk 150'/75'; swim 30'/15'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Scuttler

Primary Trait:	5 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	33
Initiative:	+2
Ability Scores:	Str 9, Dex 16, Con 16, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +2/1d8 + <i>poison touch</i> (see below)
Defenses:	AC 18, Dodge 17, Toughness 15, Poise 4
Movement:	walk 120'/60'; swim 30'/15'; climb 60'/35'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>climb</i> : factored into movement <i>poison touch</i> : on bite hit, +2 vs. Toughness/ <i>poisoned</i> <i>giant tarantula</i> poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Swimmer

Primary Trait:	5 HD <i>vermin</i>
Secondary Traits:	<i>amphibious, many-footed</i>
Hit Points:	33
Initiative:	+0
Ability Scores:	Str 16, Dex 9, Con 16, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +4/1d8+2, tail (primary): +4/1d8+2
Defenses:	AC 16, Dodge 16, Toughness 16, Poise 4
Movement:	walk 120'/60'; swim 120'/60'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amphibious</i> : factored into metabolism and movement <i>extra primary attack</i> : factored into natural attacks
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air or water)

Giant Tunneler

Primary Trait:	5 HD <i>vermin</i>
Secondary Traits:	<i>apodal, eyeless</i>
Hit Points:	38
Initiative:	+0
Ability Scores:	Str 13, Dex 9, Con 18, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +3/1d8+1 acid
Defenses:	AC 15, Dodge 14, Toughness 19, Poise 4
Movement:	walk 90'/45'; swim 30'/15'; climb 30'/15'; burrow 60'/30'
Senses:	normal hearing, tremorsense 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>burrow</i> : factored into movement <i>corrosive</i> : factored into natural attacks. Successful melee attacks on creature deal 1d6 hp acid damage to attacker or weapon. Creature has <i>immunity (acid)</i> . <i>hurl energy (acid)</i> : as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/2d6 hp acid <i>tremorsense</i> : factored into senses
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses
Skills:	Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Biter

Primary Trait: 6 HD *vermin*

Secondary Traits: *many-footed*

Hit Points: 33 **Initiative:** +0

Ability Scores: Str 18, Dex 9, Con 13, Int 1, Wis 6, Cha 12

Natural Attacks: bite (primary): +6/2d8+3 + grab (see below)

Defenses: AC 18, Dodge 14, Toughness 16, Poise 4

Movement: walk 120'/60'; swim 30'/15'; climb 30'/15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

improved natural attack: factored into natural attacks

Skills: Feats of Might 2

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Giant Flier

Primary Trait:	6 HD <i>vermin</i>
Secondary Traits:	<i>many-footed, winged</i>
Hit Points:	33
Initiative:	+3
Ability Scores:	Str 9, Dex 18, Con 13, Int 1, Wis 6, Cha 13
Natural Attacks:	sting (primary): +3/1d8 + <i>poison touch</i> (see below)
Defenses:	AC 18, Dodge 20, Toughness 12, Poise 5
Movement:	fly 150'/75'; walk 30'/15'; swim 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>fly</i> : factored into movement <i>poison touch</i> : on sting hit, +4 vs. Toughness/ <i>poisoned</i> <i>giant wasp</i> poison: see Monster Poisons
Skills:	Feats of Agility 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (plant juices), sleeps, breathes (air)

Giant Pouncer

Primary Trait:	6 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	27
Initiative:	+2
Ability Scores:	Str 16, Dex 16, Con 9, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +5/1d6+2 2 claws (secondary): +3/1d4+2 + <i>grab</i> (see below)
Defenses:	AC 18, Dodge 17, Toughness 15, Poise 4
Movement:	walk 150'/75'; swim 30'/15'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit
Skills:	Feats of Might 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Scuttler

Primary Trait:	6 HD <i>vermin</i>
Secondary Traits:	<i>many-footed</i>
Hit Points:	39
Initiative:	+2
Ability Scores:	Str 9, Dex 16, Con 16, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +3/1d8 + <i>poison touch</i> (see below)
Defenses:	AC 18, Dodge 17, Toughness 15, Poise 4
Movement:	walk 120'/60'; swim 30'/15'; climb 60'/35'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>climb</i> : factored into movement <i>poison touch</i> : on bite hit, +3 vs. Toughness/ <i>poisoned</i> <i>giant tarantula</i> poison: see Monster Poisons
Skills:	Feats of Agility 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Giant Swimmer

Primary Trait:	6 HD <i>vermin</i>
Secondary Traits:	<i>amphibious, many-footed</i>
Hit Points:	39
Initiative:	+0
Ability Scores:	Str 16, Dex 9, Con 16, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +5/1d8+2, tail (primary): +5/1d8+2
Defenses:	AC 16, Dodge 16, Toughness 16, Poise 4
Movement:	walk 120'/60'; swim 120'/60'; climb 30'/15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amphibious</i> : factored into metabolism and movement <i>extra primary attack</i> : factored into natural attacks
Skills:	Feats of Might 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air or water)

Giant Tunneler

Primary Trait:	6 HD <i>vermin</i>
Secondary Traits:	<i>apodal, eyeless</i>
Hit Points:	45
Initiative:	+0
Ability Scores:	Str 13, Dex 9, Con 18, Int 1, Wis 6, Cha 12
Natural Attacks:	bite (primary): +4/1d8+1 acid
Defenses:	AC 15, Dodge 14, Toughness 19, Poise 4
Movement:	walk 90'/45'; swim 30'/15'; climb 30'/15'; burrow 60'/30'
Senses:	normal hearing, tremorsense 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>burrow</i> : factored into movement <i>corrosive</i> : factored into natural attacks. Successful melee attacks on creature deal 1d6 hp acid damage to attacker or weapon. Creature has <i>immunity (acid)</i> . <i>hurl energy (acid)</i> : as a standard action, make a ranged attack, 20/40/60, +3 vs. Dodge/2d6 hp acid <i>tremorsense</i> : factored into senses
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses
Skills:	Intuition 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Spellbook Worksheet

TOTIL SPELLBOOK WORKSHEET

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