

**SPELLS 3.5<sup>E</sup>**  
**FOR ARCANUM OF THE STARS, TIME OF AGES,**  
**AND WORLD OF KULAN**  
*Compiled by Robert Blezard*

**A NOTE ON CERTAIN SPELL CHANGES**

Several of the spells listed below had other names, which either conflicted with source material I own or were too similar to another spell. For example, the 'Becalm Sails' spell was originally named 'Becalm', which conflicted with the spell of the same name from Bastion Press' *Airships* sourcebook. Also, the 'Drown, Greater' spell was originally named 'Drowning', but I renamed it to better mesh with the 'Drown' spell from *D&D Book of Vile Darkness*.

Also, several spells were listed with a Range of 0, which I'm not fond of. Thus, those spells have been tweaked slightly for my campaign. Also, several spells made reference to partial actions, which are not a part of the 3.5<sup>E</sup> rules. Thus, those were changed as well. Most other changes were cosmetic so that the statistic blocks all look the same [i.e. "Close (25 ft. + 5 ft./2 levels)" instead of "Close (25'+5'/2 levels)"].

(There are bound to be some instances I missed but, heck, this is a fan-based document not an official sourcebook.)

**A NOTE ON SPELLS CONVERTED FROM OLD EDITIONS TO 3.0E/3.5E**

Many of the spells herein were converted from older editions to 3.5<sup>E</sup>. James Sutherland did many of the converted spells but the Chronomancy spells came from an online 3e-conversion document. These chronomancy spells *haven't been play-tested in 3.5<sup>E</sup>* and the original document was posted on the old conversion site at EN World. The document didn't list an author and I have not been able to find an updated version on the Internet. Thus, until I find 3.5<sup>E</sup> versions (or DRAGON Magazine does a chronomancy update) the 3e versions of the spells will have to do for my campaign.

**Note:** I have made major modifications to these spells to take into account some mistakes and the need for an expanded description. Some changes were less superficial though as I added additional effects or changed things to better reflect 3.5<sup>E</sup>.

Other individuals converted one or two additional spells, and in each of these cases, the person who did the conversion is credited. Listed below are all the spells, which have been converted from an older edition. (At least the ones that James can remember converting or the chronomancy spells.)

**Converted Spells**

Accelerate Metabolism	Delay Damage
Accelerate Plant Growth	Delay Image
Accelerate Animal Growth	Detect Temporal Anomaly
Accelerate Lifeline	Devolutionary Warrior
Afterclap	Dimensional Blade
Airboat	Disbelief
Alternate Reality	Dispel Exhaustion
Alter Reality	Distance Distortion
Alustriel's Banner	Elemental Aura
Analyze Balance	Fire Charm
Animate Flame	Fist of Stone
Blackmantle	Forest's Fiery Constrictor
Blessed Abundance	Gift of Speech
Blessed Watchfulness	Ice Blight
Body Clock	Item Supercharger
Brainkill	Impending Permission
Call Upon Faith	Ivy Siege
Choose Future	Lance of Disruption
Conceal Temporal Anomaly	Life Sounding
Copy	Life Tether
Create Slippgate	Leomund's Lamentable Belaborment
Crushing Walls	Magic Manager
Dead Man's Eyes	Melee Manager
Death's Door ( <i>barely resembles the original at all</i> )	Metamorphose Liquids
Defensive Harmony	Moon Rune

Music of the Spheres (*Barely resembles the original – it was 2<sup>nd</sup>-level*)  
Nap  
Paradox  
Paradox, Greater (*Converted from Major Paradox*)  
Paradox, Lesser (*Converted from Minor Paradox*)  
Precognitive Sense  
Preserve  
Prismal's Reversal  
Programmed Amnesia  
Prophecy, Lesser (*Converted from Prophecy*)  
Protection from Time  
Reverse Time  
Sands of Time  
Searing Orb (*Converted from Sol's Searing Orb*)  
Sever Lifeline  
Skip Day  
Slow Metabolism  
Slowspell  
Slowspell, Greater (*Converted from Slowspell, 10 ft.*)  
Solipsism  
Speak with Planar Traveler (*Converted from Speak with Astral Traveler*)  
Speed Metabolism  
Sphere of Ultimate Destruction  
Suffocate  
Telepathy  
Temporal Disjunction  
Temporal Eye  
Temporal Push  
Temporal Shell  
Temporal Wall  
Thought Capture  
Time Loop  
Time Pool  
Timed Stasis  
Timeslip (*Conversion of 2E psionic power into a spell*)  
Time Snare  
Timeheal  
Timereaver  
Transmute Water to Dust  
Watery Double  
Weighty Chest

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\*The spells created by Brannon are only summarized in this document. This is due to the spells being published in a d20 system product. The partial spell summary is as such:

Spell Name
<i>By Author's Name</i>
School (Subschool) [Descriptor]
Level: Class 1, Class 2
A sentence telling you, the reader, where you can find the spell online. Usually contains a link.

I have listed these spells by Brannon for easy reference, as well as to denote what additional new/modified classes have access to the spells. These spells, summarized in this document, are those he created based on descriptions of spells created by the player of the infamous character (on EN World, at least), Dylrath Birdhouse. Kevin Kulp and Sialia (Dylrath's player) gave me permission to use the 'abstraction' of Dylrath as a NPC for my homebrewed World of Kulan campaign setting (renamed Rathenar Dovecote for Kulan). Thus, I had to have his spells too. There are a few more 'spell ideas' that Sialia created, which Brannon didn't turn into 3<sup>rd</sup> Edition spells. Thus, I am taking a crack at them and adding them to this document as I finish them. (So far I've done two.)

Also, two spells from *Relics & Rituals* and one spell from *D&D Player's Handbook II* are listed in this same format, except that an author isn't listed. The *Relics and Rituals* spells were put into the document because I made them World of Kulan Domain spells. The *D&D Player's Handbook II* spell, *vertigo*, replaces another spell of the same name that was done by James Sutherland.

Note that all spells by a particular author have the *By Author's Name* line added to the spell's stats block. As of yet, I don't have the full name of the author of the Mostin spells from Jameson Ferris' Wyre campaign world.

## ARCANUM OF THE STARS

Any spells marked with "Imperial" notes unique spell levels for casters for my homebrewed Arcanum of the Stars setting for use with the DRAGONSTAR campaign setting created by Fantasy Flight Games. These levels are for casters from the Dragon Empire. Outlands casters normally must use the standard spell levels listed for the appropriate spells. For casters with extended contact with the Dragon Empire (e.g. mercenaries), they can use the DRAGONSTAR spell levels or the stand spell levels, whichever is a better choice for the character.

When it says "Imperial #", it means that any base class that can cast spells of a high enough level can cast the spell. Thus, Imperial 7 means that clerics, druids, sorcerers, and wizards can all cast the spell but bards, paladins, and rangers cannot since those classes cannot cast 7th-level spells.

## SPELLCASTER ABBREVIATIONS

Asn	Assassin	Hou	Houri
Blk	Blackguard	Pal	Paladin
Brd	Bard	Rgr	Ranger
Chr	Chronomancer	Sky	Divumancer
Clr	Cleric	SoL	Soldier of Light
Drd	Druid	Sor	Sorcerer
Dmn	Dimensionalist	Wmg	Warmage
Elm	Elementalist	Wiz	Wizard
Fvs	Favored Soul		

## DOMAIN DETAILS

Beyond the domains in the *Player's Handbook* many of the spells listed in this document refer to domains from various official D&D sources, domains I borrowed from James Sutherland, and domains I created myself for World of Kulan.

Name	Source	Name	Source
Apathy	The Jester's Cydra	Necromancy	World of Kulan
Art	The Jester's Cydra	North	World of Kulan
Authority	The Jester's Cydra	Pain	BoVD
Beguilement	Dragon Magazine #312	Planning	Complete Warrior
Community	BoED	Pleasure	BoED
Construct	Hammer & Helm	Portal	FRCS
Corruption	BoVD	Purity	The Jester's Cydra
Charm	FRCS	Rage	World of Kulan
Creation	Deities and Demigods	Retribution	FRCS
Darkness	BoVD	Scalykind	Deities and Demigods
Dragon	Draconomicon	Seals	The Jester's Cydra
Fate	Complete Warrior	Secrecy	The Jester's Cydra
Fear	The Jester's Cydra	Seduction	Dragon Magazine #312
Fortitude	Hammer & Helm	Slime	FRCS
Greed	Draconomicon	Spell	FRCS
Hatred	FRCS	Spider	FRCS
Hunger	Dragon Magazine #312	Spirit	Dragon Magazine #312
Insect	World of Kulan	Stellar	World of Kulan
Intoxication	The Jester's Cydra	Sword	Hammer & Helm
Light	The Jester's Cydra	Thought	The Jester's Cydra
Madness	Deities and Demigods	Time	FRCS
Metal	FRCS	Trade	The Jester's Cydra
Moon	FRCS	Undeath	FRCS
Mountain	World of Kulan	Vermin	G G's Necropolis
Music	Cydra & Kulan *	Wall	Piratecat's Spira
Nobility	Complete Warrior	Wealth	Draconomicon
Nautical	World of Kulan	Weather	Deities and Demigods

\*This domain was from The Jester's Cydra campaign world, but I've simply taken the concept and modified it to better fit Kulan. Thus, there are really two versions of the Music Domains — my version and James' version.

James also has many other Domains I'm not using including — Astral, Hate, Love, and Perversion. This is mainly due to having access to similar, official domains, because of different cosmology factors, or simple role-playing styles.

He also has several unique spellcasting classes and prestige classes including Cannabix, Jester, and Mist Pirate. All these domains and classes can be found in the Files section of James' [Cydra](#) yahoo group.

## SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

### Absorb Strength

*By James Sutherland*

Necromancy

Level: Necromancy 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium

Effect: Ray

Duration: Instantaneous ray (see text)

Saving Throw: Fort negates

Spell Resistance: Yes

You shoot a ray of dirty gray energy that coruscates between you and the target for an instant. The victim suffers 1d4 +1/3 levels temporary Strength damage (max +8) and you gain an equal enhancement bonus to your Strength. The damage heals normally; the enhancement bonus lasts 1 round/level.

### Absorb Vitality

*By James Sutherland*

Necromancy [Evil]

Level: Imperial Sor 8 (no wizards), Necromancy 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

You touch a creature and suck a great deal of its vitality into yourself. You inflict 10d8 hit points of damage on it and gain a like number of hit points. The victim is also exhausted. You also gain a +4 enhancement bonus to Strength and Constitution for 1d4x10 minutes.

*Material Component:* A parasitic worm (tapeworm, hookworm, etc).

### Accelerate Metabolism

*By unknown author*

Necromancy

Level: Chr 6, Time 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell heals the target by speeding up the natural healing process. The creature heals its level in hp every minute for the duration of the spell. This is counted as natural healing and is in all ways like the creature had recovered hit points from a night of rest.

*Material Component:* A pint of blood mixed with quicksilver.

### Accelerate Plant Growth

*By unknown author*

Transmutation

Level: Chr 2, Time 1

Components: V, S, M/DF

Casting Time: 1 round

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

Target: Special (see text)

Duration: Permanent

Saving Throw: None or Will negates

Spell Resistance: Yes

When this spell is cast, it manipulates time to accelerate the aging of plants. This does not allow them to grow beyond their natural size. The area of effect is up to a maximum of 100 square feet per caster's level. The caster can age all plants in the area by up to 1 month per level. This spell is mostly used for growing of crops within a short period of time. If used on sentient plant life and the saving roll fails, the plant loses d6 hp per month aged. (Max 20d6)

*Material Component:* A decayed leaf.

### Accelerate Animal Growth

*By unknown author*

Necromancy

Level: Chr 5, Time 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One animal type creature

Duration: Permanent

Saving Throw: Fort negates

Spell Resistance: Yes

When this spell is cast, it manipulates time to accelerate the aging of an animal or beast. The target ages up to 1 month per level of the caster. The target is slowed (as per the *slow* spell) for d4 rounds as it ages and will die of shock at the end of this time unless it makes a fort DC 15 save.

*Material Component:* The rotted fang or tooth of a dead animal or beast.

### Accelerate Lifeline

*By unknown author*

Necromancy

Level: Chr 8, Time 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Fort negates

Spell Resistance: Yes

The target ages 1 year/level of the caster unless the save is successful. The target is slowed (as per the

slow spell) for one minute as it ages and will die of shock at the end of this time unless it makes a Fort save (DC 15).

*Material Component:* A bit of string mixed with quicksilver.

### Acid Spheres

*By James Sutherland*

Conjuration (Creation) [Acid]

Level: Sor/Wiz 5, Wmg 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: 1d4 +1/4 levels spheres (3 inch diameter)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You conjure spheres of acid that hover around you. They have a 10' reach. Any time any creature within their reach makes a physical attack on you, you may instantly make a ranged touch attack with one of the spheres. This is not an action and can take place even on another's turn so long as you can see the target creature clearly. If it hits, the acid sphere bursts, dealing 2d6 hp or damage immediately and continuing to burn for 1 round/3 levels (or until the spell expires) for an additional 2d6 hp of damage. The effect can be ended prematurely if the burn is washed with water (at least one gallon; this is a standard action that incurs attacks of opportunity). If the sphere misses it returns to its orbit around you.

While the spell lasts you may also direct one sphere to attack each round as a standard action (ranged touch attack, 10' range).

You are immune to damage from your own acid spheres.

### Acid Spray

*By James Sutherland*

Evocation [Acid]

Level: Sor/Wiz 4, Wmg 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous (see text)

Saving Throw: Reflex half (and see text)

Spell Resistance: Yes

Caustic green acid sprays forth from your hand. All caught within suffer 3d6 hp of damage, half if they make successful Reflex saves.

Creatures failing their saves are coated in acid and suffer an additional 1d6 hp each round thereafter for one round/2 caster levels, or until they spend a full-round action washing with water. (This draws attacks of opportunity.)

*Material Component:* A drop of acid.

### Acid Storm

*By James Sutherland*

Evocation [Acid]

Level: Elm (Water) 7, Sor/Wiz 7, Wmg 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (40-ft. radius, 60 ft. high)

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

This deadly spell causes a downpour of gelatinous acid droplets. All creatures in the area of effect are coated by them and suffer 1d4 hp per round for the first 3 rounds, 1d6 for the next 3 rounds, and 1d8 per round thereafter. A creature receives a reflex save the first round it enters the area of effect. If successful the creature takes half damage each round of the storm; otherwise full damage is taken each round within the area of effect.

*Material Component:* A drop of acid.

### Acid Web

*By James Sutherland*

Conjuration

(Creation) [Acid]

Level: Sor/Wiz 4

As web, except the webs are also highly acidic. Any entangled creatures suffer 1d4 hp/round.

### Affability

*By James Sutherland*

Transmutation

Level: Trade 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

For the duration you gain a +8 enhancement bonus to charisma and a +15 competence bonus to Diplomacy checks.

*Material Component:* A lump of sugar and a drop of honey.

### Afterclap

*By unknown author*

Transmutation

Level: Chr 8, Time 8, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell dooms the target creature to repeat any punishment dealt to him in the last round. All damaging taken since the same initiative count on the previous round is again applied, in the same order,

immediately to the target creature.

*Material Component:* An hourglass, which must be turned over.

### **Agony's Grace**

*By Robert Blezard*

Conjuration (Teleportation)

Level: Dmn 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 round/creature targeted

Range: Medium (100 ft. + 10 ft./2 levels)

Target: One creature / 5 levels (max. 4 creatures)

Duration: Permanent (see text)

Saving Throw: Will partial (see text)

Spell Resistance: Yes

*Agony's grace* is a more powerful version of the *maze* spell. It was developed by an unknown wizard of Sigil who passed the spell onto the infamous tiewling, known as Ashenbach, before disappearing in mysterious circumstances.

*Agony's grace* allows the caster to *maze* one creature for every 5 caster levels depending on the number of rounds he or she is willing to take in casting the spell. Thus, a spellcaster who cast the two round version of the spell mazes two creatures, while the four round version of the spell mazes four creatures. The caster must decide which version of the spell he or she is using before casting the spell. The spell is treated as one spell for memorization purposes, however.

*Agony's grace*, unlike the *maze* spell, has a permanent duration. However, the targets of *Agony's grace* are allowed a Will saving throw to resist the permanent nature of the spell. If this save is successful then the targeted creature(s) is only affected as if by the *maze* spell. If the save is unsuccessful then the targeted creature(s) are permanently *mazed*.

Note that cursed minotaurs, and other creatures immune to the *maze* spell, are not completely immune to this spell. Such a creature that saves is not affected by the spell. If the save is failed then the creature is affected, as if it wasn't immune to *maze*. The duration is never permanent for such as creature.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape the *Agony's grace* spell. A plane shift spell or special ability may allow it to exit to whatever plane is designated, but the creature trying to escape must beat an Spell Resistance of 10 + the caster's level in order to use the ability. The attempt can be retried but each attempt adds a +1 penalty to the SR. Beyond this, nothing short of *wish*, *miracle*, or *greater paradox* can free the banished creature from the *Agony's Grace*.

*Focus:* A glass statuette depicting the Lord of Agony worth at least 5,000 gp.

*Special:* In Sigil, the Lord of Agony will send any spellcaster who casts this spell to the mazes. This

spell is also known as "Lord's Grace" (in Sigil) and "Greater Maze" (on the Material Plane).

### **Airboat**

*By James Sutherland*

Transmutation

Level: Drd 9, Elm (Air) 7, Sky 7, Sor/Wiz 8

Components: V, S, DF

Casting Time: 1 round

Range: See text

Effect: See text

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cast this spell on a cloud within one mile. It rapidly approaches you, forming a vessel of your imagining. It can hold up to one large sized creature per level of the caster; it can transport additional smaller creatures (double number for each decrease of size - so two medium creatures/level, four small creatures/level, etc.) The airboat can move 5 mph/level, directed by your mental commands (changing course is a standard action). When you are not concentrating on the airboat it continues following your last mental command. The airboat's maneuverability is clumsy. If it has not done so sooner, one minute before it is to expire the airboat will descend to the ground to allow passengers to disembark.

*Note:* An airboat can be boarded by other creatures up to its maximum capacity, but excess creatures find it is not solid enough to support them and fall through it.

### **Alternate Reality**

*By unknown author*

Transmutation

Level: Chr 2, Time 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

One roll from up to one round ago is re-rolled. A living creature that made the roll may attempt a Will save to keep the original result.

### **Alter Reality**

*By James Sutherland*

Transmutation [see text]

Level: Chr 9, Imperial Sor 9 (no wizards), Art 9

Components: V, S, F, XP

Casting Time: 1 standard action

Range: Touch and see text

Effect: See text

Duration: Concentration plus see text

Saving Throw: See text

Spell Resistance: See text

Using a paintbrush, you alter the very nature of reality around you. You can paint creatures or objects into existence, paint objects out of existence or paint conditions onto or off of creatures or objects. You can continue to *alter reality* as long as you maintain concentration on the spell.

You may paint creatures into existence. It takes one full round to make a Medium or smaller creature or object, two rounds to paint a Large creature or object, four rounds to paint a Huge creature or object, eight rounds to paint a Gargantuan creature or object and sixteen rounds to paint a Colossal creature or object. Such a creature or object has all the properties of a normal creature or object of its type, or of a specific creature (if you choose to paint a specific creature). You could, for example, paint the local high priest. Such creatures and objects are obviously magical creations but are completely functional otherwise (thus, you probably couldn't paint the local sheriff to get out of jail but you could paint him to help you fight). When you paint a creature it has only normal clothing (none of its usual gear). You may paint creatures with at most a total number of Hit Dice equal to your caster level (maximum of 30). Such creatures remain under your telepathic control at all times (changing their action requires a move-equivalent action on your part). You may paint objects worth up to your caster level x 2,000 gp. Such creatures and objects last as long as you concentrate. Alternately, you can paint a single, static object (such as a door or pit) and 'set' it in place; in this case, it will last 1 hour/level, but this is the only action that can be taken with this casting of *alter reality*.

Painting an object out of existence takes just as long as it would to paint it into existence. Non-magical objects do not receive a saving throw, but magic objects get a Will save (and SR, if appropriate) to avoid the effect. An object painted out of existence will return to exactly where it vanished at the end of this spell's duration. Alternately, you can choose to use a casting of *alter reality* to paint an object permanently out of existence, but this is the only action that can be taken with that casting of *alter reality*.

You can also paint conditions onto creatures or objects. You can paint a creature to make it paralyzed, stunned, frightened, enraged (as per a barbarian's rage), saddened (as per a crushing despair spell), happy (+1 morale bonus to attacks, saves, damage and checks) or ability damaged (any one ability of your choice suffers 2d4 points of ability damage). You can also remove any condition from a creature, such as poison, disease, fatigue, energy drain, insanity, etc- even death. Painting a condition onto or off of a creature takes a full-round action, regardless of the size of the creature, and draws attacks of opportunity from all creatures. The change in the creature's condition lasts until the *alter reality* ends. Alternately, you can use a casting of *alter reality* to permanently add or remove a condition to a creature,

but this is the only action that can be taken with that casting of *alter reality*. Though you must have part of the body to return a creature to life permanently through *alter reality*, it otherwise functions as a true resurrection.

*Focus:* A paintbrush. XP cost: 5000 (if permanently restoring a creature to life only).

### **Alustriel's Banner**

*By James Sutherland*

Illusion (Pattern)

Level: Art 2, Brd 2, Sor/Wis 2, Wmg 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One illusory banner

Duration: 1 round/level (D) (see text)

Saving Throw: None

Spell Resistance: No

This spell causes an impressive fanfare to sound as a banner appears in midair wherever you desire within range, even high in the air. The banner may be of any size or appearance desired, from rigid and shield-like to a long flowing pennant, and can look new or ancient. The banner may emit a glow if desired (as if the subject of a *light* spell) and may be dismissed with a free action. The fanfare must be trumpet or horn music that you have actually heard before. You must have seen any devices or seals to be used on the banner.

*Material Component:* Either a real trumpet or horn or a tiny model of one made of bone, ivory, whittled wood or metal.

### **Analyze Balance**

*By James Sutherland*

Divination

Level: Balance 1, Chr 1, Imperial 3, Sor/Wiz 1

As *detect evil*, but instead of evil you detect how far out of balance something is. "In balance" is defined as true neutral; "moderate" is one neutral alignment component (lawful neutral, for example); and "extreme" is a completely non-neutral alignment.

### **Anathema**

*By James Sutherland*

Transmutation [see text]

Level: Clr/Fvs 9, Imperial Sor 8 (no wizards)

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes the victim an outcast. No creature with an Intelligence score above 2 will willingly buy, sell, trade or otherwise do business with the victim. This is a mind-affecting ability. The unfortunate target

of this spell finds that all NPCs have attitudes of unfriendly at best; these attitudes will never improve except through magical means. The victim's friends and all PCs receive a Will save to avoid this affect.

Anathema can only be removed by a carefully worded *wish* or *miracle* spell.

### **Animate Flame**

*By James Sutherland*

Transmutation

Level: Elm (Fire) 5

Components: V, S

Casting Time: 1 standard action

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

Target: One fire source (see text)

Duration: 1 minute/level

Saving Throw: None (Will negates; see text)

Spell Resistance: No

With this spell, you seize control over a fire, allowing you to cause it to move from one fuel source to another, to blaze up and form a wall of flames, to die down to a smolder, to extend filaments of flame to attack creatures nearby, etc. You can affect a non-magical fire of Gargantuan size or smaller, or a magical fire of Huge size or smaller; a magical fire receives a Will save to avoid your control (it saves as its caster or creator). You may not control a fire with an instantaneous duration, such as a *fireball*. The fire you control may set other flammable objects alight, but you have no control over such secondary fires.

While the *animate flame* spell lasts, you can change its effect as if redirecting a spell (requiring a move-equivalent action that does not provoke attacks of opportunity). You may affect the fire in any of the following ways:

*-Flare Up:* The fire consumes its fuel, if any, at eight times the normal rate and burns out if its fuel is exhausted. This doubles the light shed by the fire and increases the damage the fire causes by 50%.

*-Move:* The fire will move in a straight line up to 60' per round, assuming that there's fuel for it to consume along the path you direct. A fire that moves through a creature's square deals that creature 2d6 hp of fire damage (Ref negates) unless the fire deals less damage than that normally, in which case it deals its normal damage. A fire that ends its movement in another creature's space deals damage to that creature normally unless it makes a Reflex save (in which case the creature moves to the nearest square or squares not occupied by the fire).

*-Wall:* The flames form a wall as high as the fire's longest dimension. The wall functions similar to a *wall of fire*, except that it does 1d6 points of fire damage to creatures within 10' of it and all creatures that would be damaged by proximity to it receive a Fortitude saving throw to negate the damage. Creatures passing through it suffer 2d6 hp of fire damage (Reflex half).

*-Attack:* You can direct the flames to attack nearby creatures (within the normal reach for a long creature of the fire's size, so a Huge fire would be able to attack creatures within 10'). The fire makes a touch attack at each creature that you direct that is within reach, using your base attack bonus. A successful hit inflicts 2d6 hp of damage unless the fire would normally do less damage, in which case it deals its normal damage. Directing the flames to attack one or more specific individuals requires a move-equivalent action each round, but if you direct the flames to attack all creatures that come within its reach you need not direct it each round.

An *animate flame* spell can cause the fire it animates to form rough shapes, change color to blue, white, yellow, red, orange or green, to die out entirely, or other similar effects (DM's discretion). You can direct an *animated flame* to take only one action at a time, though you could theoretically direct it to perform two different actions in one round (by using your standard action to redirect it a second time).

### **Appraise**

*By James Sutherland*

Divination

Level: Brd 1, Hou 2

Components: V, S

Casting Time: 1 standard action

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

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may instantly make an Appraise check with a +10 enhancement bonus on your check on the target object. This spell does not, however, reveal the object's properties or background to you.

### **Armor of Light**

*By James Sutherland*

Evocation [Light]

Level: Light 3, SoL 2, Sun 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level plus see text

Saving Throw: See text

Spell Resistance: No

You suffuse yourself with a radiant armor which enemies find difficult to look directly at. Any hostile creatures looking at you must make a Fort save or be blinded for as long as they look at you and for 1d4 rounds thereafter. Furthermore, the victim is dazzled (-1 to attack rolls) for one day. Attackers not looking directly at you give you concealment (20% miss chance) but avoid being blinded or dazzled.

### **Assess Caster**

*By James Sutherland*

Divination

Level: Brd 1, Clr/Fvs 1, Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

You instantly learn how powerful of a spell caster the target creature is, based on its caster level.

<i>Caster level</i>	<i>Detects as:</i>
1-4	Weak
5-10	Moderate
11-16	Strong
17-20	Very strong
21+	Overwhelming

### **Astonishing Sight**

*By James Sutherland*

Enchantment [Mind-Affecting]

Level: Hou 3

Components: S

Casting Time: 1 standard action

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

Target: Up to 6 creatures, no two of whom may be further than 20 ft. apart

Duration: 1d4+1 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You can appear to contort yourself into a position so odd and bizarre that the spell's targets are stunned for 1d4+1 rounds.

### **Aura of Balance**

*By James Sutherland*

Abjuration

Level: Balance 8, Imperial 9

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft. radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A green aura of pacific energy springs into being around the subjects, protecting them from attacks, granting spell resistance to spells cast by extreme creatures, and causing extremist creatures to become stunned when they strike the subject. (An extremist creature is wholly non-neutral, i.e. LG, LE, CG or CE.) This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. These bonuses apply against all attacks.

Second, each warded creature gains SR 25 against spells cast by extremist creatures or extreme spells. (An extremist spell is one that has two alignment descriptors.)

Third, the abjuration blocks possession and mental influence, just as *protection from extremism* does.

Finally, if an extremist creature succeeds on a melee attack against a warded creature, the offending attacker is stunned for 1d3 rounds unless he makes a successful Fort save against *aura of balance's* save DC.

*Focus:* A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500 gp.

### **Aura of Heat**

*By James Sutherland*

Evocation [Fire]

Level: Elm (Fire) 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You radiate an intense aura of heat. All creatures within 10 ft. of you suffer 2d6 hp of fire damage each round, those within 20' of you suffer 2d4 hp of fire damage each round, and those within 30' suffer 1d4 hp of fire damage each round. Furthermore, any creature or weapon striking you suffers 2d6 hp of fire damage. The *aura of heat* also distorts the air around you, giving opponents that rely on sight a 10% miss chance.

*Material Component:* A pinch of sand from a desert.

### **Baleful Polymorph, Mass**

*By James Sutherland*

Transmutation

Level: Drd 9, Sor/Wiz 9

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

Targets: One creature/level, no two of whom can be more than 30' apart

This spell works like *baleful polymorph* except as noted above.

### **Becalm Sails**

*By James Sutherland*

Transmutation

Level: Drd 2, Elm (Air) 3, Nautical 2, Sky 3

Components: V, S

Casting Time: 1 round

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

Target: One ship

Duration: 1 round/level

Saving Throw: Will negates (object; the ship uses the pilot's saving throw bonus)

Spell Resistance: Yes (object)

You becalm a ship's sails, taking the wind out of them. If the ship can move under oar power it can still move, but if it depends on its sails, it's in serious trouble. For the duration, it cannot move or turn and is a sitting duck.

### **Bend Path**

*By James Sutherland*

Transmutation

Level: Chr 2, Dmn 2, Imperial 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause space to warp around your target. If she fails a saving throw she finds that she can walk only in a circle and only in one direction. The path the victim inevitably walks is a circle within the following parameters:

- It has a minimum diameter of 15' minus your caster level

- It has a maximum diameter of 60 feet

- It has a distinct direction

The caster sets these parameters as he or she casts the spell.

If obstructions stop the character's progress along the circular path, she will be able to move only along the edge of the obstruction to where she can resume her path.

*Material Components:* A stick and glue model of a hyperspatial object. Constructing such a figure requires four hours and a successful knowledge (mathematics) check, DC15.

### **Bisect**

*By James Sutherland*

Transmutation

Level: Dmn 3, Imperial 7, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Bisect deals 1d6 hp of piercing damage per level of the caster to a single creature or object, maximum of 10d6, attempting to split it in two with a dimensional wedge. This damage ignores hardness. Treat this as magic damage for purposes of overcoming damage reduction. In addition, a target that is affected is stunned for one round by the forceful attack.

### **Bite Spirit**

*By James Sutherland*

Necromancy

Level: Necromancy 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

A direct attack on the life force, bite spirit inflicts 1d2+1/level hp of damage (max +5). Worse, if the victim's saving throw fails and is a natural 1 the target is stunned for 1 round. If you have Spell Focus (Necromancy) this "threat range" for unconsciousness becomes 1-3; if you have greater Spell Focus (Necromancy) this becomes 1-5.

### **Black Pearl Eye**

*By Robert Blezard*

Transmutation

Level: Nautical 8, Sky 8, Sor/Wiz 8

Components: V, S, F/DF, Ritual, Shipboard

Casting Time: 1 hour (see text)

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Fort partial

Spell Resistance: Yes

The *black pearl eye* spell is a powerful nautical spell, which must be cast on board a sailing ship. This spell causes the target creature to gain the following benefits: Darkvision 60 ft., low-light vision, and *freedom of movement*. These abilities are considered permanent supernatural abilities when the target is on the sailing ship or within 1 mile of the ship out at sea (including underwater). However, the *black pearl eye* does not grant the target these benefits while on land.

In order to receive the benefit of this spell, the target and caster must spend one month aboard the ship to be attuned to the spell, as part of a ritual, never leaving the ship for any reason. After this time has elapsed, the spellcaster casts the spell, which takes 1 hour of time to prepare the focus of the spell. At the end of the casting time the caster hands the focus to the target whom must then forcibly pull out one eye and place the *black pearl eye* in the bleeding eye socket.

The power of the spell takes over fusing the focus with the empty eye socket. This is an extremely painful process, which forces the target creature to make a Fortitude saving throw or take 2d6 points of permanent physical damage and 2 points of permanent Charisma loss. Even if the save is successful the target creature still takes 2d6 points of normal physical damage and 1 point of permanent Charisma loss.

As noted above, the *black pearl eye* doesn't function on land becoming an inert pearl, which looks like a blackened glass eye. While the eye is functioning it gives off an eerie incandescent glow, which is noticeable to all casual observers.

This spell is well known amongst the pirates of the Wakuna Sea, as well as the populace of Freeport of the Serpent's Teeth (located in the region known as the Serpent Waters). It is rare amongst the Island Kingdoms of Merria of the Traders' Sea and the continent of Triadora. It is very rare everywhere else, although any cleric who has access to the Nautical Domain has access to the spell.

Nothing short of *wish*, *miracle*, or *greater paradox* will remove a black pearl eye from the targeted creature's eye socket. The black pearl eye can be forcibly removed from the targeted creature but this always forces another Fortitude saving throw. If the save is successful then the target takes damage as if it had failed its original save. If the save fails then the target dies. As a result, those who have had the spell cast for them are very protective of the *black pearl eye*.

*Focus:* A black pearl worth at least 5,000 gp. This pearl is permanently affixed to the target of the spell and cannot be reused even if it is somehow removed from the target's eye socket.

### **Black Visions**

*By James Sutherland*

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Intoxication 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target violent hallucinations of extraordinary vividness and intensity. They are incredibly disturbing to the victim, who suffers a -10 competence penalty to Listen, Search and Spot checks, and a -4 competence penalty on attack rolls, skill checks (other than as noted above) and ability checks. The victim is allowed a new saving throw each round to throw off the spell's disorienting effects.

Victims who are attacked will defend themselves but unless already in a violent state will be caught flat-footed.

*Material Component:* A stalk of hemlock.

### **Blackmantle**

*By James Sutherland*

Necromancy [Evil]

Level: Clr/Fvs 7, Darkness 5, Necromancy 4, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 1 round

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

Area: 30-ft. radius emanation

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

*Blackmantle* creates a shimmering dark haze in the air that negates all healing and regeneration within its area. Spells that heal hit points, subdual damage or ability damage are cast normally but have no effect. Creatures may check their spell resistance against it upon first entering its area; if you fail to overcome a creature's SR it can be the subject of healing or regeneration.

Additionally, an area under a *blackmantle* effect grants concealment to all creatures within it (miss chance 20%), even against creatures with darkvision.

*Blackmantle* counters and dispels, and is countered and dispelled by, *circle of healing*.

*Material component:* ?

### **Blessed Abundance**

*By James Sutherland*

Conjuration (Creation)

Level: Clr/Fvs 7, Creation 7

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You duplicate a specified amount of non-magical, nonliving vegetable or animal matter, such as food, rope, etc. You may create up to five cubic feet per level of the matter. The original item to be duplicated must be one cubic foot or smaller in size. For example, if you cast this spell on a loaf of bread  $\frac{1}{2}$  cubic foot in size, you could create ten loaves per caster level.

### **Blessed Watchfulness**

*By James Sutherland*

Enchantment

Level: Clr/Fvs 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Blessed watchfulness* confers exceptional powers of alertness to the target. The spell's subject remains awake, alert and vigilant throughout the spell, gaining a +4 sacred bonus to Spot and Listen checks and to saves vs. *sleep* effects.

### **Bloodbath**

*By James Sutherland*

Conjuration

(Creation) [Evil]

Level: Blk 4, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)  
Effect: Blood spreads 40 ft., 20 ft. high  
Duration: 1 round/level  
Saving Throw: See text  
Spell Resistance: No

*Bloodbath* creates gouts of hot blood that pour unceasingly forth, summoned from those places where only maddened conjurers dare meddle.

All creatures in the area of effect must make Reflex saves every round that they attempt to move in the slippery blood; failure indicates that they fall instead. Additionally, all objects and creatures and coated with the greasy blood. Whenever any creature in the area attempts to use an item not secured to them (wand, weapon, etc.) they must make a Reflex save or drop it. A creature attempting to move and attack in the same round makes but a single Reflex save.

All creatures within the area must also make a single Will save. Failure indicates that the horror of being in literally gallons of fresh blood is too much to face with equanimity and the creature suffers a -2 penalty to its initiative (even if it's already been rolled as the creature's already in combat) and a -1 circumstance penalty to AC.

*Material Component:* A vial of the mixed blood of at least seven massacred creatures (slaughtered together at the same time).

### Body Clock

*By James Sutherland*

Transmutation

Level: Chr 4, Imperial 5, Time 4

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Body Clock gives the subject great control over the interaction between its body and time. This has the following effects:

- Every hour of sleep counts as ten
- The subject's breathing slows, allowing her to hold her breath for ten times as long as normal before making Constitution checks. This also gives the subject a +4 circumstance bonus to saves against inhaled attacks.
- The subject can set internal alarm clocks to wake her up at any time within the duration.
- The subject becomes immune to *slow* spells for the duration.

*Material Component:* A kernel of corn, a drop of water and a stoppered glass bottle.

### Bonebreak

*By James Sutherland*

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: Yes

This spell causes one of the target's bones to break. Targets without bones are immune to this spell, but it will affect corporeal undead (assuming they have bones). The victim suffers 5d4 hp of damage. Unless a save is made, a bone breaks:

1.10	Cheek/face bone (1d6 points temporary Cha damage)
11.15	Neck (2d6 points temporary Dex damage)
16.25	Ribs (-10' speed)
26.35	Shoulder (-4 with that arm)
36.55	Arm (-2 with that arm)
56.60	Hand (can't hold or grip)
61.70	Hip (can't walk til tended with a Heal check, DC20, or healed).
71.90	Leg (Move ½ speed, -2 to all checks involving the legs)
91-0	Ankle (1d6 temporary Dex damage)

The secondary effects of *bonebreak* last until one week unless healed otherwise.

*Material Component:* A splinter of bone.

### Bonefreeze

*By James Sutherland*

Transmutation [Cold]

Level: Elm (Water) 8, North 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

With a touch you freeze a creature solid. It dies instantly unless totally immune to cold damage, but even then it is immobilized until it thaws in 1d4 minutes. If the creature is dead it can be shattered with a single blow.

A creature that makes its saving throw suffers 8d8 points of cold damage and is numbed (suffering a -4 circumstance penalty to strength and dexterity for 1d4 minutes).

### Bone Spur Explosion

*By Robert Blezard*

Necromancy [Evil]

Level: Necromancy 1, Sor/Wiz 2

Components: S, M, DF

Casting Time: 1 standard action

Range: 10 ft.  
Targets: Living creature  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

The victim's body grows 3d4 bone protrusions that explode as bone spurs for 1 point of damage per spur to those within 10 feet. The victim takes 3d4 points of physical damage and 1d4-1 Constitution damage due to blood loss. The victim can have the physical damage healed magically but the Constitution damage must be healed naturally, at one point per day until fully recovered.

The caster of this spell must make a successful ranged touch attack against the victim. If the attack fails then nothing happens and the spell is used for the day.

*Material Component:* human finger bone, which is consumed during the casting.

### Brainkill

*By James Sutherland*  
Necromancy [Mind-Affecting]  
Level: Clr/Fvs 6, Necromancy 6, Sor/Wiz 6  
Components: V, S  
Casting Time: 1 round  
Range: Touch  
Target: One creature  
Duration: Permanent  
Saving Throw: Will negates  
Spell Resistance: Yes

You can permanently burn from the memory of one creature all knowledge of either a specific place or person or a time period of up to one year (you choose). The spell works only on creatures of Int 3 or higher. It destroys part of the subject's brain, dealing 1d6 hp as it excises the chosen memory (this is in the form of a terrific headache).

*Brainkill* only affects the victim's ability to recall factual information such as names, places, traits, etc. It has no effects on skills or experience (so a character who learned to swim and had the memory of it excised through this spell would still know how to swim but wouldn't remember the lessons, teacher, places where he swam, etc.)

Lost memories can be relearned or regained through a *greater restoration*, *heal* or similar powerful magic (*wish*, etc.)

### Break Spirit

*By James Sutherland*  
Enchantment [Mind-Affecting]  
Level: Brd 5, Clr/Fvs 5, Sor/Wiz 5, Spirit 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Duration: Instantaneous  
Effect: Ray  
Saving Throw: Will negates

Spell Resistance: Yes

This spell drains the willpower, morale and defiance of the target, dealing 1d6 temporary points of damage to the target's Intelligence, Wisdom or Charisma (your choice) and 1d2 points of temporary damage to each of the other two mental abilities.

### Brightfire

*By James Sutherland*  
Transmutation [Fire]  
Level: Drd 3, Elm (Fire) 3, Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One fire (up to 100 ft. on a side)  
Duration: 1 minute/level  
Saving Throw: None  
Spell Resistance: No

You cause a fire (normal or magical) to burn with a silvery-white blaze, intensifying its heat. If it already is hot enough to damage creatures near it, the range(s) at which it does double(s), any save DCs increase by 2, and damage is increased by +2. If the fire deals variable amounts of damage at different distances, all receive the +2 bonus.

If the fire was not hot enough to deal damage previously, it deals 1d6+2 hp to all creatures within 10' of it while under the influence of *brightfire*.

*Material Component:* An alchemical powder called Blackburn.

### Call Upon Faith

*By James Sutherland*  
Conjuration (Summoning)  
Level: Clr/Fvs 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: See text

You call upon the sacred power you worship and your faith is rewarded. You receive a +3 sacred bonus on any one roll made before the end of your next turn.

### Captivating Art

*By James Sutherland*  
Enchantment (Compulsion) [Mind-affecting]  
Level: Art 7, Beguilement 8  
Components: V, S, M, DF  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Effect: Emanation in a 20-ft. radius from one work of art  
Duration: 1 minute/level  
Saving Throw: See text  
Spell Resistance: See text

You cause one work of art, such as a book, painting, sculpture, etc. to captivate any creatures that approach it. Any creature entering the emanation may check SR

and make a Will save; failure indicates that it stops to examine the work of art for the duration. If a creature is attacked, the spell is broken for that creature.

### Chain of Disasters

By Brannon Hollingsworth

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

The *chain of disasters* spell is located in *Son of a Portable Hole*, a D20 resource by E.N. Publishing. You can download the PDF for free at [RPGNow.com](http://RPGNow.com).

### Chariot of Sustarre

By James Sutherland

Conjuration (Summoning) [Fire]

Level: Drd 8, Elm (Fire) 8, Sky 9

Components: V, S, M

Casting Time: 1 round

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

Effect: Flaming chariot

Duration: 1 hour/level

Saving Throw: None (see text)

Spell Resistance: Yes (see text)

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the Elemental Plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at a speed of 60 feet on the ground, 150 feet flying, (average maneuverability) and can carry you and up to seven other creatures of man-size or less. You must touch the passengers as you cast the spell in order to designate them and protect them from the chariot's flames. Creatures other than you and your designated passengers sustain 2d6 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures are entitled to check spell resistance against the chariot, but only once.

You control the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. The flaming creatures that pull it are essentially Large fire elementals with fast healing 2. They understand Common, but they speak Ignan. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle is struck only by magical weapons (DR 10/magic) or by water (one quart of which inflicts 1 point of damage). The chariot itself is AC 18, and can sustain 100 hp before being destroyed. Naturally, fire has no effect upon either the vehicle or its steeds, and all passengers are utterly protected against fire as well. Other spells, such as a successful Dispel magic or Dismissal, will force the chariot back to its home plane, without its passengers.

At any time, as long as you can see the chariot, you may speak a command word to detonate it in a 20' burst that inflicts 10d6 points of fire damage (Reflex half).

*Material Components:* A small piece of wood, two holly berries, and a fire source at least equal to a torch.

### Choose Future

By James Sutherland

Divination

Level: Chr 3, Imperial Clr/Fvs 5, Imperial Sor/Wiz 5, Time 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

In the round after which you cast this spell the subject is allowed to roll twice for any attacks, saves or checks and take the roll she prefers.

*Material Component:* Two grains of sand and a rose petal.

### Cinderspell

By James Sutherland

Abjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: One spellcaster

Duration: 10 minutes/level or until triggered

Saving Throw: Will negates

Spell Resistance: Yes

A *cinderspell* works by sapping the magical energy that transports the next spell the target casts. The spell takes effect normally but with its effect centered on its own caster. Though this is fine if the spell is *stoneskin* it is problematical if the next spell cast is *disintegrate* or something similar.

### Comprehend Rebus Talk

By Robert Blezard

Divination

Level: Brd 0, Clr/Fvs 1, Sor/Wiz 1

Components: S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

As per *comprehend languages*, except this spell only allows the caster to understand the visual, pictographic language of the dabus of Sigil. The caster can also understand the meaning of any rebus talk symbols, which have been marked down in a written format, although such documents are extremely rare.

*Comprehend rebus talk* cannot be made permanent.

*Material Component:* A tiny clay statuette of a dabus.

*Special:* In the Mirrored Cosmology, *comprehend languages* cannot interpret the rebus talk of the dabus of Sigil.

### **Conceal Temporal Anomaly**

*By unknown author*

Abjuration

Level: Chr 6, Time 7

Components: V, S, M

Casting Time: 1 hour

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

Target: One temporal effect

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell shields a temporal disturbance (such as a slipgate or *temporal wall*) from detection. A *detect temporal anomaly* spell has only a 25% chance to reveal the effect, as does a *true seeing* spell (Which also requires a Spellcraft check (DC 25) to determine the exact cause of the disturbance.) Temporal vortices may be hidden, but the caster must make a Will save (DC 25) or lose 1 point of Constitution and Wisdom permanently.

*Material Component:* An hourglass, which must be covered with a cloth.

### **Conflagration**

*By unknown author*

Evocation [Fire]

Level: Elm (Fire) 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

This gruesome spell sets a living creature on fire, incinerating its hair, and clothing, and at least the top layer of flesh.

The target takes 2d6 damage each round, with no saving throw. Individuals within 10 ft. of the target are allowed a Reflex saving throw. Failure means that they, too, take the 2d6 hit points of fire damage; success means the damage is halved. As conflagration inflicts continuous damage, Concentration checks are required to cast spells in the area.

The living target of the conflagration can move and fight normally as long as he lives, and all those within 10 ft. at any time during the round are subject to fire damage.

Death brings no relief. Upon death, the target's corpse falls under the control of the caster (if he is within range), who can animate the target as a standard action, causing the body to stagger 20 ft. each round, spreading further destruction.

Conflagration is difficult to thwart without magical means. Spraying the target with water or sand

only creates a billowing cloud of steam or hot dust within 20 ft. of the target, causing 4d6 points of additional fire damage to those within the cloud (but not to the target). Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1 point per round for both the target and those within 10 ft. A well or reflecting pool does not contain enough water for this task, but a small lake does.

*Material Component:* A wax doll.

### **Contrariness**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Hou 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target creature to become argumentative and contrary. He won't agree with anything and will try hard (via sense motive checks) to avoid being duped into going along with anything through reverse psychology or silly tricks like that.

### **Control Light**

Transmutation [Darkness, Light]

Level: Clr/Fvs 4, Stellar 5

See *Relics & Rituals* page 60.

### **Control Ship**

*By James Sutherland*

Transmutation

Level: Nautical 4, Sky 5

Components: V, S

Casting Time: 1 round

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

Target: One ship, up to 10-ft. long/level

Duration: Concentration, up to 1 minute/level

Saving Throw: Will negates (object or pilot)

Spell Resistance: Yes (object)

You gain control of the target ship's movement. It moves in the direction and at the speed at which you desire (up to its normal maximum speed) as long as the oars are manned or the sails are furled.

### **Control Vermin**

*By James Sutherland*

Enchantment (Compulsion)

Level: Drd 3, Insect 3, Vermin 2

Components: V, S

Casting Time: 1 standard action

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

Target or Targets: One or more vermin, no two of which are more than 20 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell works by controlling the bodies and primitive nervous systems of vermin, not their minds (as they have none). You can affect a maximum of up to your level in HD. You may command the vermin with hand gestures as a move-equivalent action, as if redirecting a spell, and the vermin will do anything not immediately self-destructive at your command. Self-destructive commands will be ignored.

Vermin with minds (e.g. puppeteers) cannot be affected by this spell.

### Copy

*By James Sutherland*

Evocation

Level: Brd 0, Clr/Fvs 0, Hou 0, Imperial 1, Sor/Wiz 0

Components: V, S, F, M

Casting Time: 1 round

Range: Touch

Target: See text

Duration: Permanent

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can copy a non-magical written or drawn document. You must have a blank parchment or book of sufficient size to hold the copy. You hold the blank material over the item to be copied and cast the spell; note that objects in a creature's possession receive a saving throw. The copy is a perfect duplicate.

*Focus:* The blank book or parchment.

*Material Component:* A drop of black ink.

### Corrosive Touch

*By James Sutherland*

Transmutation

Level: Imperial Clr/Fvs 8, Imperial Sor/Wiz 5, Slime 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature or object

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Your hands exude a corrosive slime. Your touch deals 2d6 acid damage to creatures and 6d6+1/level (max +20) to objects, ignoring the hardness of any object except for glass and similar crystalline substances. On a large object this damage affects a 3' radius.

Constructs suffer damage of 4d6+1/level (max +20).

You may not make more than one attack with this spell in a round.

### Countermagic

*By James Sutherland*

Abjuration

Level: Brd 6, Clr/Fvs 7, Drd 9, Sor/Wiz 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D) or see text

While you have *countermagic* up it makes a free dispel attempt (1d20+your level, maximum of +10) on every spell or spell-like ability that affects you. If any dispel attempt fails your *countermagic* collapses.

*Material Component:* Diamond dust worth at least 20 gp and a miniature steel shield.

### Count Horde

*By James Sutherland*

Divination

Level: Dragon 1, Greed 1, Imperial Clr/Fvs 2, Imperial

Sor/Wiz 0, Wealth 3

Components: V, S

Casting Time: 1 round

Range: Special

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell you slowly turn in a complete circle while you stand within your horde. You gain an instant 100% accurate mental tally of everything in it.

### Create Slippgate

*By unknown author*

Transmutation

Level: Chr 5, Time 6

Components: V, S, M

Casting Time: 1 hour

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

Effect: 20-sq. ft. flat temporal gate (see text)

Duration: Permanent (see text)

Saving Throw: Special

Spell Resistance: No

The caster creates a permanent gate between Material Plane and the Temporal Prime. The slippgate is totally flat, but may be in any contiguous shape the caster desires, up to 20 square feet.

After the spell is cast, the caster must make a Will save (DC 20) or the gate collapses in one round.

*Material Component:* A 5,000gp diamond subjected to the Temporal Prime for one day.

### Create Swamp

*By James Sutherland*

Transmutation

Level: Creation 8, Imperial Drd 9

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Up to four 10-ft squares/level of ground sinks (S)

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No

This spell causes the area you select to sink down a

number of feet equal to your caster level. Water rises up from the ground to a depth equal to half the depth of the swamp, maximum of 5'. Buildings both in and out of the area when the swamp is created suffer 8d8 points of damage, possibly having sections break or even entirely collapsing. Creatures exposed to the filthy water must make Fortitude saves against the DC of this spell or contract swamp fever (identical to filth fever except that the DC is much higher).

### **Create Thief**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Greed 3

Components: V, S, M, DF

Casting Time: 1 standard action

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

Target: 1 creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You turn the victim of this spell into a greedy thief. For the duration, if she sees any object worth more than 25 gp she must try to steal it (the longest she can wait is one hour plus ten minutes per point of wisdom bonus).

The spell's victim also gains a +6 competence bonus on open locks, sleight of hand, disable device and climb checks for the duration, and may use any of these skills as if she had ranks in them.

*Material Component:* A set of thieves' tools.

### **Crusade**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

[Language-Dependant]

Level: Clr/Fvs 4, Imperial 6, Wmg 5

Components: V, S, M, DF

Casting Time: 10 minutes

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

Targets: Up to one willing creature per level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When you preach a crusade all the recipients (including yourself, if desired) gain bonuses against the target of the crusade. The crusade must be against a nation, species, alignment, religion or organization. Anyone swearing to a crusade (the subjects of the spell) must attack any creature he sees that is a member of the target group and may not willingly leave the battle unless reduced to less than 10% of his total hit points.

When doing battle against the target group the crusaders get a +2 morale bonus to saves and attack rolls. Crusaders also get a +2 morale bonus to skill checks made to facilitate attacking opponents (for example, a climb check to enter the enemy castle).

*Material Component:* A sacrifice pleasing to your deity worth at least 500 gp.

### **Crushing Walls**

*By James Sutherland*

Transmutation

Level: Seals 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One room, up to six 5-ft. squares/level

Duration: Permanent until activated, then 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You enchant the walls of a chamber so that they crush intruders. When you cast the spell, you may specify as many individuals as you like as exempt from the spell's effects. Any other creature entering the room triggers the effect. The walls react to invisible creatures but not to ethereal creatures. 1d4 rounds after intruders enter the chamber, all doors and windows are *divine locked* and the set of walls with the narrower gap start moving inexorably together at a rate of 5' (each) per round. It requires a strength check with a DC equal to 20 + your caster level to stop a wall's progress for one round. The walls can be destroyed normally or braced with a strong object; but any brace must survive the crushing damage the walls inflict to keep them from destroying it. Additionally, a successful *dispel magic* will cause the walls to resume their original configuration.

If the walls meet, all hapless creatures and objects of above Fine size squished between them suffer 5d10 hit points of crushing damage per round. Upon the spell's expiration, the walls retract to their original position.

*Material Component:* A 1" iron cube and a walnut shell.

### **Curtain of Rain**

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Water) 7, Sky 7

Components: V, S

Casting Time: 1 standard action

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

Effect: Curtain of rain 10-ft thick, up to 10 ft. high/level and 10 ft. long /level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A *curtain of rain* is a sheet of driving precipitation that blocks all vision and hearing from the other side, prevents missile fire or line of effect and is very difficult to pass. Any creature attempting to push its way must make a successful Strength check, DC 30, or be pushed back; each attempt is a full-round action and, regardless of success or failure, the creature

suffers 5d4 points of non-lethal damage in the attempt. Creatures with the fire subtype instead suffer 5d6 hp of real damage, and this damage counts as lethal damage even against fire creatures that regenerate. It is impossible to fly through a *curtain of rain*; creatures attempting to do so are knocked prone to the ground in the attempt, suffering damage as if attempting to pass through and falling damage in addition. Creatures emerging from the curtain are dazed for one round.

All fires that pass through the *curtain of rain* are extinguished, except possibly fire elemental creatures (if they survive the trip through the curtain).

### **Dancing Dead**

*By James Sutherland*

Necromancy [See text]

Level: Clr/Fvs 5, Sor/Wiz 5, Undeath 5

Components: V, S, F, DF

Casting Time: 1 standard action

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

Target: One corpse; size: small to large

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: None

When you cast this spell you animate a corpse, causing it to caper and dance. All creatures within 60' of it must make Will saves or gape at it, taking no actions except to follow the dancing dead at their normal movement, totally fascinated by it. This is a mind-affecting compulsion effect. You may direct the corpse within range. Attacking creatures gaping at the dancing dead catches them flat-footed but breaks the effect of the dance on that victim.

*Focus:* the corpse.

### **Dead Air**

*By James Sutherland*

Transmutation

Level: Imperial Clr/Fvs 9, Imperial Sor/Wiz 7, Elm (Air) 8, Sky 8

Components: V, S

Casting Time: 1 standard action

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

Effect: 10-ft. radius/level spread of foul air

Duration: 1 hour/level

Saving Throw: None (see text)

Spell Resistance: No

This spell causes a large area of air to fill with an amber haze. All the usable oxygen is destroyed and new breathable air immediately spoils (unless sealed in an airtight container) upon entering the effect. Within the dead air, the following effects occur:

-Creatures must hold their breath or suffocate. Normally a character can hold her breath for 2 rounds/point of constitution but in an area of dead air this is reduced to 1 round / 2 points of Constitution.

-Visibility is limited. Up to 15' creatures have 50% concealment; beyond that all creatures and objects have 100% concealment.

-Within the dead air, fires will burn out in a single round.

-Every round spent within the dead air saps the strength of creatures that breathe, doing 1d6 points of temporary strength damage. Fortitude save negates each round (DC 15).

-Upon leaving the dead air creatures immediately catch fire, suffering 1d6 hp of fire damage each round until succeeding at a Reflex save (DC 15).

### **Dead Man's Eyes**

*By James Sutherland*

Necromancy [Death] [Evil]

Level: Sor/Wiz 6

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: See text

When you cast this spell your eyes turn black and the pupils reshape into white skills. Once per round as a standard action you can attempt to gaze into the eyes of a single creature within 10 feet. Victims are allowed spell resistance and must make a Fort save or be affected as follows:

-Victims with 5 HD or less die. A successful save still results in 2d6 hp of damage.

-Victims with 6-8 HD suffers 2d6 hp. If it fails its saving throw, you roll 1d6/level, and if the total exceeds the victim's current hp, it dies.

-Victims with 9 HD or more suffer 2d6 hp.

At the end of the spell's duration there is a 5% chance that you go blind.

*Material Components:* Two eyeball-sized glass marbles, the same color as your eyes.

### **Death's Door**

*By James Sutherland*

Transmutation

Level: Fortitude 3, Wmg 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level

Duration: 1 minute/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell extends death's door for the subjects. Instead of dying at -10 hit points, affected creatures die at -30 hit points. Creatures with the Cling to Life feat instead add 20 to the negative total they can reach before dying (so if the creature would normally die at -19 hp, it instead dies at -39).

### Death State

By James Sutherland

Necromancy

Level: Sor/Wiz 1, Undeath 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You take on the special qualities of an undead for the duration, and can be turned, rebuked, commanded or destroyed by a cleric.

### Defensive Harmony

By James Sutherland

Abjuration

Level: Clr/Fvs 4, Wmg 5

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: One creature/two levels, no two of who can be more than 20 ft. apart

Duration: 1 round/level or see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell must be cast on at least two creatures, and it lasts until either the duration ends or the group separates too much. Although at the time of casting all subjects must be close together, the spell only breaks if any subject is more than 60' away from the farthest other subject. The spell's effects, however, only apply when the entire group is working together (fighting the same battle, etc.)

*Defensive harmony* grants all recipients a +1 dodge bonus to AC per other member of the group, up to a maximum of +5. This is the result of the creatures harmonizing their defenses and constantly aiding one another. If a single creature leaves the battle the bonus is lost for all, though if members of the group are killed or incapacitated it is not.

### Den of Sin

By James Sutherland

Conjuration (Creation)

Level: Beguilement 7, Imperial Brd 6, Imperial Sor/Wiz 7, Seduction 6

Components: V, S, M

Casting Time: 1 round

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

Effect: Door to extradimensional pleasure palace

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You conjure a door to an extradimensional brothel. Creatures you design may enter with you, but once you pull the door shut from inside it vanishes to the outside. All creatures within are beset by gorgeous females in a soft-lighted cushioned environment well appointed for various acts of sin. Drugs are plentiful,

and the madam is pleasant and jovial. To stay, characters must spend 25 gp/hour, but in so doing they are allowed a variety of worldly pleasures. In fact, their stay is so pleasant that every hour heals them 2 hp and 1 point of ability damage. At the end all fatigue and exhaustion penalties, as well as all subdual damage that remains, is removed. Creatures may leave before the spell expires if they run out of money (or decide they don't want to run out of money).

*Material Component:* An erotic painting or book of erotic prose.

### Delay Damage

By unknown author

Transmutation

Level: Chr 7, Time 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell intercepts physical attacks and shifts some of the effects into the future, allowing the chronomancer to prepare. The magnitude of the shift depends on the type of attack.

If the attack does physical damage, half the damage is applied immediately, and the other half is applied when the spell duration ends.

If the attack produces a spell effect that would disable the caster or otherwise remove him from combat, the effect is delayed until the end of the spell. Preventative actions can be taken to negate the effect before the end of the duration. (Such as casting *freedom* to negate the effects of an *imprisonment* spell, or gaining an immunity to the effect, for instance)

The spell itself is has not been stopped and even entering an area of an *antimagic field* or dead magic zone will not stop an effect from occurring. Only the spell effect can be negated.

### Delay Image

By unknown author

Transmutation

Level: Chr 1, Time 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell may be cast in one of two ways, *delay image* or *advance image*, chosen at time of casting.

When *delay image* is cast, the recipient is surrounded by a thin magical aura that bends time slightly, causing the person's image to appear one second behind actual motion. This gives a +2 distortion

bonus to AC and a +1 distortion bonus to saves.

When *advance image* is cast, the recipient is surrounded by a thin magical aura that bends time slightly, causing the person's image to appear one second ahead of actual motion. This gives a +1 distortion bonus to attack rolls, as opponents misjudge his blows.

### **Desire**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguilement 1, Hou 1, Imperial 3, Seduction 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to immediately seek sexual release from the nearest appropriate creature.

Unfortunately, if there's nothing around that looks good, the desire will overcome the victim and he will go for whatever looks bad- his squire, that beholder over there, etc. If all else fails the victim will pleasure himself. While overcome with desire the victim suffers a -2 circumstance penalty to initiative, attacks and skill checks. However, any attack or otherwise hostile action from any creature other than the subject of the victim's amorous attention breaks this spell's influence immediately.

### **Detect Temporal Anomaly**

*By unknown author*

Divination

Level: Chr 2, Sor/Wiz 3, Time 2

Components: V, S

Casting Time: 1 standard action

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

Area: 90-degree cone

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The chronomancer can scan a 90-degree cone to the limit of the range within the Temporal Prime from the Material Plane for temporal anomalies. If detected, the chronomancer must make a Knowledge (the planes) check (DC 20) to determine the cause of the anomaly.

### **Devolutionary Warrior**

*By unknown author*

Transmutation

Level: Chr 5, Time 7

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

The subject's fighting ability is increased at the cost of its mind. The recipient gains 2d4 points of Strength, Dexterity and Constitution bonus and loses 4d4 points of Intelligence, Wisdom and Charisma to a minimum of 1. These are considered inherent bonuses. Nails and teeth become sharper and usable as weapons (as suitable for the creature's type and size). At an Intelligence of 5 or below, the devolutionary warrior shuns weapons, but gains a claw/claw/bite natural attack routine.

### **Dimensional Blade**

*By James Sutherland*

Transmutation

Level: Chr 3, Dmn 3, Imperial Sor/Wiz 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One slashing weapon, up to 3 lbs./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell makes a weapon incredibly sharp by making it come to a two-dimensional edge. The dimensional blade makes touch attacks and gains a +2 enhancement bonus. Its threat range increases by 3 (19-20 becomes 16-20), stacking with the improved critical feat or the keen property, and any critical hits are treated as if the wielder had the lethality feat. A *dimensional blade* ignores hardness and can deal double damage against unmoving objects.

### **Disbelief**

*By James Sutherland*

Abjuration

Level: Beguilement 7, Imperial 9, Thought 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

You convince yourself that any or all objects in an area up to a 10-ft cube or as many as four creatures do not actually exist. While this spell lasts, these objects cannot harm you, and you can pass through them as if they didn't exist. Of course, if you take any action against them you acknowledge their existence and this spell ends. You disbelieve the same creatures or objects for the duration of the spell.

Disbelieving a creature includes all its gear and treasure carried. *Disbelief* is not automatic; to successfully disbelieve you must make a Will save against the DC of your own spell.

### **Discern Vulnerabilities and Strengths**

*By James Sutherland*

### Divination

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates (plus see text)

Spell Resistance: No

You are able to learn the weakness or strengths of a target creature. If the target creature makes an initial Will saving throw, it is unaffected.

If the spell succeeds, you must choose whether to discern vulnerabilities or strengths. If you choose to discern vulnerabilities, you learn one per round (such as weakest saving throw type, vulnerability to a specific type of damage, or moral or personal weaknesses such as women, greed, etc). If you instead choose to discern strengths, you learn one per round (such as damage reduction, including what penetrates it, highest save, special qualities or personal or moral forms of strength, such as devotion to duty, honesty, etc).

You may decide to switch from discerning vulnerabilities to discerning strengths, but if you do so the victim gains another Will saving throw to negate the spell's effects.

*Material Component:* A crystal lens.

### Dispel Exhaustion

*By James Sutherland*

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to 4 creatures touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipients of this spell feel refreshed and rested, effectively gaining 2 hp / hit die, as if they'd had a day of full rest. However, these are phantasmal hit points and are all lost at the spell's expiration. *Dispel exhaustion* does not stack with itself.

While *dispel exhaustion* is in effect each recipient can gain a +20 feet enhancement bonus to their base speed for one round out of ten. When it expires, anyone who chose to do so is fatigued until he or she can rest for an hour.

### Dispel Extremism

*By James Sutherland*

Abjuration

Level: Balance 6, Imperial 8

As *dispel evil*, except that it functions against creatures of extreme alignment (LG, LE, CG, CE).

### Distance Distortion

*By James Sutherland*

Transmutation

Level: Chr 3, Dmn 3, Imperial Brd 6, Imperial Clr/Fvs 5, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Effect: See text

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows you to manipulate and distort distances within range, making them either shorter or longer. All distances are effectively either half as long or twice as long as they really are (for movement purposes only). You can change the distortion throughout the spell's duration (from shorter to longer or back to normal) as a standard action.

### Distill Darkness

*By James Sutherland*

Transmutation

Level: Darkness 4, Imperial 7

Components: V, S, M, Ritual

Casting Time: 8 hours

Range: Special

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to distill darkness into an inky liquid. It is a long and exhausting ritual that requires the casting of deeper darkness, from which is distilled essence of darkness. One vial is made per two caster levels. This stuff is pitch black. If a vial is thrown and breaks, the essence of darkness inside spills violently and bursts into a zone of darkness 10 feet in radius. This darkness is as deep as *deeper darkness*; the zone lasts for 1 hour/level.

A vial of essence of darkness thrown at any spell with the light descriptor will automatically dispel it (no roll required) if it directly hits it. A vial of essence of darkness will deal 2d4 hp to a cleric or paladin of Jalivier, as well as worshippers of any other deity with light or sun in their portfolio.

*Material Component:* Sacrifices worth at least 250 gp.

### Distill Sunlight

*By James Sutherland*

Transmutation

Level: Imperial Pal 3, Light 4, SoL 3, Sun 4

Components: V, S, M, DF, Ritual

Casting Time: 3 hours

Range: Special

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This ritual allows you to distill sunlight into a thin volatile fluid. One flask is created per two caster levels. This spell must be cast under the sun in a cloudless sky, making it hard to cast in many places and seasons. Further, distilled sunlight evaporates within 2d4 hours unless sealed (in which case it lasts up to the caster's level in days).

The spell distills the sunlight into previously prepared holy water. As a liquid, sunlight has the following properties:

-It radiates a 60' glow akin to daylight.

-It is warm to the touch. Drinking a flask of sunlight will heal 1d8 points of cold damage take in the last hour. Also, it will dry up to 4 square feet of wet surface per flask.

-It acts as double-strength holy water.

-It is extremely flammable. If lit it will burn in only a single round but a vial will cause 3d4 damage.

*Material Components:* In addition to the required holy water, this spell requires 200 gp in incense and herbs plus 50 gp/vial to be distilled.

### **Door to Itself**

*By James Sutherland*

Transmutation

Level: Chr 2, Dmn 2, Portal 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One doorway or portal, up to 20 square feet/level

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Door to itself can be cast on any doorway or portal, including planar ones. Any creature passing through it emerges from the same side that they just entered. If any extradimensional spaces are carried through it, both the door to itself and the space have a 50% chance of the spell or space collapsing and spilling its contents onto the astral plane.

### **Drown, Greater**

*By James Sutherland*

Transmutation [Water]

Level: Elm (Water) 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 5 rounds

Saving Throw: Fort negates

Spell Resistance: Yes

*Greater Drown* fills the target's lungs with water, causing him to instantly begin drowning unless he makes a Fortitude saving throw to negate the spell's effects. If the target begins drowning, its hit points drop by ¼ each round for four rounds, then – on the

fifth round – the target dies. Every round the spell is in effect, the victim gets another chance to throw it off with a Fortitude saving throw.

### **Duo-Dimension**

*By James Sutherland*

Transmutation

Level: Dmn 7, Imperial Sor/Wiz 9

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become two-dimensional, having only height and width but no depth. You are thus invisible when turned sideways. This strange form of invisibility can only be detected by *true seeing* and similar magic. In addition, you may slip through the narrowest cracks as long as they have the proper height at your normal movement rate. You can attack while turned sideways, cast spells, etc. While turned sideways you have the benefits of the evasion class ability.

*Material Component:* A strip of parchment.

*Focus:* A flat ivory likeness of you (which must be of finest workmanship, gold filigreed, enameled and gem-studded at a cost of at least 500 gp). As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop.

### **Dylrath's Blatant and Irresponsible Misuse of Magick**

*By Robert Blezard*

Illusion (Pattern) [Mind-Affecting]

Level: Brd 1, Hou 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: An illusory wench 3 inches high dancing upon one flat surface

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

This spell creates a small, illusory wench, three inches high, which dances on a floor or tabletop [Speed 5 (1 square)]. The illusory wench does not speak and only reacts when someone tries to make contact with the illusion. The person must make a Touch Attack against AC 10 + the illusory wench's Dexterity modifier. The illusory wench has a Dexterity equal to 10 + the caster's Intelligence or Charisma bonus to start. (Intelligence for wizards; Charisma for bards and sorcerers.)

The illusory wench moves faster as the spell nears the end of its duration and always attempts to evade those that are trying to touch it. It gains a +5 to its overall speed and +1 to its Dexterity score per round. However, the illusory wench cannot move off of the flat surface, it was created upon, to another flat surface.

If anyone makes contact with the illusion, usually with a hand or foot, without 'squashing' it, the illusory wench briefly exposes herself for all to see then starts dancing again. Multiple people can make contact with the illusion multiple times, but if anyone 'squashes' the wench, the dweomer ends.

### **Dylrath's Bucket**

*By Brannon Hollingsworth*

Transmutation, Enchantment (Compulsion) [Mind-Affecting]

Level: Hou 3, Sor/Wiz 3

The *Dylrath's bucket* spell is located in *Son of a Portable Hole*, a D20 resource by E.N. Publishing. You can download the PDF for free at [RPGNow.com](http://RPGNow.com).

### **Dzaram's Spectre**

*By James Sutherland*

Necromancy [Evil]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Spectral radiance spreads in a 20-ft radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A grey radiance akin to spider webs fills the area of effect, writhing like dingy spider webs. Any living creature in the area must make a Fortitude saving throw each round, as the spectral radiance saps their life force. Failure indicates the loss of 1 hp/HD possessed.

*Dzaram's spectre* is countered by (but does not counter) *circle of healing*, *dispel evil* or *holy word*.

*Focus*: an obsidian mirror of the finest quality (worth at least 1000 gp).

### **Dzaram's Sympathy**

*By James Sutherland*

Necromancy

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: See text

Saving Throw: Fort negates

Spell Resistance: Yes

The target of this spell serves as a receptacle for necromantic energies. To be effective you must cast another arcane necromancy spell on the target within 3 rounds of casting the sympathy. Only spells with a range of other than personal can be applied via *Dzaram's sympathy*.

The secondary spell applied never wears off. Damage from it will not heal naturally. However, it can be healed magically and the sympathy may be dispelled

normally or with a remove curse or by retrieving the focus.

*Material Component*: One hit point of your blood.

*Focus*: An item of personal significance to the victim sealed in a lead jar and placed in a pre-prepared diagram. Your blood (the material component) is dripped over this to seal the spell.

### **Earthen Arm**

*By James Sutherland*

Transmutation

Level: Elm (Earth) 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You grow an extra arm made out of earth. This arm is fully functional, has your strength, etc. You may use it to hold a shield, make an off-hand attack, etc. It also gives you a +2 circumstance bonus to grapple checks and your check to avoid being disarmed in combat.

The *earthen arm* cannot be targeted separately from you.

*Material Component*: A stone that was once part of an earth elemental.

### **Electrify Metal, Major**

*By Michael Dallaire*

Transmutation (Electricity)

Level: Imperial 7, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One metal object

Duration: 1 round/level (max. 20 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (object)

This spell will electrify one metal object chosen by the caster. The object can not be more than 2,000lbs. Initial damage is unavoidable, and will result in d6 per two levels of the caster, maximum damage is 5d6. On the following rounds of the spell's duration, victims (those touching the affected metal object) must make a Fort Save (DC 17 + caster level) to break free of the electrified object, failure of the save will result in another round of electrical damage. If a creature fails its save it can take no other actions in that round other than a 5-foot step.

*Material Components*: Cup of water and a piece of wood from a tree that has been struck by lightning.

### **Electrify Metal, Minor**

*By Michael Dallaire*

Transmutation (Electricity)

Level: Imperial 5, Sor/Wiz 3  
Components: V, S  
Casting Time: 1 standard action  
Range: close (25 ft. + 5 ft./2 levels)  
Target: One metal object  
Duration: 1 round/level (max. 20 rounds)  
Saving Throw: Will negates  
Spell Resistance: Yes (object)  
As *major electrify metal* with the exception that all damage dealt with this spell is subdual damage only.

### Elasticity

By James Sutherland  
Transmutation  
Level: Brd 4, Hou 3, Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: One creature  
Duration: 10 minutes/level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
The spell's target can stretch her body in whole or in part up to thrice its normal length. The creature's reach expands by 10 feet and it gets a +3 natural armor bonus in addition to the obvious ability to stretch.

### Elemental Aura

By James Sutherland  
Abjuration [Air, Earth, Fire or Water]  
Level: Drd 9, Elm (All) 9, Sor/Wiz 9  
Components: V, DF  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level  
Saving Throw: None  
Spell Resistance: No  
You are surrounded by a 3-foot thick aura of flickering elemental energy. You may wear only one *elemental aura* at a time. The effects vary by type:  
-*Air*: The aura is hazy white. While it lasts you are immune to air or gas-based attacks; this includes total protection from the physical attacks of air elementals. You may also *fly* as the spell at will while the aura lasts. Finally, once during the duration of the aura you may cast *protection from arrows*.  
-*Earth*: The aura is dull brown. You gain DR 15 vs. metal and stone weapons, including the attacks of earth elemental creatures, stone or iron golems, etc. You also gain the ability to *pass through earth and stone* (as the spell) freely for the duration, and to breathe within it; and the ability to cast *stone shape* once.  
-*Fire*: The aura is flickering red. You gain immunity to fire, including total protection from the physical attacks of fire elementals. You are also able to breathe and move freely in a fiery environment, even

the plane of Fire itself. Finally, once during the duration you may cast *wall of fire*.

-*Water*: The aura is shimmering blue. It provides immunity to water-based attacks, including drowning and similar effect. The aura also grants cold resistance 20, DR 15 vs. water elemental creatures, the ability to move freely in water and to breathe water without impairment, and the ability to cast *sleet storm* once during the duration.

### Enshroud

By James Sutherland  
Conjuration (Creation)  
Level: Sor/Wiz 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature of size Large or smaller  
Duration: 1 minute/level  
Saving Throw: Reflex negates  
Spell Resistance: Yes  
You create a magical bag around the target. The bag is opaque and prevents normal attacks or movement. The trapped creature may cut its way free with slashing or piercing weapons (the bag is AC16, hp10) or an escape artist check (DC20).

### Essence

By James Sutherland  
Necromancy [Evil]  
Level: Corruption 4, Hunger 4, Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 round  
Range: Touch  
Target: One organ  
Duration: Permanent  
Saving Throw: See text  
Spell Resistance: No  
This horrible spell allows you to absorb the essence of an organ into yourself. The organ must be cut out of either a living creature (generally requiring that it be helpless) or a creature that died within the last minute.  
When you cast *essence*, the organ in question is reduced to a viscous oily grey liquid of roughly 1/8<sup>th</sup> the original organ's mass. This liquid retains its potency for only 1d4 rounds. And creature consuming it must make a Fort save against your DC or suffer 3d4 Constitution damage. A successful saving throw, however, indicates that the drinker gains 1% of the organ's properties. For example, Turaglas defeats an orc and reduces its eyes to their essence. Feeding this to his henchman is a start towards darkvision. In general special abilities gained by organs come in increments (i.e. consuming the essence of 50 eyes with 60' darkvision would grant the creature 30' darkvision). In cases where a power would be gained that does not translate well into increments (rust monster tentacles, beholder eye rays, etc), the creature

must have 100% of the organ in order to activate the powers.

A creature with three or more new organs, at least one of which is visually apparent, takes on the aberration type (along with the augmented creature subtype). Their properties do not change other than through their new organs, however (i.e. they do not gain darkvision or the like).

### **Extra Eye**

*By James Sutherland*

Transmutation

Level: Chr 7, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: See text

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a normal-sized eye at a point you touch. This point may be on any physical, mostly even surface large enough to hold an eye the size of a normal human's. The eye can be placed on a door, a creature's forehead, or a boulder, but not on a rope (unless very thick), a rapier (except possibly the pommel), or a cauliflower (which is too uneven).

You can see through the extra eye as if it were your own, though you must concentrate to do so. If both your natural eyes and the extra eye examine the same object simultaneously, you can gain a +2 circumstance bonus to Spot and Search checks. If you have more than one extra eye these bonuses stack.

If the extra eye is placed somewhere with no activity you will notice movement that passes before it even if you aren't concentrating on it.

If the extra eye is looking behind you, you cannot be flanked by visible opponents.

You are not subject to gaze attacks via the extra eye. In fact, if you are faced with creatures with a gaze attack you can close your eyes and guide yourself with the extra eye at no penalty.

The extra eye itself is not subject to attacks but if the creature/object it is on is killed or destroyed so is the extra eye, and in this cast you suffer 1d6 hp damage and are blinded for 1d2 rounds.

### **Extraordinary Intellect**

*By James Sutherland*

Transmutation

Level: Sor/Wiz 9

As per *fox's cunning*, except as noted above. This spell grants the recipient a +10 enhancement bonus to Intelligence. At the spell's end, the subject becomes fatigued.

### **Famish**

*By James Sutherland*

Necromancy

Level: Hunger 2, Necromancy 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Every round that passes is like a day without food for the poor victim. See the DMG, pg. 86. Note that after four rounds the hapless dolt is fatigued.

### **Far Strike**

*By James Sutherland*

Transmutation

Level: Rage 4, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

When you cast this spell the target weapon can be used to strike at opponents within Close range (25'+5'/2 levels). The weapon still only threatens adjacent areas normally and cannot contribute to flanking. All of the wielder's normal attack and damage bonuses apply, although those limited to 30' range still only apply within 30' (such as specialization, etc).

### **Fear Made Flesh**

*By James Sutherland*

Necromancy [Fear]

Level: Fear 8

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: See text

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

This spell pulls fear from a subject's mind and turns it into the physical form of a horrible beast resembling the subject's worst fears and most deadly enemies. This beast has 6 hp per caster level, an AC of 25 (-2 Huge, +1 Dex, +16 natural), and DR 10/magic. Its base attack bonus is equal to yours, and it receives an overall modifier of +5 (-2 size, +7 Str). It prefers to attack the creature from whom it was summoned but will do your bidding (though you must direct it verbally). If it hits, it inflicts 2d6+10 hit points of damage and the victim must make a Will save to recognize that it is only partially real; if this fails, a Fort save is required, or the creature dies of fright.

### **Fee**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Greed 1, Imperial Clr/Fvs 2, Imperial Sor/Wiz 0, Wealth 1

Components: V, S, F

Casting Time: 1 minute

Range: Personal

Effect: See text

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You station yourself at a bridge, road or gateway, bearing a symbol of authority. Those who would pass are compelled to first pay you a fee of 1 cp/person, 1 sp/beast of burden or mount, and/or 4 sp/wagon and team. If a group elects to turn back rather than paying, any members of that group that failed their saving throws may not attempt to go around you within your sight.

The size of the area you may station yourself at varies by level. At up to 3<sup>rd</sup> level you may station yourself at any road, bridge or gate up to 12' wide; at 4<sup>th</sup>-6<sup>th</sup> level you may station yourself at one up to 20' wide; at 7<sup>th</sup>-9<sup>th</sup> you may station yourself at a crossroads as well, and it may be up to 30' square; and at 10<sup>th</sup> level you may station yourself in an area up to 60' square.

*Focus:* A symbol of local authority.

### Feedback

*By James Sutherland*

Abjuration

Level: Seals 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One magic item or in-place effect

Duration: Until triggered

Saving Throw: Will negates (object) and Fort negates (creature) (see text)

Spell Resistance: Yes (see text)

*Feedback* piggybacks onto an existing magical aura.

When a *detect magic*, *detect psionics* or *identify* spell is cast upon the object or area bearing the aura, *feedback* triggers, surges and discharges, dealing 1d4/level hp of force damage (maximum 10d4) to the caster of the *detect* or *identify* spell. The magic hosting the *feedback* spell is not harmed by the discharge, but the divination that triggered it is effectively dispelled by *feedback*. *Feedback* is not triggered by *true sight*, *arcane sight*, or by similar effects.

A *shield* spell, *brooch of shielding* or similar magic will protect an individual from *feedback*.

### Fiery Curtain

*By James Sutherland*

Evocation [Fire]

Level: Elm (Fire) 7, Wmg 7

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

As *wall of fire*, except that you may make both sides of the wall radiate heat if you wish. Furthermore, the

*fiery curtain* deals more damage (4d4 hp to creatures within 10 ft., 3d4 to those within 20 ft., 1d4 to those within 30 ft.; to those actually trying to pass through, it deals 5d6+1/level [maximum +30] points of fire damage).

All creatures within 60 ft. of the curtain are dazzled for as long as they are within 60 ft. of it (suffering a -1 penalty to attacks, Search and Spot checks). Finally, you may suppress or resume the curtain as a move-equivalent action throughout the duration.

### Fiery Flies

*By Robert Blezard*

Evocation [Fire]

Level: Elm (Fire) 2, Imperial Clr 4, Sor/Wiz 3, Wmg 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to three creatures, no two of which can be more than 10 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A dozen fiery flyspecks streak forth from the caster's hand striking their target. Each fiery fly does 1 point of fire damage.

No attack roll is required, as the *fiery flies* strike unerringly, even if the target has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects can be damaged by the spell.

For every three levels of experience past 3rd, you gain an additional six *fiery flies*. You have eighteen at 6th level, twenty-four at 9th level, and the maximum of thirty at 12th level or higher. You can have them strike a single creature or divide them amongst several creatures. You must designate targets before you roll for SR or determine damage.

*Material Component:* A dead fly that has been scorched.

### Filch

*By James Sutherland*

Conjuration (Teleportation)

Level: Dragon 3, Greed 4, Imperial Clr/Fvs 4, Imperial Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One object, up to your weight

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You touch an object and teleport it instantly up to 100 miles/level to your horde.

### Fire Charm

*By James Sutherland*

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

Level: Brd 4, Charm 4, Drd 4, Elm (Fire) 5, Hou 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Gossamer veil of flame within a 15-ft. radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A gossamer veil of multihued flame springs from an existing fire source. Creatures observing this fire from within the range must make saving throws or stop and do nothing but watch the flames. While victims are so enchanted, you can give them verbal suggestions of up to 12 words. (This is a language-dependant ability.) You can give a separate suggestion to each creature (giving a suggestion is a standard action). Such suggestions last only one hour.

A *fire charm* is broken on an individual creature if it is attacked or loses sight of the fire.

### Fire Daggers

By James Sutherland

Evocation [Fire]

Level: Elm (Fire) 1, Wmg 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Flaming daggers shoot from your hands

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Daggers of fire shoot forth from your hands. You may shoot one dagger plus one per two caster levels above 1<sup>st</sup> to a maximum of five daggers. Each dagger requires a ranged touch attack; a hit deals 1d4 points of fire damage.

*Material Component:* A small brass dagger.

### Fire Grenade

By James Collins

Transmutation [Fire]

Level: Elm (Fire) 3, Imperial Sor/Wiz 2, Wmg 3

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: 1 round/level or until triggered

Saving Throw: Reflex half

Spell Resistance: No

This spell traps a *fireball* in a hollow steel ball. When this ball is thrown, it detonates in a fiery blast. The steel ball may be anywhere from ½" to 3" in radius; when detonated, the *fire grenade* produces an explosive burst 10' in radius per inch in radius of the *fire grenade*. The *fire grenade* will detonate upon

impacting any solid surface, dealing 1d4 hp/caster level (to a maximum of 8d4) to all creatures within its blast radius (Reflex half). It will also detonate if dealt as little as one hp of damage (the sphere has a hardness of 8).

If not detonated prior to the duration's end, the *fire grenade* crumbles to ash.

*Material Component:* The steel sphere.

### Fist of Stone

By James Sutherland

Transmutation [Earth]

Level: Elm (Earth) 0, Sor/Wiz 1, Wmg 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You turn one hand to stone. If you strike with it without a weapon the hand has a Strength score of 18 and you do not count as unarmed. The hand also has strength 18 for purposes of crushing, gripping and breaking objects small enough to be held in one hand. The fist of stone also gives you a +4 circumstance bonus to the caster's opposed disarm rolls to avoid being disarmed.

### Flame Jump

By James Sutherland

Conjuration (Teleportation)

Level: Elm (Fire) 5

Components: V, S

Casting Time: 1 standard action

Range: Personal and touch (see text)

Target: You and touched objects (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You leap into a flame of at least your size and reappear from another flame of at least your size within 1 mile/level. You may take objects with you so long as they are not in the possession of other creatures, and neither you nor the objects suffer damage from the flames. If you know of another flame within range that is suitable, you may choose where you emerge; otherwise, you pick a direction and distance and emerge from the closest suitable flame to that spot.

### Flexible Wall

By Dorian Hart/Kevin Kulp

Evocation [Force]

Level: Sor/Wiz 6, Wall 6

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell is similar to a *wall of force*, but it can be of any shape the caster desires, as long as the total surface area does not exceed 100 square feet per caster level. Also, it will interpenetrate any non-living matter, and "form-fit" any living plant matter, allowing it to be cast in a dense jungle, under water, etc. If any obstructions present at the time of casting are subsequently removed, it will create corresponding gaps in the wall.

The *flexible wall* must be continuous.

*Material Component:* A pinch of powder made from a clear gem.

### Fog Bank

*By James Sutherland*

Conjuration (Creation)

Level: Drd 3, Elm (Air) 3, Sky 3, Sor/Wiz 3

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

Effect: 100-ft. emanation, 20 ft. high, centered on an object, creature or point in space

Saving Throw: Yes (creature) or no (object)

Spell Resistance: Yes

As *fog cloud*, except the fog emanates from something.

Cast on an opposing ship, this spell puts it into a perpetual fog until it expires.

### Follow Sorcery's Trail

*By James Sutherland*

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Effect: See text

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

To use this spell you must already be using a *detect magic* or *arcane sight* spell. It allows you to examine the magical radiance of a detected spell, effect or lingering aura and observe a sparkling golden trail leading in the direction the caster went. The spell examined must be in range on the first round of the follow sorcery's trail but thereafter the trail can be followed at your full movement rate.

Follow sorcery's trail is foiled by teleportation, an amulet of proof against detection and location, etc.

*Material Component:* 100 gp worth of finely ground diamond dust.

### Force Shape

*By James Sutherland*

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One force effect

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (object) (see text)

A *force shape* lets you alter the shape of a force effect. You can put a hole in a *wall of force*, gain a 10-ft reach with a *Mordenkainen's sword*, disable an enemy's *mage armor* or *inertial armor*, etc.

If an object with Spell Resistance generates the force effect it must penetrate it successfully. The object also receives a Will saving throw. If the force effect is from a spell or power, the caster receives a Will save but no Spell Resistance.

### Force Spike

*By James Sutherland*

Evocation Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: 2-ft. long spike of force, tapering from a 6-inch diameter to a point

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

This spell creates a spike of crackling force that hisses and glows with an eerie green light. The round you cast force spike you may make a full attack with it as a free action. These attacks are touch attacks on a single target within range; the spike deals 1d10 hp of force damage. The *force spike's* threat range starts at 20, but increases by 1 every three caster levels (to a maximum of 17-20 at level 9).

### Forest's Fiery Constrictor

*By James Sutherland*

Transmutation [Fire]

Level: Drd 6, Elm (Fire) 5, Sor/Wiz 6, Wmg 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 20-ft. long tendril from one fire source

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: See text

You cast this spell on a fire source and a 20-ft. long serpent of fire emerges from it to attack your enemies. It cannot move from the fire but is considered to have a reach of 20 feet. You may cause the tendril to attack each round on your initiative as a move-equivalent action, as if redirecting the spell, in which case you make a ranged touch attack. If the constrictor hits, the victim suffers an initial 1d6 hp and must make a Ref save or be snatched up by the flaming snake. (Creatures with SR may check it, as well.) A creature snatched is conveyed to the fire source and suffers 3d6 hp/round. The fire source may hold a creature of up to its size, two creatures one size smaller, four creatures two sizes smaller, etc. If the fire source is extinguished

the constrictor's remaining duration is halved and it can constrict only one creature at a time. A victim caught by the snake is considered grappled and can escape only with a grapple or Escape Artist check (DC = save DC + 5 + special size modifier for grappling based on the size of the fire source), the destruction of the constrictor or via teleportation or similar abilities.

*Constrictor:* AC13, hp2/level, DR10/magic, fire subtype.

*Material Component:* The scale of a salamander.

### **Foul Cloud**

*By James Sutherland*

Conjuration (Creation)

Level: Corruption 3, Imperial Sor/Wiz 7, Sky 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Cloud spreads in 40-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: Fort negates

Spell Resistance: No

This spell creates a cloud of nearly invisible gas that barely sustains those who breathe it. Any creature within the cloud must make a Fortitude saving throw or become fatigued (can't run or charge, -2 to Strength and Dexterity). A creature that is already fatigued is not affected. Affected creatures remain fatigued as long as they are within the cloud of gas and for 1d10 minutes afterward.

A creature that fails its saving throw feels out of breath and light-headed, as well as a great weariness. If it remains in the cloud for a full minute, it must make a second saving throw or become exhausted (move at half speed, -6 penalty to Strength and Dexterity). The creature moves up to fatigued after 1d10 minutes outside of the cloud; however, the character must now have 8 hours of complete rest to recover from being fatigued.

### **Francisco's Devious Countermeasure**

*By James Sutherland*

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 round

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

Effect: See text

Duration: See text

Saving Throw: See text

Spell Resistance: See text

You must cast this spell within one round of another spell's casting (though another creature may cast the other spell), and the two are then linked. If any attempt to dispel the linked spell is made, the devious countermeasure triggers, inflicting a -5 circumstance penalty on the dispelling check and causing magical feedback. The caster of the dispelling attempt receives

a Will save to avoid the feedback and SR (if any) applies (treat the feedback as being cast at your level). Failure indicates 5d4 hp of damage.

### **Frost Aura**

*By James Sutherland*

Abjuration

Level: Elm (Air/Water) 9, North 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Up to a 20-ft. radius emanation centered on you

Duration: 1 minute/level (D)

Saving Throw: See text

Spell Resistance: No

You gain an aura of frost that is shockingly cold. Creatures in the area of effect suffer 4d6 hp cold damage per round within the emanation. You, on the other hand, gain cold immunity. Furthermore, fire spells cast into your *frost aura* fail to work if you beat their caster in an opposed level check. Any weapons that strike you (including magic weapons but not including natural weaponry) must make a Fortitude save or shatter, dealing no damage.

You set the size of the emanation when you cast *frost aura*, but you can contract or expand it within the limits of the effect throughout the duration.

*Material Component:* An icicle.

### **Gift of Speech**

*By James Sutherland*

Enchantment

Level: Brd 2, Drd 2, Rgr 1, Hou 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One animal

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Gift of speech* gives a creature of the animal type the ability to speak any one language that you know, along with the ability to comprehend the language to the limits of its intelligence.

### **Glomp**

*By Brannon Hollingsworth*

Conjuration (Creation)

Level: Hou 4, Sor/Wiz 4

The *glomp* spell is located in *Son of a Portable Hole*, a D20 resource by E.N. Publishing. You can download the PDF for free at [RPGNow.com](http://RPGNow.com).

### **Gotcherfoot**

*By Robert Blezard*

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action (see below)

Range: Close

Target: One person

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

An invisible hand of force grabs one person by a foot hauling the foot to a height of 6 feet. A successful Reflex saving throw evades the effect. The invisible hand grabs a hold of the actual foot, not a victim's boot, sandal, etc. Thus, it is not possible to escape the effect of this spell by slipping out of one's boot.

Once a victim has had their foot hauled up, they remain in that position until the duration ends or the spell is dispelled. The caster may only use this spell against one person at a time, but he or she may drop the victim's foot attempting to *gotcherfoot* another person if the spell's duration has not ended. This counts as an additional action, however.

*Gotcherfoot* may be also laid as a warded glyph: Considered an Area spell variant. 5 sq. ft./level. Affects only one person at a time. Will drop a victim if another person enters the warded area and attempt to *gotcherfoot* the new person. The caster is not affected by the warded area version of *gotcherfoot*.

*Material Component:* A string looped into a snare.

### Great Feast

*By James Sutherland*

Conjuration (Creation)

Level: Courage 8

As per *heroes' feast*, except as follows. The creatures eating the meal gain 3d6+1/level (maximum +20) temporary hit points. The creatures also gain immunity to disease, fatigue, exhaustion and confusion for the duration. The morale bonus conferred on attack rolls and Will saves by a *great feast* is +2.

### Great Secret

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Imperial Sor 9 (no wizards), Secrecy 9

Components: V, S, M, XP

Casting Time: 10 minutes

Range: See text

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You choose one fact or piece of information to keep secret, such as the fact that the king has a bastard child. Upon casting this spell, all knowledge of the chosen fact is completely forgotten by all creatures on the plane upon which you cast this spell.

If there is obvious evidence that the *great secret* exists, it is possible that creatures may be able to puzzle it out. For instance, if the bastard child's birth was recorded in a book and notations about his

true heritage were made before this spell was cast, anyone seeing the notations will have some evidence about the *great secret*. This spell is generally most successful when cast to further obscure something that is already hidden knowledge.

*Material Component:* A diamond worth at least 50,000 gp, which is crushed during the spell's casting.

*XP Cost:* 5,000 xp.

### Greed's Call

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Greed 2, Imperial Brd 4, Imperial Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 20-ft radius emanation centered on an object worth at least 50 gp

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You cast this spell on a valuable object and it begins to radiate a telepathic urge to possess it to all creatures in the area of effect that can see it. Creatures are allowed to make Will saving throws, but those failing will be compelled to take whatever steps are necessary to possess the item immediately. The character will be able to delay at most a number of rounds equal to their Wisdom bonus. The spell can only be ended prematurely by your dismissing it or by a *dispel magic*.

*Material Component:* Two gold pieces, which are passed before your eyes.

### Hail of Stone

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Earth) 3, Wmg 3

Components: V, S

Casting Time: 1 standard action

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

Area: 30-ft. radius cylinder, 50 ft. high

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A rain of fist-sized stones falls from the sky, inflicting 4d6 hp of bludgeoning damage to all creatures in the area affected. This damage counts as magic for purposes of penetrating damage reduction; furthermore, it ignores the hardness of unattended objects.

### Hangover

*By James Sutherland*

Enchantment [Mind-Affecting]

Level: Hou 2, Imperial 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature  
Duration: 1 hour/level  
Saving Throw: Will negates  
Spell Resistance: Yes  
This spell inflicts a terrible hangover on the target, who suffers a penalty of -1d4 each to Strength, Dexterity and Constitution (roll each ability's loss separately). This counts as an enhancement penalty.  
*Material Component:* A drop of beer, wine or liquor.

### Harvest

*By James Sutherland*  
Transmutation  
Level: Community 9, Drd 9  
Components: V, S, DF, XP  
Casting Time: 1 hour  
Range: Long (400 ft. + 40 ft./level)  
Area: 100-ft. radius spread  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No  
All vegetation in the area instantly bears fully ripe fruit, grain stalks ripen, etc. as if a full year of good weather had passed and it was harvest time. Of course, the vegetation must grow a new crop of fruit before it can be harvested again. A given area of vegetation is subject to this spell but once per season (3 months).  
*XP Cost:* 2500.

### Hearty Greeting

*By James Sutherland*  
Divination  
Level: Brd 1, Trade 1  
Components: V, S  
Casting Time: 1 free action  
Range: Personal  
Target: You  
Duration: Instantaneous  
A *hearty greeting* and a firm handshake are the only components for this spell; its casting can only be detected on a Spellcraft check (DC 16). You gain a +5 insight bonus on your Diplomacy check on the individual you are greeting.

### Hideous Hallucinations

*By James Sutherland*  
Illusion (Phantasm) [Mind-Affecting]  
Level: Intoxication 6, Sor/Wiz 7  
As *black visions*, except as follows. The subject is considered blind and deaf and cannot see or hear her real environment. The penalty on Listen, Search and Spot checks is -40, and the penalty on everything else is -10. The creature will make a move in a random direction each round.

### Horrible Wound

*By James Sutherland*  
Illusion (Glamer) [Mind-Affecting]

Level: Sor/Wiz 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 round/level  
Saving Throw: Will negates (plus see text)  
Spell Resistance: Yes  
An illusion causes the target to believe he's lost a limb of your choice. For the duration he can't use that limb. At the time of casting the victim receives a saving throw; failure indicates he believes he's suffered 2d6 hp of damage (but this is illusory and disappears at the spell's expiration). The victim can attempt to disbelieve the illusion normally.

### Hungry Earth

*By James Sutherland*  
Transmutation  
Level: Drd 4, Elm (Earth) 5, Hunger 5  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 10-ft diameter circle of ground (see text)  
Duration: 1 round  
Saving Throw: Reflex negates  
Spell Resistance: Yes  
You cause a patch of ground to open up as a mouth filled with stalactite teeth. It erupts forth, attacking all creatures within a 10' circle in range (and it can even reach creatures up to 10 feet in the air). Creatures must make reflex saves to avoid the maw; it then retracts into the earth.

Creatures that fail the saving throws suffer 4d4 hp of damage and are buried 2d4' underground. The ground is somewhat disturbed so the victims may make a Strength check (DC15+2/foot of depth) to force their way free. A character with ranks in Escape Artist may make an Escape Artist check using their Strength modifier instead of Dexterity modifier instead. Creatures may attempt this as a standard action. (This is strenuous activity; the character must hold their breath all the while.) A creature with a burrowing speed can move out normally and the creature's allies can, of course, help to dig it out. While buried a creature cannot take any action requiring free movement.

*Material Component:* The tooth of a predatory animal.

### Ice Blight

*By James Sutherland*  
Transmutation [Cold]  
Level: Elm (Air/Water) 7, North 8  
Components: V, S  
Casting Time: 10 minutes  
Range: 1 mile/level  
Area: Radial spread centered on the caster  
Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

You summon fearsome freezing winds, ice and snow. Gray scudding clouds gather within minutes and rain begins drizzling down. The temperature drops 40 degrees Fahrenheit per day until it is -20 degrees Fahrenheit. Each day conditions worsen. In arctic or wintry conditions, snow begins falling after six hours. Even in tropical conditions it snows after 48 hours. The snow accumulates at a rate of 1"/hour until it reaches a typical height of 4' with 12' drifts. The winds build 10 mph/day to a maximum of 30-mph (DMG pg. 87).

Exposed characters must make Fort saves every ten minutes (DC15+1/ previous check) or suffer 1d6 points of subdual damage and be frostbitten (can't run or charge, -2 Str and Dex). The snow gives a -4 circumstance penalty to spot, search, and ranged attack rolls, as well as halving ground-based movement. With the winds providing a -2 circumstance penalty to ranged attacks and listen checks, the ranged attack penalty is -6 while the ice blight is at its height.

Casting this spell deals 2d6 temporary Constitution damage to you due to strain (if you're an elemental you strain resistance applies). You must be outdoors to cast it.

### Ice Web

By James Sutherland

Conjuration (Creation) [Cold]

Level: Elm (Water) 5, North 4, Sor/Wiz 5

As *web*, except the webs are shimmering blue and very cold to the touch. All creatures caught in the *ice web* are immobilized and coated in ice, rather than being entangled, as in a *web* spell. These unfortunates suffer 5d6 hp of damage. Those making their saves suffer half damage and are not immobilized, moving at half speed through the *ice web*.

To break a victim free, one must penetrate the *ice web* and shatter the ice around them (AC 14, 80 hp, hardness 6). Fire ignores the ice's hardness.

*Material Component:* A bit of spider web and a piece of ice.

### Illuminate Text

By James Sutherland

Divination [Light]

Level: Light 3, Imperial Pal 4, SoL 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One written work

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes

This spell causes a light to shine from your eyes to a written work in range, illuminating it. While it is bathed in this light, all glyphs, symbols, sigils, and similar written wards of 5<sup>th</sup>-level or less are suppressed

and revealed (their outlines glow). All text glitters, revealing invisible inks, moon runes and the like and the text is translated for all who view it.

### Illusion of Greatness

By James Sutherland

Illusion (Phantasm) [Mind-Affecting]

Level: Beguilement 1, Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You take on a subliminal aura of power and prestige. Creatures of intelligence 6 or higher will think you are more powerful than you are unless they make Will saves. This effect applies within 30' of you.

For the duration of the *illusion of greatness* you gain a +10 enhancement bonus to all Bluff and Intimidate checks, and a +5 enhancement bonus on any roll to resist another's Intimidate check. The DCs of any *fear* effects you produce (even with magic items) increases by 2.

*Material Component:* A platinum piece.

### Immolation

By James Sutherland

Transmutation [Fire]

Level: Elm (Fire) 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: See text

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (see text)

This spell gives you the ability to set creatures alight with a touch attack throughout the duration. A successful touch inflicts 3d6 hp of fire damage and requires the touched victim to make a Reflex saving throw (plus requires that you penetrate its spell resistance, if any) or catch fire (see the DMG for details on catching on fire). You may touch victims throughout the spell's duration.

### Impending Permission

By James Sutherland

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

Level: Authority 5, Imperial Sor 5 (no wizards),

Nobility 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces the target to ask your permission before doing anything other than talking and involuntary actions (such as breathing). Asking permission for one thing is a free action; for two things is a move-equivalent; for three things is a standard action; and for four things is a full round action.

Giving or denying permission is not an action and may be done on the turn of the spell's target. Doing neither gives consent on the spell's victim's next turn.

### **Incredible Curse**

*By James Sutherland*

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

Level: Retribution 4

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Emanation

Duration: Instantaneous and see text

Saving Throw: Will partial

Spell Resistance: Yes

You utter a curse so fantastic that all creatures in the area must make Will saves or lose consciousness. They remain unconscious for 1d12 minutes unless roughly awakened. Creatures that make their saves are stunned for 1 round and suffer a -2 morale penalty on all saving throws and attack rolls for one round plus one round per caster level.

### **Inky Attacker**

*By James Sutherland*

Conjuration (Creation) [Darkness, Cold]

Level: Darkness 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: See text

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes (see text)

By this spell you create an inky blob of darkness that rushes to attack a single designated target. If the target is initially in range they must make their save immediately; otherwise the *inky attacker* will move at a rate of 60'/round until it reaches the target (who must save then). If the saving throw is successful the *inky attacker* fades away; if it fails, the attacker engulfs the victim's head, blinding the victim and inflicting 1d6 hp of cold damage each round.

A *daylight* spell cast directly upon an *inky attacker* will destroy it.

### **Insolent Insult**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Hou 2

Casting Time: 1 standard action

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

Target: Up to 6 creatures, no two of whom can be more than 20 ft. apart

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

Simply by making an insolent gesture you can daze and then enrage enemies. All targets affected are dazed for 1 + your Charisma bonus rounds. Thereafter until they lose sight of you they suffer a -2 penalty on AC due to carelessness caused by rage. If the victim can inflict damage on the jester he is freed of the spell's influence.

### **Intoxicate**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Hou 0, Intoxication 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to become intoxicated. For the duration they suffer a -2 circumstance penalty to attacks, skill checks and Reflex saves.

*Material Component:* A drop of wine.

### **Ironheart**

Abjuration

Level: Clr/Fvs 4, Pal 4, Protection 4, Rage 5

See *Relics & Rituals* page 87 to 88.

### **Item Supercharger**

*By unknown author*

Enchantment

Level: Chr 8, Time 8

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: Special (see text)

Spell Resistance: Yes

This spell doubles either the uses per day of a single power, the duration of a single power, or the charges of a magical item. This spell may only alter 1 ability/item and has a chance of permanently dispelling the item.

The item must make a Will save (DC 20) or be dispelled for 1d4 +1 round per level of the caster. Artifacts can not be affected by this spell.

*Focus:* The item to be supercharged.

### **Ivy Siege**

*By James Sutherland*

Transmutation

Level: Destruction 5, Drd 6, Plant 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: See text

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes vines of ivy to curl up out of the ground and grip a building (up to ten 10-ft cubes per level) that rests upon the earth. After ten minutes the ivy begins crushing the building, dealing 1d10 hp/10 minutes and ignoring the building's hardness.

*Material Component:* An ivy leaf.

### **Jerakai's Embrace**

*By Aaron Heister*

Transmutation

Level: Brd 4, Sor/Wiz 3

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell grants the recipient a set of two extra forelimbs, usually arms, usable for anything the original limbs could do. You can take an extra action with your extra set of arms on your turn, although your choices are slightly limited. You can only take such an action that can be performed by a single set of arms alone; you can't cast extra spells unless they have only somatic components, for example. The arms are identical to your originals; they have the same claws, strength, dexterity, etc as you do. If you attempt to take actions that have different targets (for example, attacking different enemies with your different sets of arms or trying to simultaneously disable two devices) you suffer a -2 circumstance penalty to all of them (since you must split your attention). If you attempt to cast a spell with only somatic components with your extra arms you must make a Concentration check (DC 22 + spell level) if you are taking other actions at the same time. If you are trying to cast two spells at once you must make a check for each of them and the DC increases to 26 + spell level.

While you have the extra arms you gain a +4 circumstance bonus to climb, intimidate, escape artist, tumble and use rope checks that employ them. You suffer a -2 penalty on all attacks if you take a single attack with your extra set of arms, as if you had the Multiweapon Fighting feat (generally you can only take more than one off-hand attack if you have the Improved Multiweapon Fighting feat chain).

*Material Component:* An octopus tentacle.

### **Know Age**

*By James Sutherland*

Divination

Level: Chr 1, Imperial 3, Time 1

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature, object or effect

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly learn the target's age (to the year).

### **Lance of Disruption**

*By James Sutherland*

Evocation [Force]

Level: Sor/Wiz 3, Wmg 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Line 5 ft. high by 5 ft. wide by 60 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *lance of disruption* is a beam of concussive force that lashes out from your hand in a path 5 feet wide and 60 feet long. The lance deals 5d4+2/level hp of damage (max of 5d4+20). You may choose to deal subdual damage rather than real damage with *lance of disruption*. A *lance of disruption* spell ignores all object hardness.

### **Lava Blade**

*By James Sutherland*

Evocation [Fire, Earth]

Level: Drd 4, Elm (Earth/Fire) 4

As *flame blade*, except the blade is yellow-hot molten rock that functions as a melee weapon. The *lava blade* deals 2d6 damage plus 2d6 fire damage as a melee attack or 2d6 fire damage as a melee touch attack at your option as you attack. Strength bonus applies to normal attacks only. Any creature or object struck must make a Reflex save or catch on fire, burning for 2d6 hp/round until extinguished. The *lava blade* has an enhancement bonus of +1/5 caster levels (+5 maximum). It counts as a magic weapon for overcoming damage reduction; furthermore, it also counts as sharing your alignment (so if you are lawful good it counts as a good, lawful weapon).

### **Leomund's Lamentable Belaborment**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguilement 4, Charm 5

Components: V

Casting Time: 1 standard action

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

Targets: All creatures in a 10-ft. spread

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This devious spell distracts the targets by drawing them into polite conversation on topics of interest to them. Upon casting the spell you begin a discussion of some subject germane to the spell's targets. Those making an initial Will save are unaffected. Those affected immediately begin to converse with you, agreeing or disagreeing, all most politely. You can maintain the spell by talking with the subjects for up to seven rounds. If you're attacked or otherwise distracted, the subjects don't notice. You can leave at any time after the casting and the subjects continue on as if you were still present. As long as they aren't attacked they ignore all else going on around them, spending their time talking and arguing. However, when you leave each subject completes only the stage of the spell it is currently in.

If you maintain the spell for four rounds each target must make another Will saving throw. Failure means they wander off in confusion for 1d10+2 rounds, with the provision that they will ignore you. Success indicates that they continue to chat.

If you maintain the spell for seven rounds each target must make another Will saving throw or fly into a rage (as a barbarian) and attack all other subjects of the spell with intent to kill. This rage lasts 1d4+1 rounds and excludes you. Those that save against the rage realize they have been duped and collapse onto the ground, lamenting their foolishness, rendering themselves prone and effectively dazed for 1d4 rounds unless attacked or otherwise disturbed.

### **Lester's Antielemental Bolts**

*By James Collins*

Evocation [see text]

Level: Elm (All) 3

Components: V, S

Casting Time: 1 standard action

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

Target: Several elementals, no two of whom can be more than 20 ft. apart

Duration: Instantaneous and see text

Saving Throw: Fort partial

Spell Resistance: Yes

You cast bolts of elemental energy at elementals, damaging them with their opposing element. You throw one Lester's antielemental bolt plus one per 2 levels, maximum of six bolts. Each one requires a ranged touch attack. A hit deals 2d4 hp of damage to creatures of the Elemental type and requires a Fort save to avoid being unable to move or act for 1d2 rounds (during which time it is denied its Dexterity bonus, if any).

To affect air elementals, you must have earth as a favored element and vice-versa. Likewise, to affect water elementals you must have fire as a favored element and vice-versa.

Lester's antielemental bolts cannot target creatures not of the Elemental type.

### **Lifeburst**

*By James Sutherland*

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 20-ft. radius emanation

Duration: Instantaneous plus see text

Saving Throw: Will partial (see text)

Spell Resistance: Yes

This spell causes your body to radiate a bright white sphere of energy that drives off and damages undead. All undead, in the area of effect, as well as negative energy creatures suffer 8d6 hp of positive energy damage and may be effectively turned by the positive energy. If an undead makes a Will save, it is not turned and suffers only half damage.

### **Life Sounding**

*By unknown author*

Divination

Level: Chr 2, Time 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, the caster magically analyzes the subject's lifeline. This allows the caster to determine the exact age of a creature and approximately how much life it has left.

*Material Component:* A small ringing bell.

### **Life Tether**

*By unknown author*

Transmutation

Level: Chr 3, Time 3

Components: S, M

Casting Time: 1 standard action

Range: Special (see text)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fastens a magical tether to a creature's lifeline. The caster must be able to recognize his target (visual acuity range, usually 120 ft.) otherwise the range is unlimited. This allows this spell to be cast through scrying. (Target must still be on the same plane, however). This spell allows the caster to discern the target's lifeline on the Temporal Prime, and also allows the caster to pinpoint the creature's exact location at any point in time.

*Material Component:* A 3-inch piece of silk rope tied around the caster's wrist.

### **Lightsnuffer**

*By James Sutherland*

Enchantment [Mind-Affecting]

Level: Clr/Fvs 2, Imperial Blk 3

Components: V, S, DF

Casting Time: 1 round

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

Target: One cleric, with Light as a domain, or one celestial

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You castigate the target about the weakness of the Light for a full round. Unless the victim makes a Will save, he is denied the use of all his granted powers (domain, turning, and spontaneous casting) if a cleric. If a celestial, the subject is denied the use of all clerical spell-like abilities, but the celestial may choose to make another will save as a full round action (struggling with its faith).

### **Living Link**

*By James Sutherland*

Necromancy

Level: Chr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You establish a sensory link with a single creature. If you wish you can reach for a random creature within range (potentially even out of view creatures can be targeted this way). The target does not know that its senses have been tapped, whether it succeeded or failed at its saving throw, or why it made a save, though it does know that it made a saving throw. The creature you link to must be alive. You choose one sense per three levels and receive information from that sense of the targets, overriding your own. (If you are looking through someone else's eyes you can't see through yours.) If the creature you are linked to moves beyond the spell's range the living link ends.

### **Lockbox**

*By James Sutherland*

Abjuration (see text)

Level: Clr/Fvs 5, Sor/Wiz 5, Trade 5, Wealth 5

Components: V, S, M, F

Casting Time: 1 hour

Range: Touch

Target: One box, up to 1 cubic foot/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cast this spell on a box and it has several effects. For the duration, only you can see it (this effect is a glamor). It is virtually weightless, weighing only 2 lbs. regardless of how much is in it. Finally, it is arcane locked and only you can open it without taking special measures. While the *lockbox* spell lasts, the box gains a +4 enhancement bonus to its hardness.

### **Lower Resistance**

*By James Sutherland*

Abjuration

Level: Clr/Fvs 5, Drd 7, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (see text)

This spell causes the target to lose some degree of spell resistance for a time. Though it is not allowed a saving throw the target's SR applies, but your spell penetration roll receives a +6 competence bonus. If you succeed the target's SR drops by half your level. This counts as an enhancement penalty.

### **Mad Gesticulation**

*By James Sutherland*

Transmutation

Level: Hou 2, Madness 1

Components: S

Casting Time: 1 standard action

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

Target: One creature or group of creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to convey a simple message (come here, I'm hungry, danger over there, etc.) by sweeping hand gestures, jumping up and down, etc. You may choose whether to convey a message to a single individual or to a single group of creatures within range. (This can be all creatures within range, or a smaller group, determined by location.)

### **Magesurge**

*By James Sutherland*

Transmutation

Level: Clr/Fvs 7, Drd 8, Sor/Wiz 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One arcane spellcaster

Duration: 1 round/level

Saving Throw: Will negates, plus see text

Spell Resistance: Yes

If the victim fails his save, any arcane spell he casts deals 1d4 hp/spell level to him. The victim receives a

Fortitude saving throw (DC15 + the level of the spell being cast) to avoid the damage from each spell he casts. A *magesurge* can be dispelled but if the victim does so himself he suffers damage for casting the *dispel magic*.

### **Magic Circle against Extremism**

*By James Sutherland*

Abjuration

Level: Balance 3, Imperial 5

This spell functions like *magic circle against evil*, except that it functions against creatures of any extreme alignment (LG, LE, CG, CE).

### **Magic Manager**

*By unknown author*

Transmutation

Level: Chr 6, Time 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

One round after the spell is cast, the caster may cast additional spells, on his turn, as free actions. These spells must have a casting time of 1 standard action or less. Roll a Spellcraft check (DC 10) plus the level of the spell to be cast plus the total levels of spells cast in this manner so far in the round. If the check fails, the spell succeeds, but you may not cast any further spells in that round.

These spells still count against your number of spells/day & memorized spells, so using this spell can quickly deplete a caster's spell capacity.

*Material Component:* A tiny replica of an abacus, which costs no less than 500 gp. (Not consumed during the casting.)

### **Magick Fingerz**

*By Brannon Hollingsworth*

Evocation [Force] / Divination

Level: Brd 4, Clr/Fvs 6, Hou 4, Sor/Wiz 5

The *magick fingerz* spell is located in *Son of a Portable Hole*, a D20 resource by E.N. Publishing. You can download the PDF for free at [RPGNow.com](http://RPGNow.com).

### **Magma Walk**

*By James Sutherland*

Transmutation

Level: Clr/Fvs 4, Elm (Earth/Fire) 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature/3 levels

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creatures touched can walk on molten lava with no ill effects. It both supports their weight and deals no heat damage. (Lava-based attacks deal only subdual damage while this spell is in effect.) The subjects can also walk on other liquids but has no protection against any ill effects they may cause.

### **Melee Manager**

*By unknown author*

Transmutation

Level: Chr 3, Time 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

A creature targeted by *melee manager* performs more quickly in combat. A 5<sup>th</sup> to 9<sup>th</sup> level caster causes the target to gain one extra standard action each round that can only be used to perform a single melee attack. A 10<sup>th</sup> to 14<sup>th</sup> level caster causes the target to gain one set of extra actions each round that can only be used to perform a full attack. A 15<sup>th</sup>+ level caster causes the target to gain one set of extra actions each round that can only be used to perform a full attack, and the target receives a +4 *haste* bonus to AC and initiative. These bonuses are not cumulative.

*Material Component:* A tiny replica of an abacus, which costs no less than 500 gp. (Not consumed during the casting.)

### **Malford's Dopplegangnt**

*By Paul Macias*

Illusion (Glamer) [Mind-Affecting]

Level: Asn 3, Brd 3, Imperial 5, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: See text

This ingenious illusion allows you to become a perfect double of someone you've studied for at least ten minutes, including watching them speak, seeing their mannerisms, etc. People that know the doubled creature and speak to you may make Will saves; if they fail they hear what they would expect to hear from the real deal. In effect you become the perfect double.

This spell effectively gives you a +20 circumstance bonus to your Disguise check.

*Material Component:* A bit of hair or fingernail clippings from the creature you want to imitate.

### **Malford's Group Invisibility**

*By James Sutherland*

Illusion (Glamer)

Level: Brd 6, Imperial 7, Sor/Wiz 5  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: Up to one willing creature/level  
Duration: 1 minute/level (D)  
This spell makes its recipients invisible and inaudible to everyone except each other. The inaudibility only covers sounds up to normal conversation in volume, not shouting, combat, etc. Any recipient that attacks immediately loses all benefits of the spell and can no longer see and hear the other recipients.

You may selectively dismiss the spell from individual targets or you may dismiss the spell as a whole.

*Material Component:* An eyelash encased in a bit of gum arabic.

### **Malford's Hell on Earth**

*By Paul Macias*

Illusion (Pattern) [Mind-Affecting]  
Level: Imperial 5, Sor/Wiz 3, Wmg 3  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: 30-ft. radius spread  
Duration: 1 round/level  
Saving Throw: Will disbelief  
Spell Resistance: No

This spell causes hell to erupt around creatures within the area. Geysers of magma, fire and brimstone, flying devils, black skies, jagged mountain ranges in all directions, horrible screams- all of these are created by the spell. Creatures within the spell cannot see or hear out of the area of effect unless they first successfully disbelieve.

*Material Component:* A bit of sulfur.

### **Malford's Inconspicuousness**

*By Paul Macias*

Illusion (Glamer)  
Level: Brd 3, Hou 4, Imperial 6, Sor/Wiz 3  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 minute/level (D)

Malford's Inconspicuousness makes you become near undetectable. Overlooked as if an unimportant part of the surroundings even if you would normally stand out. This illusion tricks everyone viewing the caster to be completely harmless. You may cast non-offensive spells or attempt to pick someone's pockets while the spell lasts, but if you attack anyone you disrupt the spell and it ends. If any creature views you taking an action the creature cannot abide (such as if you are caught in an attempt at picking a creature's pocket, if you make the moves on someone's wife, etc) it is allowed a Will save to shake off the effects of the spell.

*Material Component:* A ball of pocket fluff sprinkled over your body.

### **Malleable Skin**

*By James Sutherland*

Transmutation  
Level: Sor/Wiz 1  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: One creature, size Large or smaller  
Duration: 1 minute/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The subject has its skin grow rubbery and slightly malleable. She is immune to wounding special effects and gains DR 5 against slashing and DR 10 against bludgeoning. Any time the character's bones would be broken she receives a Fortitude saving throw (DC 15) to avoid it.

*Material Component:* A bit of rubber.

### **Marius' Aging Attack**

*By James Sutherland*

Transmutation  
Level: Chr 4, Imperial Clr/Fvs 6, Sor/Wiz 5, Time 5  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray  
Duration: 1 minute/level  
Saving Throw: Fortitude partial  
Spell Resistance: Yes

*Marius' aging attack* fires a grey ray from your fingertip. If it hits, the victim is infused with the power of the plane of time and is effectively aged to venerable age (PHB, pg. 93) suffering all appropriate aging penalties. If the victim makes a Fortitude saving throw, they are only aged one category. If a creature that is venerable is subject to this spell, a failed saving throw kills it and a successful saving throw stuns the target for one round and inflicts 1d4 points of Strength and Dexterity damage to it.

### **Marius' Deconstruction**

*By James Sutherland*

Transmutation  
Level: Construct 7, Imperial Clr/Fvs 7, Imperial Sor/Wiz 6, Sor/Wiz 7  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One construct  
Duration: Instantaneous  
Saving Throw: Fortitude negates  
Spell Resistance: Yes

This spell will destroy a single construct or simulacrum in range so long as it does not have the Magic Immunity special quality. The construct receives a

Fortitude save; if successful, it still suffers 3d6 + 1/level (maximum +20) hit points of damage.

### **Marius' Double Actions**

*By James Sutherland*

Transmutation (Time)

Level: Chr 6, Imperial 7, Sor/Wiz 7, Time 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4 rounds

This spell allows you to take two rounds worth of actions on your turn, including two standard actions and two move-equivalent actions. If you do not otherwise move during your turn you may make two five-foot-steps, but if you do the second one is subject to attacks of opportunity. This spell does not allow you to cast additional Quickened spells in the round.

*Material Component:* A bit of sand from the Temporal Prime.

### **Marius' Moment**

*By James Sutherland*

Divination

Level: Chr 2, Imperial 4, Sor/Wiz 3, Time 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell acts at just the right moment for one round, effectively taking 20 on any single d20 roll during the round.

### **Marius' Sidestep**

*By James Sutherland*

Conjuration (Teleportation)

Level: Chr 8, Imperial Clr/Fvs 9, Sor/Wiz 8, Time 8

Components: V

Casting Time: 1 standard action

Range: Personal (see text)

Target: You and touched objects weighing up to 50 lbs./level

Duration: 1 round/level

You can teleport quickly over short distances for the duration of the spell. The teleportation can be used 1/round as a move action, and once during the duration of the spell you may choose to use it instantly, even on another's turn. If you wish to use it to avoid a blow or a spell, you must do so before the attack or effect is rolled. Using this function ends the spell prematurely.

When you teleport through *Marius' sidestep*, you must be able to see the space into which you wish to teleport. Furthermore, you may only teleport to areas within Short range (25' + 5'/2 levels).

### **Marius' Stasis Shield**

*By James Sutherland*

Abjuration

Level: Chr 9, Imperial Clr/Fvs 9, Sor/Wiz 9, Time 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature or Large or smaller object

Duration: 1 round/level (plus see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

A shimmering silver globe of temporal energy protects the subject of Marius' stasis shield. An unwilling subject receives a Will saving throw (and spell resistance) to avoid being shielded. Any creature touching the shielded subject, including by attacking with a melee weapon, must make a Will saving throw (spell resistance also applies) or be put into a state of *temporal stasis* that lasts for 1 minute/level.

*Material Component:* A bit of sand from the Temporal Prime and a powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp.

### **Marius' Stunning Cone**

*By James Sutherland*

Evocation (Time)

Level: Chr 5, Imperial Clr/Fvs 7, Sor/Wiz 6, Time 6

Components: V, S

Casting Time: 1 standard action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A cone of silvery force drawn from the Temporal Prime shoots from your fingertip. All creatures, up to a total hit dice equal to twice your caster level starting with the closest possible targets first, caught in the cone must make Will saves or be stunned for 2d6 rounds. (A creature immune to stunning does not count against the hit dice limit of this spell.)

### **Metamorphose Liquids**

*By James Sutherland*

Transmutation

Level: Sor/Wiz 1, Elm (Water) 1, Hou 1, Imperial 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: Cube up to 1-ft/level on a side or 1 creature

Duration: Permanent

Saving Throw: Fortitude negates (creatures or magical liquids only)

Spell Resistance: Yes

This spell turns one liquid into another. Magical liquids cannot be created, but they can be metamorphosed into non-magical liquids. Poisons may be rendered harmless (although those already consumed are not

affected). Living creatures are unaffected except those from the elemental plane of water or oozes, who suffer 1d4+1/level points of damage (Fort negates).

*Material Component:* A drop of the liquid to be created, which must be placed on your tongue. (This makes creating poisons, acid, alchemist's fire, etc. somewhat dangerous.)

### **Mirrored Wall**

*By Dorian Hart/Kevin Kulp*

Evocation [Force]

Level: Imperial Clr/Fvs 7, Sor/Wiz 5, Wall 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a hemisphere with a radius of up to 1-ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell is identical to a *wall of force*, except that one side (typically the side facing away from the caster) is mirrored, such that creatures cannot see through it. Viewed from the other side, the mirrored wall is transparent.

*Material Component:* A pinch of finely ground powder made from a mirror.

### **Mists of Melancholy**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguilement 5, Brd 4, Elm (Air) 6, Hou 4, Sky 6, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Mist that spreads in a 30-ft. radius, 20 ft. high

Duration: 1 minute/level (D)

Saving Throw: Will partial

Spell Resistance: See text

This spell causes a bank of blue mist to form. The mist obscures all vision beyond 5' and grants half concealment (20% miss chance) to all closer creatures. A moderate wind (11+ mph) disperses the mists in six rounds; a strong or stronger wind (21+ mph) disperses them in but three rounds.

All creatures within the mist must make Will saves or be overcome by a fit of melancholy; spell resistance applies. If the creature successfully saves he suffers a -1 morale penalty on attack, damage, saves and checks. A failed saving throw indicates that the creature will do nothing except mope as long as he is in the mist and will not move out on his own. If a character overcome by melancholy is attacked he may respond normally but with a -2 morale penalty (as above) until he exits the mists. Melancholy creatures are not flat-footed.

*Material Component:* A tear.

### **Moans of Ecstasy**

*By James Sutherland*

Illusion (Glamer)

Level: Hou 2, Seduction 1

As per *silence*, except that the spell produces an overwhelming amount of noisy moans, groans and grunts from the emanation. The effects on spellcasting, speech, etc. are identical to those of *silence*.

### **Moment of Insight**

*By James Sutherland*

Divination

Level: Planning 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain a +5 insight bonus to a single Knowledge check made by the end of your next turn.

### **Moon Rune**

*By James Sutherland*

Illusion (Figment)

Level: Asn 2, Brd 2, Clr/Fvs 2, Drd 2, Imperial 4, Moon 1, Rgr 2, Secrecy 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Invisible rune, up to 1 sq. foot

Duration: Permanent (D)

Saving Throw: Will disbelief (harmless)

Spell Resistance: No

You create up to seven invisible marks, runes or characters on any surface (not on a creature). The mark(s) remain invisible until conditions you specify at the time of casting are met. For example you could specify that the runes are solely visible under the light of a moon, when viewed by an elf, at sunrise, when you are present, and so on, using visual cues. A moon rune cannot transcribe magical runes. *Moon runes* are permanent and will appear whenever their conditions are met. In addition, a *detect magic*, *see invisibility*, *illuminate text*, *true sight* or similar magic will reveal a *moon rune*. Moon runes are subject to an *erase* spell.

*Material Component:* A special mixture of pigments including mithral filings or powder worth 100 gp.

### **Mostin's Arrhythmic Apoplexy**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A dim ray springs from the caster's palm, causing the creature it touches to be affected by intermittent spasms and convulsions. For the duration of the spell, the target may only take a standard action each turn, and suffers a -2 circumstance penalty to AC, attack rolls and Reflex saves, as *Mostin's arrhythmic apoplexy* interrupts normal movement. Jump, Climb, Swim and all Dexterity-based skill checks also suffer a -2 penalty as long as the spell's duration persists.

### **Mostin's Aura of Inscrutability**

By Dan, a.k.a. Mostin (a Wyre spell)

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is rendered immune to minor divinations which would reveal information about him, including *detect poison*, *detect undead*, *detect chaos/evil/good/law*, *detect thoughts*, *arcane sight*, *discern lies*, *know protections* and *know vulnerabilities*. The subject is also protected from *detect magic* as if warded by *Nystul's undetectable aura*, so the existence of the aura of inscrutability is difficult to determine, although it may be inferred that some kind of ward exists. *True seeing* reveals *Mostin's aura of inscrutability* as an insubstantial haze surrounding the subject, although it does not reveal its purpose or power.

*Mostin's aura of inscrutability* offers no protection against *scrying*, *clairvoyance*, or similar magic.

*Material Component:* A piece of sheer fabric.

### **Mostin's Fleeting Leap of Evolution**

By Dan, a.k.a. Mostin (a Wyre spell)

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is infused with the essence of the Far Realm, the insane region beyond space and time where the normal laws, which govern reality, break down. For the duration of the spell, the subject gains any one of the following benefits:

*Flexibility:* The subject gains a +10 natural armor bonus, a +10 insight modifier to attacks, and a

100% increase in speed, for all movement types. The subject may use *blur* and *dimension door* at will as a 20th level caster, and is not affected by the miss chance that applies to hit concealed targets.

*Terrifying Aspect:* The subject gains a +10 unnamed bonus to Strength, and clusters of tentacles replace his arms: he may make a number of tentacle attacks equal to 1 + 1/3 of the caster's level rounded down (maximum 7 total). Each tentacle attacks at the subject's highest BAB, and deals damage of 2d8 + Str modifier. If this option is chosen, the subject may also assume an alternate form as a standard action, where he appears as a writhing mass of strange organs and tentacles. The subject's abilities remain unchanged despite his appearance, but other creatures receive a -1 morale penalty to attack him whilst in this form.

*Resilience:* The subject gains 1d6 temporary hit points per caster level (max 20d6), electricity and acid resistance 20, spell resistance 30 and damage reduction of 10/magic.

Successive castings of the fleeting leap of evolution do not stack. If new sets of abilities are chosen then they replace those already in effect.

*Material Component:* A piece of matter from the Far Realm.

### **Mostin's Id Eruption**

By Dan, a.k.a. Mostin (a Wyre spell)

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The target creature is beset by strong, unconscious urges. If it fails its Will saving throw, it will immediately act in a manner exactly contrary to that dictated by its normal alignment and conditioning. Normally suspicious creatures will become friendly, peaceful creatures become violent, selfish creatures become generous etc.

Creatures who possess a very entrenched set of behaviors (paladins, evil clerics etc.) are particularly vulnerable to this spell, because of the extreme reversal that it entails. A champion of good becomes filled with brutality, and will seek to sate his basic urges immediately and without regard to the welfare of others. An evil necromancer may instead offer aid or healing.

Creatures who are rendered passive by this spell (if their normal condition is one of great violence) will still fight defensively if attacked, until the duration expires. Targets with strong religious beliefs and alignment tendencies upon which special abilities are based may need to atone after the spell has expired, at the DM's discretion.

Outsiders such as demons, slaadi, devils and celestials, being archetypal manifestations of the principles they embody, are immune to this spell.

### **Mostin's Interminable Sermon**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: 30 ft.

Targets: All creatures within a 30-ft. radius spread, centered on you.

Duration: Concentration (and see below)

Saving Throw: Will negates

Spell Resistance: Yes

The caster begins to speak of complex arcane matters in a dry, monotonous, academic voice, immediately forcing Will saving throws from all of those within the spell's area of effect. Those who fail their saves stand and listen to the caster, as he expounds various magical philosophies and esoteric theories.

After 5 rounds of monologue, the targets start to become bored and restless, wishing to escape from the interminable sermon, but afraid of offending the caster. For every round which passes after the fifth, each creature affected is allowed a new Will saving throw, with success indicating that it can break itself away from the interminable sermon: it leaves the vicinity of the caster at half of its movement speed, attempting to slip away casually and unobtrusively. Once outside of the spell area, the enchantment on those intent upon leaving the caster's presence persists for 1 round per caster level (max 15 rounds). During this time, they will be unwilling to approach the caster again, as though subject to an antipathy spell.

The targets of an interminable sermon are in no way held or incapacitated, and any attack upon them immediately ends the effects of the compulsion. If the caster voluntarily ends the interminable sermon, or his concentration is broken, the compulsion likewise ends upon those who are still listening to him (but not upon those who have already fled him).

### **Mostin's Invulnerability to Perception**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is encapsulated within a protective sheath of null-space, and is rendered undetectable by sight, scent, sound, tactile interaction, blindsight, tremorsense, and all non-epic divinatory spells such as

*detect thoughts, detect magic, detect chaos/evil/good/law, see invisibility, true seeing, prying eyes, arcane eye, scrying, greater scrying, locate creature and discern location.* Epic divinations must make a successful opposed caster level check in order to reveal information about the subject's whereabouts.

The subject may act normally in his environment, and if his presence can be inferred by his actions, he is still liable to attacks as if they were directed against an invisible creature.

### **Mostin's Metempsychotic Reversal**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Transmutation

Level: Sor/Wiz 5

Components: V, S

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

Target: One animal, fey, or humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The subject is instantly forced into the form occupied in a random prior incarnation. Roll on the *Reincarnate Spell Table* (PHB, p.244) to determine the new form assumed by the creature. It has no recollection of its future life, and instead has a completely new set of memories and experiences, which pertain to its previous existence.

The metempsychotically reversed creature has all the abilities and attributes of its prior life, and is in all ways typical of its creature type: consult the *Monster Manual* for details. In the case of animals, this means a greatly reduced Intelligence. Only animals, fey and humanoids are subject to *Mostin's metempsychotic reversal*.

*Mostin's metempsychotic reversal* may be reversed by a *limited wish*, *wish* or *miracle*.

### **Mostin's Metagnostic Inquiry**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Target: One outsider

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell is designed to extract information from outsiders. The caster is permitted but a single question, and the target is allowed no saving throw, although SR still applies. It cannot be successfully applied to magically bound, held or summoned creatures and the target must possess a language and be capable of communicating verbally with the caster.

If the *Mostin's metagnostic inquiry* is successful, the creature becomes passive and cannot act aggressively for a period of time equal to 1 round

per caster level. If the caster, his or her allies, or any third party attack the creature, the effect of the *Mostin's metagnostic inquiry* is immediately dispelled, and the target is no longer under the effect of the compulsion. While the passive state persists, the caster may pose a single question to the target.

*Mostin's metagnostic inquiry* forces a state of expanded awareness upon the target creature, which connects it directly to the collective memories and consciousness of its type and alignment: for example 'devil-kind' or 'sllaad-kind'. Hence, the subject of the *Mostin's metagnostic inquiry* is able to relay information which, as an individual, it would typically not have access to. Note, however, that the visions which the target experiences must still be articulated in its mind and vocalized - hence, its Intelligence and Wisdom remain limiting factors, as shown on the table below. Creatures subject to a *Mostin's metagnostic inquiry* will not intentionally lie, but certain information may still be unavailable at the DM's discretion: although it possesses enormous potential this spell in no way renders the target omniscient. The DM should secretly roll the dice and consult the table below.

<i>Target's Int + Wis</i>	<i>Impenetrable Transparent Riddle Allegory</i>	<i>Cryptic Clear Allegory Answer</i>
Less than 20	01-50	51-75
	76-90	91-00
20-25	01-40	41-70
	71-85	86-00
26-30	01-30	31-60
	61-80	81-00
31-35	01-20	21-40
	41-70	71-00
36-40	01-10	11-30
	31-60	61-00
41-45	01-20	21-50
	51-00	
46-50	01-10	11-40
	41-00	
51+		01-30
	31-00	

*Impenetrable Riddle:* Either the target creature cannot discern an answer to the question, or the barrage of symbols and metaphors is too much for its mind to deal with. Its answer is so opaque as to hold no real meaning.

*Cryptic Allegory:* The answer is veiled in obscure imagery and nuance, but is not impenetrable to those who are practiced with riddles and symbolic thought.

*Transparent Allegory:* Familiar symbols are used to signify the answer to *Mostin's metagnostic*

*inquiry*, which should prove reasonably easy for the caster to interpret.

*Clear Answer:* The target of the spell answers in clear, precise and unequivocal terms.

Judging the results of a *Mostin's metagnostic inquiry* requires DM inventiveness and discretion, as well as a communication of intent from the player. The DM must come up with the answer and render it in suitably comprehensible (or incomprehensible) terms. As the player has no knowledge of the dice result, it can lead to interesting misinterpretations: often the line between a *cryptic allegory* and an *impenetrable riddle* cannot be distinguished.

### **Mostin's Paroxysm of Fire**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Transmutation [Fire]

Level: Elm (Fire) 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature (and see below)

Duration: Concentration (Up to 4 rounds)

Saving Throw: Fortitude negates (and see below)

Spell Resistance: Yes

If the subject fails its saving throw, it instantly takes 1d8+1 point of fire damage per caster level (max +15), and begins wildly thrashing upon the ground, belching fire in great gouts. Creatures within 20 feet of the affected subject sustain 4d6 points of fire damage (reflex saving throws for half).

For each round beyond the first that the caster attempts to maintain *Mostin's paroxysm of fire*, the subject is entitled to a new Fortitude save, with success indicating that the spell is ended. Failure means that the target sustains the initial damage again, and continues its fiery exhalations. Each round that creatures remain within 20 ft. of the affected subject, they sustain a further 4d6 points of damage.

*Material Component:* A small piece of sulfur and a clove of garlic.

### **Mostin's Torque Tendril**

*By Dan, a.k.a. Mostin (a Wyre spell)*

Conjuration [Force]

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The caster creates an invisible tendril of force between himself and the target creature, which renders it incapable of approaching him. Every round it attempts to move towards the caster, the target must succeed at a Strength check (DC 30) in order to succeed: failure indicates that it is instead deflected at half its speed, at

90 degrees to its desired course. If the target attempts to obliquely approach the caster, it is likewise deflected away from him, such that its course is perpendicular to the line of effect between the caster and target.

*Focus:* A coiled spring.

### **Mudform**

*By James Sutherland*

Transmutation

Level: Elm (Earth/Water) 8, Slime 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Duration: 10 minutes/level

This spell allows you to assume an oozy, muddy form.

While in this form you gain the following properties:

-DR15/magic and bludgeoning

-Immunity to critical hits, ability score damage or drain, disease, drowning, poison, acid, subdual damage, stunning, and attacks that affect your respiration

-Fire resistance 30

-You are a liquid and can slip through cracks, under doors, etc. You can even pass slowly through porous material such as a portcullis, a sieve, etc. at a speed of 5' as a full round action

-You gain a slam attack with a 10' reach that deals 1d6 hp of acidic damage

### **Mudstorm**

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Earth/Water) 5, Sky 7, Slime 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 60-ft. spread, 30 ft. high

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A huge storm of mud and water furiously splashes throughout the area. Any creature within the *mudstorm* has 100% concealment beyond 5' and 50% concealment within 5'. Additionally the sounds of the *mudstorm* are so loud that all creatures within are effectively deafened. Creatures within the *mudstorm* suffer 3d6 points of subdual damage per round from impact and buffeting; elemental resistance against water will aid against this effect. Creatures attempting to move more than half their normal movement rate must make a Balance check (DC 15) each round or fall. A successful Fort save allows the victim to avoid the need for a Balance check, the subdual damage and the deafness, but a save must be made each round a creature is within the *mudstorm*.

### **Mulissu's Instantaneous Elemental Tempest**

*By Jameson Ferris*

Conjuration (Summoning) [Air]

Level: Elm (Air) 9, Imperial Clr/Fvs 9, Sky 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: One mile (see text)

Effect: 20-ft. radius centered on you, 10 ft./level radius centered on you and a one mile radius, centered on you (see text)

Duration: Concentration (maximum 4 rounds)

Saving Throw: See text

Spell Resistance: Yes (see text)

This spell creates a potent zone of magical cyclonic activity with a radius of one mile centered on the caster. Three distinct regions exist within the Elemental Tempest, as the power of the spell increases towards the center.

- The tertiary zone, which extends out to the full one mile limit, is characterized by hurricane-force winds which render normal missile attacks useless and cause siege weapons to incur a penalty of -8 on attack rolls. Medium-sized or smaller creatures are blown away, large creatures are knocked down and huge creatures are checked unless they succeed at a Fortitude save with a DC of 20.
- The secondary zone, which extends up to 20ft. per caster level, is characterized by all of the above effects, and, in addition, is shot through by lightning. Every round that a creature stays within the secondary zone, he or she is 50% likely to be struck by lightning and suffer 1d6 dice of damage (d6s). A successful reflex save halves the amount of damage sustained.
- The primary zone, with a radius of 20ft., is an area of intense electromagnetic activity, and is characterized by plasma vortices, unusual lightning phenomena, and bizarre atmospheric conditions. Whilst neither the conditions of the tertiary nor secondary zones prevail within the primary zone, it has its own dangers. Creatures within the primary zone sustain 1d8 points of electrical damage +1 point per caster level (max +25) every round, with no saving throw allowed.

### **Mulissu's Quasi-Elemental Transformation**

*By Jameson Ferris*

Transmutation

Level: Imperial Clr/Fvs 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell transforms the spellcaster's body into radiant ionized energy which has a number of different effects.

- The caster gains damage reduction of 30/+3 for the duration of the spell.

- He or she can *fly* at a Speed of 150ft. with perfect maneuverability.
- Untended combustible items, which come into contact with the caster, are ignited. With a touch, the caster may melt metals with the boiling point of lead or gold in one round. Iron or steel begins to redden after one round, becomes white-hot after three rounds, and melts at the end of five rounds. One cubic foot per caster level may be affected.
- The caster continually sheds light equivalent to a *daylight* spell in a 60-ft. radius.
- The caster becomes immune to all fire, electrical and positive energy effects (including magical healing), and immune to deafness, blindness, ability score damage, disease, drowning, poison, stunning, critical hits and death from massive damage. He or she takes normal damage from acid and sonic attacks and double damage from water and cold-based attacks on a failed save. He or she suffers a -4 penalty on saves against energy draining or enervation attacks. The caster becomes immune to attacks which target physiological or respiratory systems, as he or she possesses neither. He or she is considered to have an effective mass of zero, negating spells such as *reverse gravity*, which might target him or her.
- He or she cannot cast spells for the duration of *Mulissu's quasi-elemental transformation* but, as a standard action, may make an electrical ranged or melee touch attack which deals 3d6 points of damage plus one point per caster level (maximum +25). The attack has a range of 100ft. + 10ft. per caster level.

### **Mulissu's Ultimate Plasma Evocation**

*By Jameson Ferris*

Evocation [Electricity]

Level: Elm (Air) 9, Imperial Clr/Fvs 9, Sor/Wiz 9, Wmg 9

Components: V, S

Casting Time: 1 standard action

Range: 30 ft., see text

Effect: 30-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude negates (see below)

The caster's body becomes a living conduit for immense plasma energies, which are expressed as a burst of electrical energy, which radiates instantaneously from the caster's person.

Creatures caught within the blast area sustain 1d8 points per caster level (max. 25d8) of electricity damage: a successful Reflex save halves the damage.

Furthermore, the shock wave generated by the *ultimate plasma evocation* is sufficient to knock

creatures of Large size or smaller prone or blow creatures of Medium-size or smaller away unless they make successful Fortitude saves against the spell. Creatures who are blown away are thrown back 1d4 x 10 feet, fall prone and sustain 1d4 points of subdual damage/10 ft. thrown.

### **Music of the Spheres**

*By James Sutherland*

Enchantment (Compulsion) [Sonic] [Mind-Affecting]

Level: Beguilement 9, Music 9

Components: V, S, F, DF

Casting Time: 1 standard action

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

Area: 60-ft. radius spread

Duration: 1 minute/level

Saving Throw: Will partial

Spell Resistance: Yes

You cause an area to fill with the *music of the spheres* – literally, the sounds of the planes as they move through their celestial orbits. The music is loud enough to be heard as far away as 1000 ft. from the edge of the area of effect. All creatures that hear the music find it to be so magnificently beautiful, yet so utterly unlike anything they've ever heard before, that they are touched with the memory of the *music of the spheres* for the rest of their lives. The *music of the spheres* spell dispels all *silence* effects in its area of effect.

Any creature that actually enters the area of the effect must make a Will save or stop, enraptured, unable to move or act. If such a creature is damaged, moved or forced to make a saving throw, it may attempt another saving throw to react. Otherwise, it will remain passive through the duration of the spell. Within the area of the spell creatures cannot hear anything other than the music, rendering them effectively deaf (though spell resistance will negate this effect as well). A character that fails its saving throw and is removed from the area of effect while still enraptured is dazed for 1d4 rounds after emerging.

*Focus:* A musical instrument of any kind.

### **Nanesa's Underwater Lantern**

*By Robert Blezard*

Conjuration (Creation) [Light]

Level: Brd 5, Clr/Fvs 5, Drd 5, Pal 5, Sor/Wiz 5, Undersea 4

Components: S, M/DF

Casting Time: 1 standard action

Range: Personal

Effect: Conjures one magical bullseye lantern made of coral

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell conjures a magical bullseye lantern constructed of coral. *Nanesa's underwater lantern* illuminates an area exactly as a normal bullseye lantern does. Thus, *Nanesa's underwater lantern* provides clear

illumination in a 60-ft cone and shadowy illumination in a 120-ft. cone.

The lantern can be carried in one hand and can be shuttered like a normal bullseye lantern. Once the spell's duration ends, the lantern fades away.

Note that this spell can only be cast underwater. If brought into an air-based environment the lantern's magic is permanently negated.

If *Nanesa's underwater lantern* is brought into an area of magical *darkness* (or vice versa) then it is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Nanesa's underwater lantern* counters or dispels any darkness-based spell of equal or lower level, such as *darkness* and *deeper darkness*.

*Component:* A piece of preserved coral.

## Nap

*By James Sutherland*

Transmutation

Level: Chr 2, Healing 3, Time 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to one willing creature/level

Duration: 1 hour

You put willing creatures into a deep, restful sleep.

After the *nap* the creatures are as refreshed as if they'd slept for 8 hours, recovering hit points and ability points, spells (if an arcane caster), power points, etc.

*Nap* will only work on a given creature once per day.

## Nightingale

*By James Sutherland*

Transmutation

Level: Brd 2, Hou 2, Imperial 5, Music 1, Pleasure 2, Sky 3, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bestows upon the recipient an extraordinarily beautiful voice, giving the recipient's singing an unearthly sweetness. All perform checks with a vocal component gain a competence bonus of +2 per caster level (maximum +15).

## Nightmare Manifest

*By Robert Blezard*

Illusion (Shadow) [Evil, Fear, Water]

Level: Fear 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

You use water from the Shadowstar Sea to make a target creature's worst *nightmare manifest* as quasi-real shadow creatures, objects, or event. The caster must make a successful ranged touch attack against the target creature in order for the spell's power to reach into the creature's subconscious mind and learn its greatest fear. A caster need not make an attack roll against a prone or unconscious target.

Once this initial attack has succeeded the nightmare then manifests adjacent to the target creature in whatever form is appropriate to how the nightmare creature, object, or event would appear to the target creature. This means that the conjured creature, object, or event is often distorted in some dark, twisted manner and is intensely frightening to behold. All those that interact with the conjured object, event, or creature can make Will saves to recognize its shadowy nature. The target creature's Will save is one and a half times the normal DC in order to save against this spell. Those that do make their save see through the illusion.

Those, besides the target creature, that fail at their saves suffer a -1 morale penalty on saving throws due to the fear that *nightmare manifest* causes in those that interact with the conjured object, creature, or event. If the target creature fails its save then it becomes panicked. It suffers a -2 morale penalty on saving throws, and it flees the region where *nightmare manifest* is in effect. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. (See DMG for more information on fear-panicked creatures.)

Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are one-fifth strength or 20% likely to work.

Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is one-fifth normal, and all special abilities that do not produce damage (in hit points) are 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one fifth as large (so a +10 total bonus resulting in AC 15 would change to a +2 total bonus for a new AC of 11).

Those who succeed at their saves see *nightmare manifest* as transparent images superimposed on vague, shadowy forms.

### **Nirrighan's Dismemberment**

*By James Sutherland*

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: See text

Spell Resistance: No

You can pop off body parts as you desire, sending an eye around the corner, a hand with a message to the other side of the room, etc. The detached parts can move, perceive, etc. as appropriate to their type at your volition, though you are still limited to your normal number of actions per round.

While Nirrighan's dismemberment is in effect, you take no extra damage from critical hits, but they automatically lop off body parts instead. Wounding, vorpal, sharpness and similar effects have no extra effect on you.

Spells that you cast may originate from any part of your body. If the spell should expire (or be dispelled) while you are separated you must make a Fort save (DC 22) or die. Success indicates that your head and everything attached to it survives. (This is a death effect.)

*Material Component:* A troll's heart.

### **Omnivore**

*By James Sutherland*

Transmutation

Level: Hunger 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your mouth, throat and digestive system become empowered to eat literally anything. This means that you can eat or drink acid, poison, broken glass, etc. without harm. Because your stomach, mouth and throat toughen so much you gain a +2 natural armor bonus and damage reduction 5/-. You can also use a bite attack (treat as an armed attack) that inflicts 2d8 hp of damage, ignoring all hardness.

If not in combat you can eat one cubic foot of material per round as a standard action or twice that as a full-round action.

*Material Component:* The tongue of a xorn.

### **Oops, Sorry**

*By James Sutherland*

Enchantment [Mind-Affecting]

Level: Chaos 3, Charm 3, Hou 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal (see text)

Effect: See text

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to avoid an encounter that has just begun. If cast within one round of the beginning of an encounter, you simply say, "Oops- sorry!" back out of the encountered creatures' view, and if they fail saving throws they forget all about you. This spell could conceivably affect any number of enemies. You cannot cast *oops, sorry* if you have already attacked.

### **Orbius' Enhanced Scrying**

*By James Collins*

Divination (Scrying)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You (see text)

Duration: 1 round/level

While *Orbius' enhanced scrying* is active, you may cast any divination spell through a *scrying* or *greater scrying* spell.

### **Orbius' Osmosis**

*By James Collins*

Divination

Level: Knowledge 2, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One written work

Duration: Instantaneous

You instantly gain a general level of knowledge of a non-magical written work. You can absorb about 30 pages per caster level. The information gained is a general summary of what the written work literally contains. Specific knowledge (such as a quotation, diagram, calculation, table, etc.) can be recalled with an Int check (DC varies from 10 to 20). Books with more than 30 pages per caster level can be absorbed through multiple castings of this spell.

*Orbius' osmosis* doesn't allow you to read a language you don't know, but *tongues, comprehend languages*, or a similar spell cast before the *osmosis* will mitigate this problem.

*Focus:* The written work.

### **Outsider Army**

*By James Sutherland*

Conjuration (Summoning)

Level: Clr/Fvs 9, Wmg 9

Components: V, S, DF

Casting Time: 1 round

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

Effect: See text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons forth a great horde of creatures aligned with your deity. The exact creatures summoned depend on your alignment:

<i>Alignment</i>	<i>Type of Outsiders</i>
Lawful Good	1d10+10 lantern archons led by 1d3+3 hound archons.
Neutral Good	1d10+12 celestial wolves led by an avoral guardinal.
Chaotic Good	1d10+12 celestial eagles led by a pair of celestial unicorns.
Lawful Neutral	1d10+10 duodrone modrons, 1d4+2 quadrones and 1 pentadrone.
Neutral	1d10+10 small elementals (choose type) led by 1 huge elemental.
Chaotic Neutral	1d10+8 singing slaadi (leader? What's a leader?)
Lawful Evil	1d10+10 imps led by two kytons
Neutral Evil	1d10+5 canoloths led by a mezzoloth
Chaotic Evil	1d10+20 quasits (no leadership)

### **Pain Transfixation**

*By James Sutherland*

Necromancy

Level: Pain 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 25'+5'/2 levels

Target: One creature

Duration: 1d4 rounds

Saving Throw: Fort negates

Spell Resistance: Yes

You jab a needle at your target and she suffers a -4 circumstance penalty to strength and dexterity due to pain. Spellcasting requires a Concentration check (DC11 + your spellcasting ability modifier), or the victim loses the spell due to the pain.

*Material Component:* A needle.

### **Paint Memory**

*By James Sutherland*

Illusion (Figment)

Level: Art 1, Brd 1, Chr 1, Imperial 3, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25'+5'/2 levels)

Effect: Visual figment up to 10' on a side

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell creates a silent image of something you've seen in perfect detail as you saw it (even if you hadn't noticed some details). Thus you can use this spell to try to identify someone you only caught a fleeting

glimpse of, read a message later if you only caught a glimpse of it, etc.

*Material Component:* A small paintbrush.

### **Paradox**

*By unknown author*

Transmutation

Level: Chr 6, Time 6

Components: V, S

Casting Time: 1 round

Range: Special, temporal effect (see text)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*Paradox* allows the caster to alter a minor event from his past that may affect the present. The event changed should not be more than 3 hours in duration and cannot have occurred more than 1 month before the spell is cast. Events such as changing what spells were memorized in the morning, having remembered to buy something at a store, or taking back an insult that led to a fight.

*Special:* There is a 25% chance of attracting unwanted attention due to temporal turbulence created.

### **Paradox, Greater**

*By unknown author*

Transmutation

Level: Chr 9, Time 9

Components: V, S, DF

Casting Time: 1 hour

Range: Special, temporal effect (see text)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*Greater paradox* allows the caster to change an important event in his or her past. Such an event may be as far back as a year. The event must be something the caster had control of at the time, and the change may not always work out the way the caster hopes. Examples include changing what feat was selected at a previous level, deciding to create a magical item instead of studying spells etc.

*Special:* There is a 50% chance of attracting unwanted attention due to temporal turbulence created.

### **Paradox, Lesser**

*By unknown author*

Transmutation

Level: Chr 3, Time 3

Components: V, S, DF

Casting Time: 1 round

Range: Special, temporal effect (see text)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*Lesser paradox* allows the caster to take back or change an action performed within the last 5 rounds. It is also possible to act before an encounter begins. (Gaining a surprise round as if the caster had surprised his enemy).

Events changed should follow the same basic course due to temporal momentum, excepting what the caster directly affects.

*Special:* There is a 10% chance of attracting unwanted attention due to temporal turbulence created.

### Perfect Identification

*By James Sutherland*

Divination

Level: Chr 9, Imperial Clr/Fvs 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Target: One object/level

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Object (harmless)

You learn the full properties of magical items in a very short time. You gaze upon an item and, if it fails a Will saving throw, you learn all the item's properties, including whether it is cursed, how many charges it has, etc. If your check fails and the item is unattended, you may try again the next round. If the item is attended, once it has made a saving throw against the *perfect identification* you must cast the spell anew to try to identify it (or force the item to become unattended, of course). In either case, you may attempt to identify a different item, but if you return to an unattended item once you've moved on to another it counts as another target object.

*Perfect identification* has no effect on artifacts, and the caster has no way of knowing whether the item is an artifact or is simply of too high a caster level to identify.

*Material Component:* A large pearl of extraordinary value and quality (worth no less than 1000 gp.)

### Perfect Negotiator

*By James Sutherland*

Transmutation

Level: Trade 9

Duration: 1 minute/level

As per *affability*, except that your competence bonus also applies to Bluff, Sense Motive and Intimidate checks and it is +20 instead of +15. You are also immune to effects that read your mind or aura, including *detect evil*, *detect thoughts*, *true seeing*, etc. You also gain a +5 resistance bonus to saving throws against charms and compulsions.

### Phantasmal Image

*By James Sutherland*

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You put an image into a single target's mind. This image is visual only and mostly stationary; it can be of any size up to the victim's field of vision. You can build a very simple repeating pattern into it (akin to someone gesturing again and again towards an open door). Only the target can see the image.

### Phase Strike

*By James Sutherland*

Evocation

Level: Chr 5, Dmn 6, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./levels)

Area: 30-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is designed to attack creatures that phase in and out (such as phase spiders, ghosts, ethereal filchers, etc.) All creatures out of phase, incorporeal or on the border ethereal in the burst suffer 2d8 hp/level (maximum 15d8). This damage is a special disrupting energy completely harmless to fully material creatures. All out of phase creatures that fail their saving throws are also outlined in a ghostly blue *faerie fire* that reveals them on the material plane (as long as they would be within sight anyway). This *faerie fire* lasts only 1d4+1 rounds.

### Piercing Clarity

*By James Sutherland*

Divination

Level: Chr 7, Clr/Fvs 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell gives you an extraordinary mental clarity. You become immune to charm, confusion, domination and stunning effects, and you gain an insight bonus equal to your caster level to Decipher Script, Knowledge, Listen, Search, Sense Motive and Spot checks. (This does not allow you to use a trained-only skill without ranks in it.)

*Material Component:* A clear crystal lens.

### **Plague of Embers**

*By James Sutherland*

Conjuration [Fire]

Level: Elm (Fire) 5

Components: V, S, F

Casting Time: 1 round

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

Effect: Embers spread in a path 40-ft. wide, 20 ft. high, 40 ft. long/round until at maximum range

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

*Plague of embers* causes a huge volume of red-hot embers to float out from a fire source, dealing damage equal to your level to all creatures in the area affected and lighting all flammable objects in the area ablaze. The secondary fires started by these embers are not a part of the spell itself and thus cannot be dismissed by the caster.

*Focus:* A fire of at least Large size.

### **Poison Air**

*By James Sutherland*

Transmutation

Level: Elm (Air) 9, Imperial Sor/Wiz 9, Sky 9

Casting Time: 1 standard action

Components: V, S

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

Effect: Cloud spreads 60 ft., 40 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell makes the air in the area of effect turn a dirty orange. Creatures within find it tastes metallic and burns their lungs. Each round within the cloud of *poison air* all creatures must make a Fortitude save or suffer 1d6 points of temporary constitution damage. One minute after exiting the cloud creatures must make a follow up save.

### **Poison Web**

*By James Sutherland*

Conjuration (Creation)

Level: Drd 7, Sor/Wiz 6, Spider 6

Components: V, S, M, DF

Duration: 1 round/level

Saving Throw: See text

This spell works like *web* except that creatures entangled within it are also exposed to a deadly contact poison all over it; if they fail Fortitude saving throws, such creatures suffer 1d6+1/5 caster levels (to a maximum of +3 at 15<sup>th</sup> level) points of Strength damage. One minute later exposed creatures must make follow up saves, even if they succeeded at its first saving throw; failure inflicts an additional 1d6+1/5 caster levels (to a maximum of +3) points of Strength damage.

*Material Component:* A spider's fang.

### **Poisoner's Punishment**

*By James Sutherland*

Transmutation

Level: Clr/Fvs 7, Drd 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft burst

Duration: Instantaneous (plus see text)

Saving Throw: See text

Spell Resistance: Yes

All creatures within the area of this spell that have poison on their persons, including as part of their natural attacks, immediately suffer the effects of their own poison. The creatures make initial and secondary saves normally. Note that some creatures are immune to the effects of their own poisons, and also that this spell does not actually use any poisons a creature may be bearing.

### **Poisonous Rain**

*By James Sutherland*

Conjuration (Creation)

Level: Corruption 6, Sky 8, Wmg 7

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Rain in a 40-ft. spread, 40 ft. high

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

This spell causes a poisonous liquid to rain from above. All creatures in the area of effect receive a Fort save; failure indicates 1d4 points of Constitution damage. A victim must make a saving throw against the rain each round within the effect, but no follow up saves are required.

### **Power Word, Sleep**

*By James Sutherland*

Enchantment (Compulsion) [Mind-affecting]

Level: Beguilement 9, Sor/Wiz 8

As *power word stun*, except that the victim falls into a magical sleep. If the creature suffers any damage it wakes up, and another creature can spend a full-round action to give the victim a Will save to wake up on his next turn.

### **Positive Wall**

*By Dorian Hart/Kevin Kelp*

Abjuration (Good)

Level: Clr/Fvs 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: A wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level (D)  
Saving Throw: Special (see below)  
Spell Resistance: No

A *positive wall* spell creates a faintly visible but translucent wall of positive energy, whose shape is determined by the caster at the time of casting. Once placed, the *positive wall* is fixed in place, is immune to damage of all kinds, and is totally unaffected by most spells (see below), including *dispel magic*. Any spell effect, which destroys a *wall of force*, also destroys a *positive wall*.

A *positive wall* only hedges undead creatures; all non-undead creatures, as well as all objects (including missile weapons) and most spells, are unaffected by the wall in any way. Even incorporeal undead, such as ghosts or shadows, cannot pass through a *positive wall*. Only spells and spell-effects from the Necromancy school are blocked by the wall. Non-Necromancy spells pass freely through the wall in either direction, even if cast by an undead creature. This means that a vampire, for instance, could cast *lightning bolt* through the wall, or even *teleport* from one side to the other, but could not cast *enervation* through the wall.

Any undead whose hit dice are equal to or higher than the caster may make a Will save to ignore a *positive wall*. Each such undead only makes this save once, upon first contacting the wall: if it succeeds, it ignores the wall from then on. If it fails, the wall affects it for the duration. Even if an undead creature makes this save, it still cannot cast Necromantic spells through the wall.

Any non-undead creature engaged in melee combat with an undead creature, and who is standing in the same square as any part of a *positive wall*, has the equivalent of one-half cover. He or she gains a +4 cover bonus to AC, and a +2 cover bonus to Reflex saves made against Necromantic spells.

The cleric can, if desired, form the wall into a hemisphere with a radius of up to 1 foot per level. The *positive wall* must be continuous and unbroken when formed, although it can be made to curve around obstacles if possible. If any creature or object breaks its surface at the time of casting then the spell fails.

### **Precognitive Sense**

*By unknown author*

Divination

Level: Chr 1, Time 1

Components: V, S, M, DF

Casting Time: 1 round

Range: Special, temporal effect (see text)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster gains insight into a single event to come. The range is 6 hours/level of the caster into the future and the spell centers on the most important event

during that time. There is always a 10% chance for misleading information.

*Material Component:* A blindfold, which must be worn during casting.

### **Preserve**

*By unknown author*

Transmutation

Level: Chr 2, Time 2

Components: V, S, DF/F

Casting Time: 1 round

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

Target: 25 cu. ft./level

Duration: 3 months/level (see text)

Saving Throw: None

Spell Resistance: No

The caster can halt the decay of nonliving matter.

In the case of food, the food must first be placed in a container. This version of the spell is dispelled when the container is opened.

*Focus:* The nonliving matter to be preserved.

### **Prismal's Reversal**

*By unknown author*

Transmutation

Level: Chr 7, Portal 8, Time 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 doorway or portal

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This enchantment reverses the velocity of a creature progressing through a doorway or portal no larger than 18 ft. by 24 ft., and no smaller than 3 ft. by 4 ft.

A creature moving at a speed of 30 or less is simply pushed through quicker, while those moving faster than 30 ft. are stuck in the portal for 1 round for each additional 10 ft. above 30 ft. that their total movement would have been. (Take into account distance moved before the portal and intended destination in the current round.)

Creatures stuck in the portal are considered flat-footed and may make no move actions while stuck not even a 5-ft. step. Magical teleportation does offer a means for escape.

This spell is resistant to dispelling attempts. After the caster level check, there is still only a 1% chance to dispel it per caster level.

### **Prismatic Sword**

*By James Sutherland*

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Sword of prismatic energy

Duration: 1 round/level  
Saving Throw: See text  
Spell Resistance: See text

This spell conjures a multi-hued prismatic weapon that you can wield, making devastating touch attacks. A successful strike has the effects of a random color of a *prismatic spray* (ignoring rolls of 8 and merely re-rolling). If you cast another spell your *prismatic sword* ends.

A *prismatic sword* can be dispelled normally, and the following spells negate a given color of the weapon: *cone of cold* (red), *gust of wind* (orange), *disintegrate* (yellow), *passwall* (green), *magic missile* (blue) or *daylight* (indigo). If one or more layers of the blade are dispelled, a successful strike will act as one of the remaining layers at random (there are simply fewer choices).

### Programmed Amnesia

By James Sutherland

Enchantment (Compulsion) [Mind-Affecting]

Level: Chr 9, Thought 9

Components: V, S

Casting Time: See text

Range: Touch

Target: One creature

Duration: Permanent, see text (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can selectively delete, edit, or add memories to the target. You can perform simple or complex changes and can even program in behavior. The more extreme the changes, the longer it takes to cast this spell.

You can delete any or all memories possessed by the target, including all memory of a specific person, place or event. This is a simple change. Conversely, you can add false memories of things, as you desire. Imaginary friends, events that never happened, betrayals by friends or the friendship of an enemy can be implanted. Implanting memories is a moderately complex change.

You can attempt to cut off access to the character's skill ranks. This is moderately complex. You can affect any or all skills you desire. You can also choose to cut off access to specific feats (but not all feats; the creature must always be left with one, two if human), spellcasting ability or supernatural or exceptional class features. This can never affect racial abilities.

Combining the ability to delete and implant memories, you can attempt to perform highly complex mental operations, replacing the current persona completely with a new one, changing him into a new 1<sup>st</sup>-level character and choosing his class and alignment.

Another highly complex operation is to program a target to undergo a preprogrammed amnesia effect when a certain event takes place. You can also program a target's memories to return when a trigger event happens.

The casting time is one minute for simple operations, one hour for moderately complex operations, or one day for highly complex operations.

### Proliferation

By James Sutherland

Conjuration (Creation)

Level: Creation 5, Chaos 6

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Effect: Creates one duplicate item/round

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

By touching a non-magical item of no larger than Small size, you cause one duplicate of it to appear each round. At the end of the spell's duration, all the duplicate items will vanish. Until then, however, they are fully real and will function just like the original. Items created by *proliferation* can be dispelled normally.

*Focus:* The item to be duplicated.

### Prophecy

By James Sutherland

Divination

Level: Chr 7, Clr/Fvs 8, Time 8

Components: V, S, DF

Casting Time: 1 minute

Range: Personal

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast *prophecy* you receive a vision in answer to a specific question concerning the future if a certain thing happens ("What will happen if Xuar succeeds in his plans?") *Prophecy* generally reveals the goals of a creature but sometimes it instead reveals unforeseen consequences. Prophecies do not give advice; they give insight. (For instance, you cannot task how to stop something from occurring but you may gain clues from the vision as to what events happened to cause the events to pass.)

*Prophecy* gives relatively complete information concerning the central events concerned. (You might see the evil prince you've been battling as king, with the maiden whose virtue you've been defending locked in a tower as his queen and your party in chains, but you wouldn't see the fate of your uninvolved father.)

### Prophecy, Lesser

By unknown author

Divination

Level: Chr 4, Clr/Fvs 5, Time 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster enters a trance and attempts to divine an important event that shall come to pass. The caster may only cast this spell once for each event prophesized. The caster receives a vision of the possible future locations visited and creatures encountered relating to the event.

### Protection from Extremism

By James Sutherland

Abjuration

Level: Balance 2, Imperial 4 (but, no paladins)

This spell functions like *protection from evil*, except that it works against all extreme alignments (LG, LE, CG, CE) rather than any evil creatures.

### Protection from Time

By unknown author

Abjuration

Level: Chr 8, Time 8

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell protects a creature from magical and natural aging. If victim of a magical aging attack, the recipient is protected and the spell immediately ends. Also, the recipient does not lose hit points each round when brought to negative hit points.

*Material Component:* An hourglass, laid on its side.

### Protective Shock

By James Sutherland

Abjuration [Electricity]

Level: Drd 4, Imperial Clr/Fvs 5, Sor/Wiz 3

Component: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until triggered (D)

Saving Throw: See text

Spell Resistance: See text

The next creature to physically touch you suffers 1d3 hp/level (maximum of 10d3 damage), with a Reflex save for half damage (SR applies).

### Puncture

By James Sutherland

Transmutation [Force]

Level: Imperial Clr/Fvs 9, Sor/Wiz 8, Wmg 8

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: Yes

This powerful spell blasts a small hole, about 2" in diameter, in anything it hits. The power of this *puncture* is such that the rest of the object or creature is often shattered as well; regardless of the saving throw the target suffers 6d12 damage. An object that fails its saving throw is shattered into pieces and all parts of the object within 1'/level of the targeted area is destroyed. A creature that fails its saving throw must roll on the following chart to determine the exact effects:

1.20	Random arm blown off
21.40	Random leg blown off
41.50	Head shot! Knocked unconscious, lose 1d6 each permanent Int and Wisdom; 50% chance to lose an eye
51.60	Neck: head blown off, killed
61.80	Torso: stunned 3d10 round
81-00	Torso: internal damage is extensive, permanent loss of 1d6 Constitution

Casting this spell is so taxing that you immediately suffer 3d4 points of subdual damage.

### Quickness

By James Sutherland

Transmutation

Level: Sor/Wiz 2

Range: Touch

Target: One creature

As per *haste*, except as noted above.

### Radiance

By James Sutherland

Evocation [Light]

Level: Light 2, SoL 1, Sun 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: 20-ft. emanation

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You radiate a holy light. Enemies looking at you and failing their save are blinded, while allies receive a +1 morale bonus on attacks and saves vs. fear effects. Any creature that leaves the emanation is no longer effected.

### Rain of Lava

By James Sutherland

Conjuration (Creation) [Fire, Earth]

Level: Elm (Earth/Fire) 6, Wmg 6

Components: V, S, DF

Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 30-ft radius burst, 20 ft. high  
Duration: 1 round  
Saving Throw: Reflex half  
Spell Resistance: Yes

This spell conjures a rain of molten lava in the area dealing 6d8 impact damage and 6d8 fire damage to all creatures within the area. A saving throw halves the damage from both sources.

### Rain of Leeches

*By James Sutherland*

Conjuration (Summoning)

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder up to 10-ft./level in diameter, 100 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A rain of fist sized leeches pours down for one round. 2d4 leeches attack all creatures within the area of the spell. Each round thereafter on your turn each creature on the ground in the area of effect is attacked by 1d4 more leeches. The leeches use your base attack bonus, getting a +2 size bonus and suffering a -4 strength penalty; their attacks are touch attacks as they can easily get under armor and the like. Each hit inflicts one hit point of damage and the leech attaches, draining 1 hp/round thereafter in virtually limitless numbers. Each leech is AC8 (+2 size, -4 Dex) and has 1 hp. A leech will only leave the area if carried out by another creature. An opposed grapple check will dislodge a leech (figure its grapple check as above). You are not safe from your own *rain of leeches*; should you enter the area, you will be attacked yourself.

*Material Component:* A vial of three drops of water mixed with swamp water.

### Ray of Melting

*By James Sutherland*

Transmutation

Level: Imperial Sor/Wiz 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One metal object, up to 5 lbs./level

Duration: Instantaneous

Saving Throw: Fort partial (object)

Spell Resistance: Yes (object)

A ruby-red ray shoots from your finger at any single metal object. Unless it makes its saving throw, it melts into goo. Even if it does make its save the object suffers 2d8 hp of damage, which may be enough to destroy it (ignore hardness). Against metal constructs a ray of melting deals 1d8/level points of damage (even to those with magic immunity, such as iron golems –

maximum of 10d8 points). Constructs that are hit by the ray receive no saving throw.

### Rebus Speak

*By Robert Blezard*

Divination

Level: Brd 1, Clr/Fvs 4, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Dabus touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

As per *tongues*, except it only allows the caster to speak and understand the rebus talk of the dabus of Sigil.

*Rebus speak* cannot be made permanent.

*Material Component:* A small clay statuette of a dabus.

*Special:* In the Mirrored Cosmology, *tongues* cannot interpret the rebus talk of the dabus of Sigil.

### Reconstruction

*By James Sutherland*

Transmutation

Level: Imperial 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Dead construct

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell reconstructs a “dead” construct, effectively bringing it back to life. The construct may have been dead for any length of time but any given construct can be reconstructed only once. *Reconstruction* is subject to *dispel magic*. You can't reconstruct something without at least half of its parts.

*Material Component:* A complex assemblage of clockwork gears worth at least 100 gp (may be any size).

### Red Hot Touch

*By James Sutherland*

Level: Elm (Fire) 9

As *immolation*, except that any metal item you use your touch on is affected as if by a *heat metal* spell, and if you actually hold a metal item for more than one full round it must make a Fortitude saving throw or melt. Any creature you touch must make a Fortitude save in addition to the Reflex save it makes to avoid catching on fire; if it fails this Fortitude save, it is dazed for 1d2 rounds by the heat.

### Resist Poison

*By James Sutherland*

Abjuration

Level: Clr/Fvs 2, Drd 2, Pal 1, Purity 1, Rgr 1  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch  
 Targets: One creature plus one/4 levels (max. four targets)  
 Duration: 10 minutes/level  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)  
 While this spell affects a creature, it gains a +3 resistance bonus to all saving throws it makes vs. poison. Protected creatures also gain a special form of damage reduction that eliminates the first two points of damage (whether hit points, non-lethal damage or ability damage or drain) each time the subject takes poison damage.

#### Reverse Time

*By James Sutherland*

Transmutation

Level: Chr 7, Imperial Sor/Wiz 8, Time 7

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1d4+1 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You force a creature to relive the last several rounds in reverse. All actions that creature took during those rounds are negated, but actions of other creatures are not affected. (So if you cast this spell on a dragon you're fighting and made it reverse the last 3 rounds, all the damage it dealt is undone while the damage you have done to it is not.)

#### Robe of Things

*By James Sutherland*

Conjuration (Creation)

Level: Sor/Wiz 3, Brd

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One garment with pockets

Duration: 10 minutes/level

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

You designate a single creature. That creature can pull small random objects from the pockets of the enchanted garment. Pulling out a random object is a move-equivalent action; a number of objects equal to your level may be taken from the garment. All such created objects vanish when the spell expires. To determine what object is pulled from the robe of things roll on the following chart:

01-04	Dagger	53-56
	10-ft pole	

05-08	Bullseye lantern	57-60
	Alchemist's fire	
09-12	Quill, ink, paper	61-64
	Tinderbox and torch	
13-16	Waterskin (full)	65-68
	Iron chest, locked (DC 21), with key	
17-20	50' silk rope	69-72
	Bag of marbles	
21-24	Lg. sack	73-76
	Small mirror	
25-28	Vial of acid	77-80
	Vial of holy water	
29-32	Jar of glue	81-84
	Hammer and 2 spikes	
33-36	Manacles	85-88
	Messenger pigeon	
37-40	Bag of 3 pp	86-92
	Sling w/10 stones	
41-44	Silver arrows (3)	93-96
	Apple	
45-48	Healer's kit (1 use)	97-00
	Pipe loaded with tobacco	
49-52	Thieves' tools	

*Focus:* the clothing to be affected.

#### Sands of Time

*By unknown author*

Transmutation

Level: Chr 7, Time 7

Components: V, S, M

Casting Time: 1 round

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

Target: One object of up to 10 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell restores any object decayed over time back to its original form. The restoration achieved is based on caster level:

Level	Number of Years
8-10	1 year
11-13	5 years
14-16	50 years
17-19	500 years
20-22	5,000 years
23-25	50,000 years
26-28	1,000,000 years
29+	+1,000,000 years / level above 28

*Sands of time* only restores objects destroyed by aging, and it does not restore magical effects to magical items damaged by aging, although it restores the item. It does restore masterwork items to their original form, however.

#### Searing Orb

*By James Sutherland*

Evocation

Level: Light 6, Elm (Fire) 7, Wmg 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 30-ft burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell changes the material component into a glowing orb of brilliant hot energy, which you throw as part of the casting. Make a touch attack at your target, and if you miss use the rules for grenade-like missiles to determine where the *searing orb* hits. When it hits the orb bursts with a brilliant searing flash.

Any creature actually struck by the orb suffers 1d6 hp/level fire damage (maximum of 20d6) and is blinded for 1 day (Fort save halves the damage and reduces the blindness to a dazzled condition). All other creatures in the burst suffer 10d6 hp of fire damage and are dazzled for 1d4 hours (Reflex save for half damage and no dazzling; for evasion purposes treat this as a Reflex half save).

*Material Component:* A topaz worth at least 500 gp.

### Seeker Missiles

*By James Sutherland*

Evocation [Force]

Level: Sor/Wiz 5, Wmg 5

Range: See text

Targets: Up to five creatures separated by any distance

Duration: 1 round/level

Saving Throw: See text

A higher level variant of *magic missile*, *seeker missiles* fly at a speed of 100 ft. every round until they reach their targets. You may target each missile at a different target if you desire. The more exactly you know the target's position the better your odds of successfully striking him. The missiles seek with the intelligence and knowledge you have except that they will move at their maximum speed each round until they can attack the victim (they won't lurk in hiding or anything like that). If you can see the victim they are an easy mark; otherwise the missiles streak away to try to seek him.

A *seeker missile* that reaches its target zips in to attack. The target must make a Reflex save or be hit for 2d6 hp. If the missile fails to connect it will swing around for a second pass, but if it fails to hit the second time around it dissipates harmlessly.

Except as noted above, this spell is the same as *magic missile*.

### Selective Invisibility

*By James Sutherland*

Level: Brd 3, Sor/Wiz 3

As *invisibility*, but you can choose to allow other creatures to see you. You must designate who will be able to see you at the time you cast this spell.

Furthermore, when you attack you only become visible to the creature(s) you attack.

### Semclone

*By James Sutherland*

Necromancy

Level: Sor/Wiz 7

Casting Time: 1 day

Saving Throw: Will negates

Spell Resistance: Yes

Similar to clone but far more sinister, *semclone* grows an imperfect duplicate from a sample taken from a living creature. (The creature may be dead but the sample must have been taken when it was alive.) Though it looks almost exactly like the creature from which it was grown, something about it looks unhealthy, unnatural and disturbing. Animals will not approach within a 10' radius without a handle animal check (DC 25). Rather than being a recipient for the original soul, the *semclone* is an insane mockery of the one from whom it was created.

The *semclone's* base attack, stats, and base saves are  $\frac{3}{4}$  those of the creature from which it was taken, except for its Wisdom and Charisma. These, along with hit dice, are half the original's. The *semclone* is always chaotic neutral and wholly insane. The wretched thing loathes the creature it originated from, as it is a constant reminder that the *semclone* is not a "real person". The creature from which the *semclone* was made can make an opposed Charisma check each round to make a *suggestion* to its *semclone*, and the two can sense each others presence and rough distance (5 feet, 50 feet, 500 feet, 1 mile, 10 miles, etc.) Other than suggestions from its originator, the *semclone* is immune to mind-affecting abilities and effects.

The *semclone* has  $\frac{3}{4}$  the skill ranks of the original. It has all the feats of the creature from which it was made but neither its supernatural or spell-like abilities, nor any class abilities (though it can gain levels in a class normally). You can only cast *semclone* on living creatures with flesh.

Except as noted this is the same as *clone*.

### Sethra's Abyssal Balefire

*By Kathy Dake*

Evocation [Fire, Evil]

Level: Sor/Wiz 5, Elm (fire) 6, Wmg 6

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half (see below)

Spell Resistance: Yes

This spell channels a viscous black and red effluvium drawn from the lower planes. Originally created by denizens of the Abyss to destroy mortals in one of the most painful ways possible (by fire), this sludge bursts

into magical black flames upon touching living matter. Balefire that lands on non-living matter reverts to ordinary (if odd-looking) tar. *Sethra's abyssal balefire* splatters outward in a cone starting at the caster's palm. All vegetation within the spell's area of effect immediately catches fire and burns until consumed or the spell expires. This spell has no effect on undead and constructs, and non-living items need never make a saving throw (even if their owner critically fails a save).

This spell is subject to SR. If the caster fails the SR check, the tar simply does not ignite upon landing on the creature. The creature still ends up covered with non-magical tar, making for quite a mess.

Creatures in the area of effect are allowed a reflex saving throw in the initial round of the spell. Those who fail the saving throw are coated in the ghastly sludge, and take 1d6 damage per 2 caster levels up to a maximum of 10d6. *Sethra's abyssal balefire* clings to these pitiful beings and continues to inflict damage each round until the balefire is completely consumed or extinguished. However, as the balefire burns, the damage it causes to the creature lessens by 2d6 per round starting on the 2nd round and continuing until extinguished or the damage dice are reduced to 0. If the initial save is successful, they are only splattered by *Sethra's abyssal balefire* and take only half damage. Also with a successful save, the balefire burns out in 1 round with no additional damage in future rounds.

Example: a 20th level caster would do 10d6 damage the first round (save for half). The 2nd round, those who failed the save take an additional 8d6, then 6d6 on the 3rd round, 4d6 on the 4th round, and 2d6 on the 5th and final round as the balefire flickers out.

*Sethra's abyssal balefire* can only be extinguished by magical means, such as a successful *dispel magic*, *antimagic field*, or similar effects, or by a magical cold effect of at least equal power level, such as *cone of cold* (in which case the both spells cancel each other out and end immediately). No non-magical means of extinguishing *Sethra's abyssal balefire* are known to exist; even total immersion in water will not extinguish the flames. However, by spending a full-round action to remove the burning tar from one's body, an individual can make another Reflex save each round until successful. If failed, the balefire continues to burn for another round.

*Material Component:* Tar and a drop of demon's blood

### **Sever Lifeline**

*By unknown author*

Necromancy

Level: Chr 9, Time 9

Components: V, S, M

Casting Time: 1 hour

Range: Special, temporal effect (see text)

Target: You

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell detaches a caster from his lifeline. He is no longer subject to spells that affect his lifeline, is free to double his lifeline, and is treated as a temporal creature with respect to spells.

*Material Component:* A small silver knife sprinkled with 10,000 gp of diamond dust.

*Special:* There is a 50% chance of attracting unwanted attention due to temporal turbulence created.

### **Shadow Form**

*By James Sutherland*

Transmutation

Level: Darkness 8

As *ghostform*, except you also become shadowy and very difficult to see, granting you a +20 circumstance bonus to Hide checks in shadowy areas. Furthermore, you gain a touch attack that deals 1d6 temporary strength damage.

### **Shark-Sword**

*By James Sutherland*

Transmutation

Level: Sor/Wiz 2, Sword 3, Wmg 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You can cast shark-sword on any weapon with a wide blade or shaft (not a rapier, spear or similar thin thrusting weapon). Whenever that weapon hits in combat a shark-toothed maw opens up and snaps at the target. It makes a touch attack with your base attack bonus (no other bonuses or penalties apply); success deals 1d6 hp of slashing damage.

*Material Component:* A shark's tooth.

*Focus:* The weapon.

### **Shroud of Ash**

*By James Sutherland*

Conjuration (Creation) [Cold]

Level: Elm (Air/Earth) 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to four creatures, no two of whom can be more than 20' apart

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Victims of a shroud of ash are covered in swirling cold ashes, draining the heat from them, dealing 1d6 cold

damage to them each round. Further, the ashes clog their eyes, blinding them.

*Material Component:* A flake of ash and a dab of honey.

### Shroud of Winter

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Air/Water) 9, North 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: 60-ft. radius emanation centered on you

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

Casting *shroud of winter* brings a horrendous blizzard of shocking fury into existence around you. Within the emanation, all creatures, except you, are blinded by driving snow suffer a –10 ft. penalty to their speed, and must make a Balance check against a slippery surface or fall each round. Scent and sound-based blindsense or blindsight are useless in the blizzard. Missile fire suffers a –6 circumstance penalty irregardless of the blindness factor. Creatures within the *shroud of winter* other than you must make a Fortitude saving throw each round or suffer 4d8 points of cold damage.

Within the *shroud of winter*, all Listen checks suffer a –15 circumstance penalty.

Within the *shroud of winter*, you gain immunity to cold, can see 20' through the blowing fog and snow.

### Sinkhole

*By James Sutherland*

Transmutation

Level: Elm (Earth) 3

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft. radius of ground (see text)

Duration: Permanent

Saving Throw: Fortitude negates (magical area only); see text

Spell Resistance: Yes (area only)

*Sinkhole* causes the area affected to suddenly settle downwards. Structures in the area suffer 3d6 hp of damage (ignoring non-magical hardness). Creatures in the area must make Reflex saves or be thrown from their feet. At the center the sinkhole is 6 inches deep/caster level, sloping upward to the level of the surrounding floor. The *sinkhole* is filled to a height of 6 inches with mud at the bottom; creatures within suffer a –2 circumstance penalty to AC and Reflex saves. The *sinkhole* can be climbed out of normally (DC varies with type of floor).

You need have line of sight and effect only to the center of the sinkhole.

### Skip Day

*By James Sutherland*

Transmutation

Level: Chr 6, Time 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Special, temporal effect (see text)

Targets: All creatures within 10 ft.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

All creatures in a 10-ft radius around you, including yourself, are instantly teleported one day into the future. Unwilling creatures are allowed a saving throw.

### Slap

*By James Sutherland*

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft. + 1 ft./level

Effect: Cone

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell evokes a wave of force. All creatures within it suffer 1 hp/level and are stunned for one round if they fail Reflex saving throws.

### Slapstick

*By James Sutherland*

Abjuration

Level: Fate 1, Hou 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

While *slapstick* lasts, the first 3 points of any slashing or piercing attacks and the first 6 points of any bludgeoning attacks are treated as non-lethal damage.

*Material Component:* A bit of rubber.

### Slave

*By James Sutherland*

Enchantment (Charm) [Mind-Affecting]

Level: Beguilement 7, Seduction 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The target becomes your willing sex slave, desiring more than any thing to please her master. This is like a

charm monster spell but the creature will go to much greater lengths to please you, in unyielding, sexual ways. The victim may attempt an opposed charisma check to resist your perversions but you get a +10 circumstance bonus on your check.

### **Sleep of Babes**

*By James Sutherland*

Conjuration (Healing)

Level: Clr/Fvs 4, Healing 4

Components: V, S, DF

Casting Time: 1 standard action

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

Target: Up to one creature/level, no two of whom can be more than 40' apart

Duration: 12 hours

Saving Throw: Will negates

Spell Resistance: Yes

A sleep of babes fully restores the subjects of lost temporary ability points and non-lethal damage (regardless of its cause). It allows them to regain six times their level in hit points (this cannot be further enhanced by other means). A sleep of babes removes fatigue, exhaustion, and similar effects. The recipients must sleep the whole time or the spell is ruined.

### **Slow Metabolism**

*By unknown author*

Necromancy

Level: Chr 1, Sor/Wiz 2, Time 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: Special

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell drastically increases the length of time required between meals. The recipient only requires food and drink once every 12 hours per the caster's level, up to 7 days. Also, secondary poison damage is delayed for up to one hour per caster level.

*Material Component:* A drop of blood mixed with molasses.

### **Slowspell**

*By unknown author*

Transmutation

Level: Chr 2, Time 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A *slowspell* surrounds the protected creature with a magical field, delaying targeted magical effects for 1 to 3 rounds.

The *slowspell* has no effect on touch delivered spells. Otherwise the spell is delayed 1 round for a caster of up to 8<sup>th</sup> level, 2 rounds for a caster of 9<sup>th</sup> to 12<sup>th</sup> level, and 3 rounds for a caster of level 13+. The delay can not be lengthened by any known means including metamagic feats etc.

The spell also confers a +2 insight bonus to Reflex saving throws vs. any spell affected by the *slowspell*. As a free action and at any time, including during conditions of complete surprise, a wizard can call upon this spell in his own defense. The duration of the spell becomes the duration of the delay (as caster level) and then ends.

*Material Component:* A pint of molasses.

### **Slowspell, Greater**

*By unknown author*

Transmutation

Level: Chr 4, Time 5

Components: V, S, M

Casting Time: 1 standard action

Range: Special (see text)

Target: You or 10-ft./level radius

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell creates a 10-ft. radius globe centered on and mobile with the caster, or a stationary 10-ft per level radius globe. All spell effects cast into or originating from the radius is slowed as per *slowspell*: the spell is delayed 1 round for a caster of up to 8<sup>th</sup> level, 2 rounds for a caster of 9<sup>th</sup> to 12<sup>th</sup> level, and 3 rounds for a caster of level 13+. The delay can not be lengthened by any known means including metamagic feats etc.

The spell also confers a +2 insight bonus to reflex saving throws vs. any spell affected by the *slowspell*.

*Material Component:* A pint of molasses.

### **Smoke Claws**

*By James Sutherland*

Transmutation

Level: Elm (Air/Fire) 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell lets you turn your hands into smoke and back as a free action throughout its duration. While your hands are smoky, they have vicious claws, allowing you to make touch attacks that deal 2d4 + Strength bonus damage. While your *smoke claws* cannot hold weapons or cast spells, you can change your hands to smoke while holding the charge on a touch spell if you have already cast *smoke claws*.

### **Smoky Senses**

*By James Sutherland*

Divination

Level: Elm (Air/Fire) 7, Sky 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to 1 willing creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

All the spell recipients can see through smoke, fog, or mist without difficulty. They can identify a gas' exact properties by looking at it (including how much damage it deals, save DCs, whether it will penetrate skin or must be breathed, etc.) Recipients also gain blindsense by virtue of their combined senses of smell and touch out to a radius of 30 ft.

### **Soak**

*By James Sutherland*

Transmutation [Water]

Level: Drd 1, Elm (Water) 1, Sor/Wiz 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/level (max. 1 hour)

Saving Throw: None

Spell Resistance: No

This spell soaks the body and gills of a water-breathing creature so that it can function out of water for a short time.

### **Softening**

*By James Sutherland*

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: See text

Duration: 10 minutes/level

Saving Throw: Fort negates (object)

Spell Resistance: Yes (object)

This spell makes it easier to damage or destroy objects by reducing their hardness. When you cast it you must choose whether to affect one object (or up to a 20' radius of an extremely large object) or all objects within a 20-ft burst. All objects with hardness, including creatures with hardness, have it reduced by your level (to a maximum reduction of 10; hardness can be reduced to a minimum of 0) for the duration.

### **Solipsism**

*By James Sutherland*

Illusion (Shadow)

Level: Thought 5

Components: V, S, M

Saving Throw: See text

This spell creates a strange reverse illusion. This is the same as a *silent image*, except texture is included in the illusion and you are the only one who believes in it automatically. All other creatures can plainly see that it is illusory. However, to those who believe the illusion it is real, it can deal real damage, you can cross a chasm on a solipsistic bridge, and so forth.

If another creature wishes to believe in your *solipsism*, it must make a Will saving throw. Attempting to do so is a standard action.

*Material Component:* A lotus blossom and a bit of fleece. The lotus blossom is swallowed as part of the spellcasting.

### **Sonic Blast**

*By Robert Blezard*

Evocation [Sonic]

Level: Sor/Wiz 4, Wmg 4

Components: V, S

Casting Time: 1 standard action

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

Area: 5 ft. wide to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release an invisible, powerful blast of sonic energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The blast begins at your fingertips.

Any creature within the area is also deafened for 2d6 rounds and stunned for 1d4 rounds. A successful Fortitude negates these effects. Any exposed brittle or crystalline object or crystalline creature takes twice the normal amount of sonic damage. (Crystalline creatures do not gain an additional save beyond the Reflex save.)

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative and 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. The *sonic blast* spell cannot penetrate the spell *silence*.

### **Sonic Blast, Chained**

*By Robert Blezard*

Evocation [Sonic]

Level: Sor/Wiz 6, Wmg 6

Components: V, S

Casting Time: 1 standard action

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

Area: One primary target plus one secondary target/2 levels (each must be within 30 ft. of the primary target).

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an invisible sonic discharge that begins as a single concussive blast commencing from your fingertips. Unlike *sonic blast*, *chained sonic blast* strikes one object or creature initially, then arcs to other targets.

The blast deals 1d6 points of sonic damage per 2 caster levels (maximum 10d6) on the primary target. After the blast strikes, the sonic energy can arc to as many secondary targets as you have levels. The secondary blasts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex saving throws for half damage. You choose secondary targets as you like, but they must be within 30 feet of the primary target, and no target can be struck more than once. You cannot choose to affect fewer secondary targets than the maximum.

The primary target is also deafened for 2d6 rounds and stunned for 1d4 rounds, while all secondary targets are deafened for 1d4 rounds. A successful Fortitude negates these effects. Any exposed brittle or crystalline object or crystalline creature takes twice the normal amount of sonic damage. (Crystalline creatures do not gain an additional save beyond the Reflex save.)

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative and 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. The *chained sonic blast* spell cannot penetrate the spell *silence*.

### **Sonic Blast, Deadly**

*By Robert Blezard*

Evocation [Death, Sonic]

Level: Sor/Wiz 4, Wmg 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 25-ft. radius spread centered on the caster, first 5 ft. of area is unaffected

Duration: Instantaneous

Saving Throw: Special [see text]

Spell Resistance: Yes

The *deadly sonic blast* spell is a burst of energy that detonates with a loud thunderous roar and deals 1d6 points of sonic damage and 1d6 points of negative energy damage per three caster levels (maximum 5d6 sonic + 5d6 negative energy) to all creatures within the area, except those that are within the first 5 feet of the caster. The spell is always centered on the caster of the spell, who is unaffected. A successful Reflex save halves the amount of damage done. Note that undead creatures are, ironically, healed by the negative energy damage produced by this spell, but they do take the sonic damage normally.

Any creature within the area is also deafened for 2d6 rounds and stunned for 1d4 rounds. A

successful Fortitude negates these effects. Any exposed brittle or crystalline object or crystalline creature takes twice the normal amount of sonic damage. (Crystalline creatures do not gain an additional save beyond the Reflex save.)

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative and 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. The *deadly sonic blast* spell's sonic damage cannot penetrate the spell *silence*, although the negative energy damage does.

### **Soothing Vibrations**

*By James Sutherland*

Evocation [Sonic, Mind-Affecting]

Level: Beguilement 3, Clr/Fvs 3, Drd 3, Scalykind 2, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: 30 ft.

Effect: Radial emanation centered on the caster

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

Saving Throw: Will negates

Spell Resistance: Yes

This ancient reptilian spell allows you to emanate a subsonic vibration soothing to all living things. Everything in the area of effect must make a Will save or stop attacking. The spell ends for all subjects if anyone makes an attack but all soothed creatures are considered flat-footed until they act again.

*Focus:* A tuning fork (low A, iron).

### **Sovereign Wall**

*By Dorian Hart/Kevin Kulp*

Evocation [Force]

Level: Sor/Wiz 9, Wall 9

Components: V, S, M/DF, XP (optional)

As per *flexible wall*, with the following differences:

- The area is up to 20' square per caster level
- It cannot be affected by a *disintegrate* spell
- It lasts for 2 hours per caster level, and during that time can only be removed by *Mordenkainen's disjunction*, *wish*, or a sphere of annihilation
- If any physical obstructions or creatures occupy the space of the *sovereign wall* when it is cast, and are subsequently removed, it will "fill itself in"
- If the *sovereign wall* is used to completely seal off an area, that area cannot be entered via *teleport*, *dimension door*, or similar means. As

with a *wall of force*, it blocks ethereal creatures as well

*XP Cost:* The caster can spend 300 XP, at the time of casting, to make a *sovereign wall* permanent.

### Speak with Planar Traveler

*By James Sutherland*

Divination [Language-Dependant]

Level: Chr 3, Clr/Fvs 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 round

Range: Special (see text)

Target: See text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell empowers you to speak to a creature currently on another plane. You must be able to perceive the plane traveler in some fashion, whether it is seeing the physical body of an astral traveler, scrying out an ethereal wizard, a planar window, etc.

### Speak with Undead

*By James Sutherland*

Necromancy

Level: Clr/Fvs 2, Necromancy 2, Sor/Wiz 2, Undead 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient can talk to undead, though those without intelligence aren't likely to respond.

### Speed Metabolism

*By unknown author*

Necromancy

Level: Chr 1, Sor/Wiz 2, Time 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Special

Saving Throw: Fort negates

Spell Resistance: Yes

This spell quickly weakens a target by depriving the body of nutrition. If the saving throw is failed, the victim becomes fatigued with a -1 penalty to Strength and Dexterity per 2 caster levels (max -10). (This is instead of the normal -2 penalty for fatigue).

*Material Component:* A drop of blood mixed with quicksilver.

### Speed Ship

*By James Sutherland*

Transmutation

Level: Nautical 3

Components: V, S

Casting Time: 1 standard action

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

Target: One ship, up to 10-ft. long/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (object, harmless)

The target ship's speed increases by 30 feet/round.

### Spell Clock

*By James Sutherland*

Transmutation

Level: Chr 5, Sor/Wiz 6, Time 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft. burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell uses a blast of energy from the Temporal Prime to age magical effects in place in the area of effect, using up a chunk of their duration. You make an opposed level check against the spell level of each spell or spell-like effect with a running duration in the area of effect. If you succeed the energy of the *spell clock* blasts away 1d6/level minutes of duration from that spell (likely ending spells with a shorter duration instantly). Spells without a temporal duration (for example, *glyph of warding* or *mage hand*) are not affected.

*Material Component:* A handful of sand.

### Spell Parasite

*By James Sutherland*

Necromancy [Mind-Affecting]

Level: Necromancy 8, Spell 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature and see text

Duration: Instantaneous and 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By touching a creature with spellcasting ability, you siphon off some of its spells for your own. If the victim fails its saving throw, you absorb 1d4+1 of its spells, to a maximum number of spell levels equal to half your caster level (maximum of 12 levels). You can then cast those spells yourself as if you had them prepared. To determine what spells you gain, roll randomly to see what spell level you absorb and then roll randomly among the victim's spells prepared. (If you absorb spells from a spontaneous caster, determine which of its known spells you gain from that spell level.) Keep rolling randomly until you run out of spell levels or of spells to absorb.

*Material Components:* A live leech and a black pearl worth at least 1000 gp.

### Spelltemper

*By James Sutherland*

Transmutation

Level: Sor/Wiz 3, Clr/Fvs 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Duration: 1 round/level (max. 8 rounds)

Saving Throw: Will negates (object, harmless)

Spell Resistance: No

The target weapons deals an extra 1d6 hp of damage each time it hits. This damage is the same type as the weapon inflicts.

*Focus:* The weapon.

### Sphere of Ultimate Destruction

*By James Sutherland*

Conjuration [Anti-Creation]

Level: Darkness 9, Dmn 5

Components: V, S, M, DF

Casting Time: 1 standard action

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

Effect: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This awful spell brings into existence a short-lived *sphere of annihilation*. The sphere utterly destroys anything it touches. You must attempt to control it as normal or it moves towards you. Other creatures can vie with you to control it as a standard action but suffer a -10 circumstance penalty to their opposed checks.

### Spirit of Greed

*By James Sutherland*

Transmutation

Level: Imperial Sor/Wiz 3, Greed 4

Components: V, S, M, DF (see text)

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

This spell fills you with the powers you need to steal. While it is in effect, you must obtain the material component by theft. You gain a +20 insight bonus to Search, Disable Device, Open Locks and Climb checks. It allows you to find traps with a DC above 20 like a rogue can and it allows you to use these skills as if you had ranks in them.

*Material Component:* A sacrifice pleasing to your dragon worth at least 500 gp.

### Steam Jet

*By James Sutherland*

Transmutation

Level: Elm (Air/Fire/Water) 3, Drd 3, Sky 3, Sor/Wiz 2, Wmg 3

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell enables a cone of superheated steam causing 2d4+1d4/2 levels (maximum of 10d4 damage). If the save is failed, by four or more, the victim also suffers sever burns dealing 1d4 points of temporary Charisma damage.

### Step Away

*By James Sutherland*

Conjuration (Teleportation)

Level: Chr 5, Dmn 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

You bend dimensions in such a fashion that your 5' step allows you to travel up to 15'. It still counts as a 5' step in all other ways.

### Storm of Earth

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Earth) 7

Components: V, S

Casting Time: 1 standard action

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

Area: 60-ft. radius burst

Duration: 1 round/4 levels

Saving Throw: Reflex partial (see text)

Spell Resistance: No (see text)

This spell fills the area with wildly churning earth, rocks and dust. All creatures within the area suffer 5d6 points of bludgeoning damage per round. Treat this damage as magic for purposes of overcoming damage reduction. In addition, within the area vision is limited, giving all creatures within the area concealment if within 15' (20% miss chance) and total concealment if further away (50% miss chance). Creatures move at half speed, and all Listen, Search and Spot checks within the area suffer a -15 penalty. Missile fire within a *storm of earth* suffers a -10 circumstance penalty on attack rolls.

A creature within the *storm of earth* may make Reflex saving throws to avoid taking damage each round, but all other penalties apply.

### Stunning Wave

*By James Sutherland*

Evocation [Water]

Level: Elm (Water) 5

Components: V, S  
Casting Time: 1 standard action  
Range: 50 ft.  
Area: Cone-shaped burst  
Duration: Instantaneous (see text)  
Saving Throw: Fort partial  
Spell Resistance: Yes  
You unleash a roaring wave of water from your outstretched hand, which buffets and batters those caught within it. All subjects in the area of effect suffer 8d4 points of non-lethal damage, are knocked prone, and are stunned for 1d3 rounds by the force of the impact. A successful Fort save results in only half the damage and neither of the other effects.

### Sufferance

By James Sutherland

Abjuration [Force]

Level: Clr/Fvs 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The spell protects the recipient by granting a field of damage-absorbing force. In essence, the subject gains 2d6+1/level (maximum 30) points of protection, acting as if DR5/- on every hit until the field is exhausted.

### Suffocate

By James Sutherland

Necromancy

Level: Elm (Air) 7, Wiz/Sor 8

Components: V, S, F

Casting Time: 1 standard action

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

Targets: One or more creatures, no two of whom are more than 30' apart

Duration: 5 rounds (D)

Saving Throw: Fort partial

Spell Resistance: Yes

You draw the breath out of the target creatures, sucking it into a small bag (the focus). Each target must make a Fortitude saving throw each round or start to suffocate, falling to 0 hit points. The next round, on another failed Fortitude save, the victim fails to -1 and is dying; another failed save results in death. Each successful save staves off suffocation for one round, but even a successful saving throw still results in 2d6 points of non-lethal damage. Creatures that do not need to breathe air are unaffected.

*Focus:* A small silk bag studded with black opals worth at least 5,000 gp.

### Superior Teleportation

By James Sutherland

Conjuration [Teleportation]

Level: Sor/Wiz 8

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: Yourself and touched objects or willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*Superior teleportation* instantly teleports you and those you touch up to 600 miles/level. You can go anywhere within range even if you aren't sure where it is. You can go to a location you know by name but not location ("The Thieves' Guild of Aris"), the location of a creature or object ("I teleport to the stolen painting"), or to the site of an event ("To the Royal Hunt"). There is no chance of error but you cannot cross planes. If you try to teleport to something out of range your spell fails.

### Symbol of Apathy

By James Sutherland

Enchantment (Compulsion) [Mind-Affecting]

Level: Apathy 6

Saving Throw: Will negates (plus see text)

This spell functions like *symbol of death*, except that all creatures within the radius become apathetic and uncaring. This apathy results in affected creatures standing carelessly around. They will not act unless attacked or threatened, simply not caring enough to do so, though they can converse and observe normally. An affected creature is considered flat-footed until provoked into acting by being attacked, though it is not helpless and can defend itself normally. If an affected creature that was attacked goes more than two full rounds without being attacked, the victim must make another Will save or fall back into apathy. The apathy caused by this spell lasts for 1 minute per caster level after the affected creature triggers the *symbol of apathy*.

Unlike a *symbol of death*, this spell has no hit point limit; once triggered, a *symbol of apathy* simply remains active for 10 minutes per caster level.

The Search DC for a rogue to detect a *symbol of apathy* is 31, as is its Disable Device DC.

### Tactile Illusion

By Brannon Hollingsworth

Illusion [Figment]

Level: Brd 6, Gnome 5, Sor/Wiz 6

The *tactile illusion* spell is located in *Son of a Portable Hole*, a D20 resource by E.N. Publishing. You can download the PDF for free at [RPGNow.com](http://RPGNow.com).

### Telepathy

By James Sutherland

Divination [Mind-Affecting]

Level: Thought 3

Component: V, S

Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: You and one other creature  
Duration: 10 minutes/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

You establish a direct two-way communication with another subject. The spell allows silent telepathic communication as long as the other creature is within range. If the other creature leaves the range the spell is suppressed, resuming when she returns to within range. Language is not a barrier with this spell.

*Telepathy* does not give either recipient access to the other's thoughts, memories or emotions. Participants can only "hear" the thoughts their partner "sends." Mind-to-mind communication is four times faster than spoken communication.

### Teleport Ward

By James Sutherland

Abjuration

Level: Clr/Fvs 3, Drd 4, Dmn 1, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft./level burst

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The affected area cannot be entered or exited by means of teleportation effects.

### Telekinetic Fingers

By James Sutherland

Transmutation

Level: Sor/Wiz 6

Duration: Concentration (up to 1 round/level)

As *telekinesis*, except you cannot use a violent thrust, and *telekinetic fingers* can manipulate an object as if with a strength of 16 and a dexterity of 20. You can feel tactile feedback through the fingers; however, this is not intense enough to, for example, deal damage to you if *telekinetic fingers* grasp a flaming object.

With *telekinetic fingers* you gain a +10 insight bonus on attempts to Open Locks or Disable Device, and you can use those skills even if untrained. You can also reach inside objects that you can see (this is part of how you open locks and such), penetrating the same amount of various material as a *detect magic* or similar spell would.

### The Light of Truth

By James Sutherland

Divination [Light]

Level: Light 5, SoL 4

Components: V, S, M, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell, a variant of *detect lie*, causes an angry red light to shine from your eyes onto a creature you're interrogating. If it lies to you it begins bleeding from its eyes, nose, mouth and ears, suffering 1d6 hp/round until it tells the truth about its lies. This spell does not force the subject to speak, nor does it detect misleading but true statements.

Material Component: The tongue of a liar.

### Temporal Disjunction

By unknown author

Transmutation

Level: Chr 4, Time 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature loses any sense of time. It is perpetually late, unable to function under any time restraints. The victim may only take standard actions in combat and cannot make a full attack. A chronomancer or a creature of the Temporal Prime that is affected by this spell loses the ability to cast chronomancy spells or use time-related abilities.

### Temporal Eye

By unknown author

Divination (Scrying)

Level: Chr 7, Time 7

As *scrying*, except that other times in the past may be viewed. Chances for success and detection remain the same.

### Temporal Push

By unknown author

Transmutation

Level: Chr 4, Time 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell throws a target creature forward in time up to 1 round plus 1 round/level of the caster. The amount must be decided before the spell is cast.

The creature reappears at the same location unless it is occupied physically, whereupon it is displaced to the nearest safe location. If the target succeeds in its saving roll (but not Spell Resistance) then the caster must also save or it is he who is thrown forward in time.

### Temporal Shell

*By unknown author*

Transmutation

Level: Chr 9, Time 9

Components: V, S, M

Casting Time: 1 round

Range: 10 ft.

Area: Radial emanation centered on the caster

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

All creatures within the sphere are affected as per the *time stop* spell, but with a duration of 1 minute/level. If any creature leaves the radius, the spell ends for them and they become subjectively frozen in respect to creatures still in the sphere.

The caster can choose to end the duration prematurely at any time.

*Material Component:* A diamond, worth 5,000 gp, within a glass sphere, worth 1,000 gp, which has been touched by a time dimensional.

### Temporal Wall

*By unknown author*

Transmutation

Level: Chr 5, Time 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-sq. ft/level

Duration: 1 round/level

Saving Throw: Special

Spell Resistance: Yes

This creates a thin barrier of mist-like haze from the Temporal Prime. Anyone trying to pass through the wall must save as if 2 *slow* spells and 1 *temporal disjunction* (all as if cast by a 5<sup>th</sup> level chronomancer) had been cast upon them. While the wall does not stop missiles or ranged spells, anyone on one side of the wall gains the benefits of improved evasion if targeted by an effect from the other side of the wall that allows a Reflex save.

*Material Component:* A 3,000gp diamond embedded a small piece of glass worth 500gp.

### The Sea Gives Up Its Dead

*By James Sutherland*

Conjuration (Calling)

Level: Clr/Fvs 6, Elm (Water) 6

Components: V, S, DF

Casting Time: 1 minute

Range: 1 mile/level

Target: See text

Duration: 1 minute

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell is used to retrieve items, especially bodies, lost at sea. You must be at sea or on shore for this spell to have any effect.

You may retrieve any one desired object if it is within range. Bodies and magic items always receive a saving throw (bodies save with any bonuses for items upon them and their old base save bonus [when alive], but no wisdom bonus). If the spell is successful the item retrieved floats to the surface or washes up on shore before you. Unless it is retrieved (usually an easy task) it will return to the depths in another minute. Items weighing up to 25 lbs./level can be retrieved.

### Time Loop

*By unknown author*

Transmutation

Level: Chr 7, Time 7

Components: V, S, M

Casting Time: 1 standard action

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

Target: 10-ft. radius burst

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

The spell creates an area where time repeats itself continuously until the duration expires. Any creature entering the area is also trapped within the loop. A successful Spell Resistance or Reflex saving throw means that the target escaped the area. (If using miniatures, determine randomly what direction the creature escapes the burst.)

Creatures within the area of effect proceed through 1 round of actions while the outside world continues on within the duration of the spell. No attacks or spells can be exchanged from those within the area to those outside.

*Material Component:* A piece of blown glass that is shaped in a loop worth at least 2,000gp

### Thorny Staff

*By James Sutherland*

Transmutation

Level: Sor/Wiz 4, Drd 3

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: One staff

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

You cause a staff to sprout two-inch-long thorns all along its length. These spines will never harm you (though someone else could use the staff itself against you, taking thorn damage in the process). They give the staff a +2 damage bonus (circumstance bonus). Any creature struck must make a Fort save (DC10+ ½ your level) or suffer 1d4 points of dexterity damage. (There is no secondary damage.)

*Material Component:* A thorn.

*Focus:* A staff.

### **Thought Bind**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Authority 7, Beguilement 8

Components: V, S, DF

Casting Time: 1 minute

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

Targets: Up to one creature/level, no two of whom can be more than 60' apart

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You can use *thought bind* in one of two ways: to stop affected creatures from thinking about a specific subject or to force a specific thought on them. If used to prohibit a thought, victims will not think about it for the duration. The subject must be very specific (one individual, action, institution, object, etc). If the subject is something that the victim deals with every day (his child, work, etc) he gains a +4 circumstance bonus to his saving throw.

If you use *thought bind* to force a thought on the victims it will recur to them frequently. After the first week it takes on the force of a suggestion. The thought must be a short sentence (twelve words or less) or a single image.

### **Thought Capture**

*By James Sutherland*

Divination

Level: Thought 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the more bizarre contentions held by priests of the school of thought is that once a thought has existed in someone's brain it exists as a "freestanding mental object". This thought object generally remains inside the brain that created it, but sometimes it escapes (this explains why people forget things). When this happens the thought object stays in the area in which it was lost. Any receptive brain, usually the one that initially created it, can pick it up again simply by passing through it. This spell makes your mind something of a magnet for these thought objects, and any in close proximity will be drawn to you. You can sense strong thoughts and emotions, sometimes even getting a glimpse of creatures that died or suffered some powerful emotion in the immediate vicinity. The strongest thought objects are those which were spawned from powerful emotions; those are the ones that will provide you with the most information. Most thought objects are momentary flashes; you gain

insight from (at most) one thought object plus one per three levels, though there may not be so many present.

### **Thunder**

*By James Sutherland*

Evocation [Sonic]

Level: Drd 3, Sky 2, Sor/Wiz 3, Weather 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft. burst

Duration: 1 round (see text)

Saving Throw: Fort partial

Spell Resistance: Yes

Thunder rolls in the area for a round. Creatures that save are deafened for 1d4 rounds. Creatures failing their saving throws are stunned for 1d4 rounds, then deafened for 1d10 rounds.

*Material Component:* A bit of amber.

### **Thundercloud**

*By Robert Blezard*

Conjuration (Summoning) [Electricity, Sonic]

Level: Elm (Air/Water) 4, Clr/Fvs 5, Sky 4, Sor/Wiz 5,

Weather 5, Wmg 6

Components: V, S

Casting Time: 1 standard action

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

Area: Cloud centered on creature spreads 30 ft., 20 ft. high

Duration: 1 minute/level

Saving Throw: Reflex partial [see text]

Spell Resistance: Yes

This spell conjures a bank of dark thunderous clouds that arise around the victim, which deals sonic and electrical damage, as well as obscures sight.

The dense clouds obscure all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Any creature caught in the spell's area suffers 1d6 points of sonic damage and 1d6 points of electricity damage per three caster levels (maximum 5d6 sonic + 5d6 electrical). A successful Reflex save halves the amount of damage done.

Any creature within the area is also deafened for 2d6 rounds and stunned for 1d4 rounds. A successful Fortitude negates these effects. Any exposed brittle or crystalline object or crystalline creature takes twice the normal amount of sonic damage. (Crystalline creatures do not gain an additional save beyond the Reflex save.)

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative and 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. A stunned creature

can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

A moderate wind (11+ mph), such as from the gust of wind spell, disperses the cloud in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round. *Fireball*, *flame strike*, *wall of fire* and similar fire-related spells do not have an effect on the cloud created by this spell.

The *thundercloud* spell's sonic damage cannot penetrate the spell *silence*, although the electricity damage does. This spell does function underwater but without the obscuring effect.

### Time Pool

*By James Sutherland*

Divination

Level: Chr 5, Imperial Sor/Wiz 6, Time 5

Components: V, S, M, F

Casting Time: 1 round

Range: Touch

Effect: Special (see text)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You cause a flat reflective surface, such as a mirror or pool of water, to act as a divining agent, showing you a brief glimpse of a specific event in the past. The time pool provides images and sounds that you would have seen and heard had you been at the event observed.

You must name an event ("the death of Fuligin"), then make a level check, modified as follows:

-Successfully used this spell to view this even previously: +4

-Present at event: +4

-Well-informed of event: +2

The DC is dependent on the time since the event: up to one day, DC 15; up to 1 month, DC 20; up to 1 year, DC 25; up to 1 century, DC 30; up to 1000 years, DC 35; up to 10,000 years, DC 40; and up to 100,000 years, DC 50. Anything beyond that is also beyond the power of this spell.

Material Component: A pinch of powdered quartz.

Focus: The reflective surface.

### Timed Stasis

*By unknown author*

Transmutation

Level: Chr 7, Time 8

Components: V, S, F

Casting Time: One round

Range: Touch

Target: Object touched

Duration: 4 months (D)

Saving Throw: None

Spell Resistance: No

This potent dweomer renders a single, nonliving object of no more than 27 cu. ft. completely impervious to all physical, magical, or scrying effects for a preset period

as determined by the caster at the time of casting. Although the object can be moved, no force can damage, open, or destroy it.

Only a *Mordenkainen disjunction* has any hope of breaching the magic protecting it. (The % that this is successful is equal to the caster's level.)

*Focus:* The nonliving object to be placed into *timed stasis*.

### Time Snare

*By unknown author*

Transmutation

Level: Chr 3, Time 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a small, localized time loop centered on the target's mind that causes it to repeat the rounds actions indefinitely. The victim must choose to do the same action each round while under the influence of this spell. Each round after the first the target may attempt another Will save with a cumulative +1 bonus until it breaks free of the spell.

### Timeslip

*By James Sutherland*

Transmutation

Level: Chr 1, Imperial Sor/Wiz 3, Time 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

Saving Throw: None

Spell Resistance: No

With a word you slip down the timestream. To other creatures, you appear to disappear and reappear 1d3 rounds later. From your perspective, things are frozen as they will be when you emerge for that same number of rounds (thus, you have 1d3 rounds to act with knowledge of where things will be when you emerge). While downstream (and waiting, in effect, for time to "catch up" to you) you cannot affect creatures or objects in the physical world in any way, but you can maneuver for a superior position, cast spells upon yourself, etc.

### Timeheal

*By unknown author*

Transmutation

Level: Chr 5, Healing 7, Time 5

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

This spell replaces a target creature's body with a copy of its past self, simulating healing (presuming it was in better health in a previous round). The caster may bring a target to the state of health it was in up to one round/level into the past (any round within this range). An unwilling target may make a Will save to negate.

A target creature does not remember the rounds that were lost after the round selected for the creature's new state of health. Thus, if the target creature's past self is from 5 rounds beforehand, it doesn't remember anything from those 5 rounds it did not live.

A dead body can not be brought back to life, but it can be healed of injuries, diseases, poison and ailments received after the target round that the copy is pulled from.

*Material Component:* A small doll shaped from an expensive type of wood. (Worth at least 200gp.)

### Timereaver

*By unknown author*

Transmutation

Level: Chr 8, Sor/Wiz 9, Time 9

Components: V, S, M

Casting Time: 1 hour

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

Area: 10-ft. radius burst up to close range (25 ft. + 5 ft./2 levels)

Duration: Permanent

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

This spell sends creatures in its radius back in time up to 5 years/level of the caster. Any creatures who make a successful Reflex save are not thrown back in time but do take 4d8 points of temporal damage + 1 point/caster level (max. +20).

*Material Component:* A ruby worth 10,000 gp.

### Total Carnage

*By James Sutherland*

Conjuration (Creation)

Level: Clr/Fvs 5

Components: V, S, F

Casting Time: 1 action

Range: Personal

Effect: 10-ft./level emanation

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You call the spirits of carnage to the scene of a battle. All damage dealt of any kind in the area of effect is doubled. This spell is almost always cast by chaotic clerics on the fields of war.

*Focus:* A battle must be going on around you.

### Touch of Hungering Flesh

*By Michael Winther*

Necromancy

Level: Clr/Fvs 6, Necromancy 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Causes negative damage, slain foes animate as wights

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

*Touch of hungering flesh* causes the caster's hand to be charged with negative energy. The caster can make a touch attack to discharge the energy into a living target. If the caster hits his target, he causes 5d8 points of negative energy damage +1 per caster level (up to +10). The target is allowed a Fortitude saving throw to reduce the damage. *Touch of hungering flesh* will remain in effect on the caster either until its duration ends or it's discharged.

If the target is slain by the spell, he will return in 1d4+1 rounds as a wight. The wight will not be under the command of the caster. The caster can use his Rebuke Undead ability if he is an evil cleric or the *control undead* spell to assume command of the wight.

*Material Component:* A piece of nail or hair from a dead madman

### Trade

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Imperial Sor/Wiz 4, Trade 5, Wealth 6

Components: V, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell is so subtle that it is only noticeable with a Spellcraft check (DC 30). You *trade* one object of your choice for one object of the subject's of your choice. The subject is fully satisfied with his deal and actually feels that he got the better end of the deal. Convincing him otherwise requires a *remove curse* or similar magic against your caster level.

### Transmute Rock to Magma

*By James Sutherland*

Transmutation [Fire]

Level: Drd 6, Elm (Earth/Fire) 5, Sor/Wiz 6

Area: Up to two 5-ft cubes/level (S)

As *transmute rock to mud*, except the stone turns molten. This magma is extremely hot, and creatures caught within the area affected receive Reflex saves to dodge out of the area (if possible) as the stone melts. Creatures caught in it, however, suffer 8d6 hp of fire damage per round within the magma. Creatures in the

magma move at half their normal speed. A creature escaping the magma is still covered in chunks of sticky molten rock and suffers 5d6 hp of fire damage the first round, 4d6 the second, etc. until the rock cools enough to stop doing damage. A clever character may be able to artificially aid the cooling process somehow.

If you use this spell on a ceiling, the effects are as detailed in transmute rock to mud except that the damage caused by the cave-in is 5d6 impact and 5d6 fire.

The magma cools slowly, losing one die of damage potential every ten minutes.

*Material Component:* A piece of basalt.

### **Transmute Water to Dust**

*By James Sutherland*

Transmutation

Level: Clr/Fvs 6, Drd 6, Elm (Water) 7, Sor/Wiz 7

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One body of water or creature with the water subtype, or up to five creatures without the water subtype

Duration: Instantaneous

Saving Throw: Fort partial or Will negates (creature) or no (object) (see text)

Spell Resistance: Yes

This spell destroys a tremendous volume of water, turning it to fine dry dust. It may either target a creature with the water subtype of up to twice your HD, a group of creatures without the water subtype or a single body of water such as a river, lake, reservoir, or even a cup or pitcher full. You need only see part of the water to be affected. A creature with the water subtype must make a Fort save or die; even if successful, it suffers 10d6 hit points of damage. If creatures without the Water subtype are targeted, this spell will destroy all the water they carry (including holy water) if they fail Will saving throws. A body of water receives no saving throw unless it is intelligent, magical or attended, and if *transmute water to dust* is cast on such a body it destroys up to one 10' cube (1000 cubic feet) of water per caster level (roughly equal to 7500 gallons/level). Thus, a 15<sup>th</sup>-level elemental casting *transmute water to dust* into a 10-ft square pit full of water would lower the water level by 150 feet. This spell has no effect on water that subsequently enters the area affected.

*Material Component:* A pinch of dust.

### **Tremor**

*By James Sutherland*

Transmutation

Level: Earth 2

Components: V, S, DF

Casting Time: 1 round

Range: 30 ft.

Area: Emanation centered on the caster

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell causes the ground around you to shake. All creatures standing on the ground except you that are within the area are thrown prone if they fail a Reflex save.

### **True Purity**

*By James Sutherland*

Transmutation [Good]

Level: Good 9, Purity 9, Sacred Healing 9

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell combines several powerful effects. A good-aligned subject is cured of all diseases, poisons, infestations, negative levels, non-lethal damage, ability damage or drain, alignment change and compulsions. She is also healed of 100 hit points of damage. While the spell lasts, she is not subject to disease, poison, infestation, negative levels, ability damage or drain, alignment change or compulsions. She also gains DR 15/evil and cold iron. Finally, she gains a +6 enhancement bonus to Charisma for the duration.

A non-good creature subjected to this spell receives the same benefits and effects, except that its alignment shifts one step towards Good for the duration of the spell (possibly requiring atonement later). An undead creature suffers 100 hit points of damage rather than being cured, but is otherwise affected normally.

### **True Rest**

*By James Sutherland*

Conjuration (Healing)

Level: Sacred Healing 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: 1 creature/level

Duration: 8 hours and 4 hours (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cast this spell on creatures going to sleep. If they get a full 8 hours sleep, they heal ten times their level in hit points, and all of the following conditions are removed: ability damage or drain, blindness, *confusion*, dazed, dazzled, deafened, exhaustion, disease, fatigue, *feblemind*, insanity, nausea, sickened, stunned and poison. The creatures awaken feeling refreshed and have a +2 morale bonus on saving throws and skill checks for the following four hours.

### **Turn Metal**

*By James Sutherland*

Abjuration

Level: Imperial Clr/Fvs 2, Metal 1, Sor/Wiz 1

Component: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Turn metal* grants a +2 deflection bonus, as well as damage reduction 2, against all metal attacks.

*Material Component:* A lodestone (magnetic rock).

### Ultimate Concentration

*By James Sutherland*

Abjuration

Level: Clr/Fvs 5, Drd 5, Brd 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell gives the recipient a +20 enhancement bonus to all Concentration checks, as well as a +2 enhancement bonus to all Will saves. Ultimate concentration allows the recipient to concentrate on multiple things at once, such as illusions, reading a book while simultaneously casting spells, etc. She can do a number of things at once equal to 4+int bonus, though she can't initiate more actions than normal in a round. For example, she can't cast a spell and take a double move. The recipient must be physically able to perform all the actions normally.

Ultimate concentration gives immunity to fear effects. Charm and confusion effect the recipient normally, except that they will not break her concentration.

### Unquenchable Flame

*By James Sutherland*

Evocation [Fire]

Level: Elm (Fire) 6

Components: V, S

Casting Time: 1 standard action

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

Effect: A flame

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell creates a lantern-sized flame that hangs in space or is attached to an object (which it does no harm to), at your option. The flame sheds bright light equal to full daylight in a 60' radius and shadowy light for another 60' around that. You can redirect the flame as a move-equivalent action (it will move up to 40' per

round at your mental command). If you direct it to attack, you must make a touch attack with it; success inflicts 3d4 hp of fire damage.

The *unquenchable flame* cannot be dispelled, suppressed, or doused by any means short of a *wish* or *miracle*. However, your ability to control and direct it is lost in an *antimagic shell* or similar environment.

### Utter Darkness

*By James Sutherland*

Evocation [Darkness]

Level: Darkness 5

This spell works like *darkness*, except that instead of shadowy illumination, the object radiates utter blackness out to 20' that normal or magical darkvision cannot penetrate, and shadowy illumination for 20' beyond the edge of the *utter darkness*.

*Utter darkness* counters and dispels any spell with the light descriptor of equal or lower level.

### Vacillation

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Hou 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Each round at the start of the victim's turn, roll 1d6.

The next round his initiative drops that many points. If the subject vacillates to below 0 he gets no action for that round and rolls for initiative normally the next round, continuing to vacillate, waffle and be indecisive.

### Vampiric Ray

*By James Sutherland*

Necromancy

Level: Necromancy 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A grey beam shoots from your outstretched palm. If it hits, the victim suffers 1d4+1/level (maximum +5) points of damage and you gain an equal amount of temporary hit points.

### Vapor Strike

*By James Sutherland*

Conjuration (Creation)

Level: Elm (Air) 4, Sky 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fort partial

Spell Resistance: Yes

Vapor strike is a one-target concentrated variant of cloudkill. The target's lungs fill with a nasty vapor. A successful save indicates that the subject is wracked with coughs for 1d4 rounds as it expels the vapors, suffering a -2 circumstance penalty to attacks, skill checks and saves.

A failed saving throw, alas, indicates that the target is overcome with the vapors. It can take only a move-equivalent action each round, or a standard action with a successful Concentration check (DC20). If suffers 1d4 temporary con damage immediately and 1d6 hp/round poison damage. A suffering victim can use a move-equivalent action to try to expel the vapors by coughing them out. This allows another saving throw; success means the victim expels the vapors (as above). The victim may attempt this once per round.

*Material Component:* 50 gp in burnt othur fumes (about 5% of one dose; hard to obtain).

### Velendo's Prismatic Wall (variant)

By Dorian Hart

Abjuration

Level: Sor/Wiz 8, Wall 8

This spell is in most ways identical to the spell *prismatic wall* (see PHB pg. 264). The only difference is that, if the *Indigo* save is failed, the victim's alignment changes to neutral good and he or she becomes a devout worshipper of Calphas, The Wallbuilder.

The same spells can cure this effect as can cure the *insanity* spell - *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*.

### Verify

By James Sutherland

Divination

Level: Imperial Clr/Fvs 5, Sor/Wiz 4, Trade 4, Wealth 3

Components: V, S, M, DF

Casting Time: 1 standard action

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

Target: One pile of treasure

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Casting this spell on a pile of treasure determines whether it meets the terms of a written agreement, usually entered into beforehand.

*Material Component:* The written contract.

### Vertigo

Illusion (Pattern) [Fear, Mind-Affecting]

Level: Beguilement 3, Brd 2, Dmn 1, Hou 3, Sky 1,

Sor/Wiz 2

See page 127 of *D&D Player's Handbook II* for a new version of this spell.

### Vision Cascade

By Alomir

Divination

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

*Vision cascade* relies on gathering echoes of the caster's personal knowledge, which reverberate upon the astral plane. Throughout a 24-hour period, this spell shows the caster fragmentary glimpses of his enemies, allies, and even strangers whose actions may interact with the caster's actions at some point in the future. Oracular visions may occur at any point in the 24 hour period (as dictated by the DM), and in any given day the caster may see between zero and his level in number of oracular visions, as determined by the DM. These visions are perceived the caster instantaneously when they are periodically generated by the spell, but may relate events that vary from seconds to minutes in length. The events seen by the caster generally occur in the present (i.e. within the past day), but the unpredictable nature of the spell occasionally relates events that have happened in the past or which have not yet occurred. The knowledge of roughly when the vision took place is communicated by the spell (i.e. "past," "present," or "future.")

The caster has no method for determining exactly what people are viewed by the spell, although upon casting he can choose one target creature or event. There is a percentage chance equal to the caster's level that this target creature or event is definitely included in one of that day's oracular visions. This spell works in spite of most types of scrying prevention, but is thwarted by *mind blank* and more powerful spells. Subjects shown by the oracular visions have no way to detect the spell's observation, as there is no scrying sensor to detect.

In addition to providing oracular visions, this spell provides limited insight into immediate danger. While it is in effect, the caster gains a +1 insight bonus to both AC and Reflex saving throws. This bonus does not stack with other insight bonuses.

*Note:* This spell is primarily used in campaigns where the DM wishes an in-game method to impart information via "cut scenes." The player is encouraged to occasionally remind the DM that the spell is active if relatively few visions have occurred on any particular day.

## Volcanic Eruption

By James Sutherland

Transmutation [Fire, Earth]

Level: Drd 9, Elm (Earth/Fire) 8

Components: V, S, M, DF

Casting Time: 1 standard action

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

Effect: Geyser of lava, up to one 10-ft. square/level, rises 60 ft.

Duration: 1d4+2 rounds

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You cause a sudden volcanic eruption to occur, spewing a rain of lava at all creatures above it. Any creature caught in the area of effect suffers 10d6 hp of fire damage each round, and all creatures within 30' of the eruption suffer 2d6 heat damage each round (no saving throw allowed).

*Material Component:* A chunk of obsidian.

## Wallbuilder's Retribution

By Dorian Hart/Kevin Kulp

Abjuration

Level: Clr/Fvs 4, Retribution 6

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Up to three creatures, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (see below)

*Wallbuilder's retribution* can be cast on up to three creatures friendly to the caster. The targets become surrounded by a faint golden aura made up of hundreds of tiny bricks. The effect of the spell is different when cast on one target than when cast on two or three.

If cast on a single target, who is a worshipper of Calphas, The Wallbuilder:

- If the target is attacked and damaged by a hostile and minimally intelligent foe (including by spells, which target the spell recipient), a spray of golden shards will fly from the point of impact and strike the attacker. These shards can travel up to 10 ft. + 5 ft per 3 caster levels, doing an amount of damage equal to what would normally have been inflicted by the attack. In addition, the victim of the attack takes only half damage.

If cast on two or three targets:

- As above, but the attacker only takes half as much damage as it deals, and no damage to the spell recipient is prevented.
- The attacker must have at least minimal Intelligence, and have willful intent to harm. The spell does not work, for

instance, against a mindless monster protecting its territory, or a person who is being compelled to attack by a domination spell. The spell will also fail if the target instigates a combat for no reason other than personal gain. (If the target breaks into a house with the intent to rob it, and the owner fights back, the spell will fail. If the target is breaking into the stronghold of a known enemy and attacks the enemy guard, the spell will function normally.

There is no saving throw against the damage done by the spell. If a creature attacking the spell's recipient(s) has Spell Resistance then the SR must be checked each time the spell would deal damage.

## Wall of Fog

By Dorian Hart

Conjuration (Creation) [Air]

Level: Elm (Air) 2, Sky 2, Wall 1

Components: V, S

Casting Time: 1 standard action

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

Effect: A 20-ft. high wall, 10 ft. wide, and up to 90 ft. long

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a wall of misty vapors, which are stationary once created. The vapors are opaque, and obscure all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the wall in 4 rounds. A strong wind (21+ mph) disperses the wall in 1 round. A *fireball*, *flame strike* or similar spell burns away the wall in the explosive or fiery spell's area. A *wall of fire* burns away the wall of fog in the area into which it deals damage.

This spell does not function underwater.

## Wall of Hate

By James Sutherland

Conjuration (Creation) [Mind-Affecting]

Level: Brd 4, Hatred 3, Sor/Wiz 5, Wall 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft square/level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

A *wall of hate* spell creates a glaring wall of reddish-orange light. Living creatures with Intelligence scores must make Will saving throws to approach with 5 feet

of it. The wall does not obscure vision or impair movement, but creatures must make Will saving throws again to cross through and suffer 2d6 points of Charisma damage from crossing. While in the *wall of hate* and for one full round thereafter, creatures suffer a -4 circumstance penalty to all saving throws.

### **Wall of Honey**

*By James Sutherland*

Conjuration (Creation)

Level: Drd 3, Hou 4, Pleasure 4, Seduction 4, Sor/Wiz 3, Wall 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall, up to one 5-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A wall of delicious golden honey appears. It is opaque. If a *wall of honey* is cast into an area too small to contain it will squeeze itself into whatever form the surrounding space permits (in which case creatures that would be caught in it are allowed Reflex saves to escape to the edge of the wall's effect). Honey taken from the wall vanishes when the spell expires, but while the spell lasts the *wall of honey* will continually magically regenerate its substance. A *dispel magic*, *disintegrate* or *purify food and drink* will destroy a *wall of honey*.

Creatures attempting to force their way through the wall require a strength check, DC 20. By every point by which the victim beats the DC, it may force itself through 1-ft of honey. Creatures within the honey cannot see, speak or breathe. It takes a full round action to clear the eyes and another to clear the nose and mouth, assuming the victim has access to water or some other liquid. Otherwise it takes twice as long. It takes ten full minutes to clean a character completely, but it all vanishes when the spell expires. Until fully cleaned, sweetened victims suffer a -2 circumstance penalty to attacks, saves and checks. A *wall of honey* may be created underwater.

*Material Component:* A piece of honeycomb.

### **Wall of Light**

*By Dorian Hart*

Conjuration (Creation) [Light]

Level: Light 3, SoL 4, Wall 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level (D)

Saving Throw: see below

Spell Resistance: Yes

This spell creates a vertical, opaque barrier of pure white light. Objects and spells pass freely through the barrier, but any living creature that passes through it

becomes blinded for 1 round/2 caster levels, Fort Save for half duration. Creatures otherwise immune to blindness are also immune to the effects of this spell.

When created, the *wall of light* will "form-fit" around solid obstructions and living creatures, and "fill itself in" if those obstructions are removed.

### **Wall of Sunlight**

*By James Sutherland*

Evocation [Light]

Level:Clr/Fvs 4, Light 4, SoL 3, Wall 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Plane of light, up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: See text

A *wall of sunlight* must be formed vertically, but it need not be anchored. It stops vision from penetrating it but can be easily passed through by most creatures. A *wall of sunlight* illuminates a 60' radius as bright as full daylight. Invisible creatures' shadows are revealed (they still have 100% concealment but their exact location is obvious; they do not get the +40 or +20 bonus to Hide checks for being invisible, and in fact take a -10 circumstance penalty from the light instead). Creatures vulnerable to daylight suffer their full normal penalties. Undead in the area illuminated suffer 1d6 hp/round (Spell Resistance applies) and cannot physically pass through the wall. All effects with the darkness descriptor of 3<sup>rd</sup> level or lower are dispelled within 60' of the wall. Finally, you and all your allies get a +1 morale bonus on all saving throws made within the radius of the light.

### **Wanda's Crawling Force Blast**

*By Robert Blezard*

Evocation [Fear, Force, Mind-Affecting]

Level: Drd 7, Sor/Wiz 6, Insect 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft radius spread

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell is a blast of force energy that explodes with little or no noise, deals 1d6 points of force damage per caster level (maximum 10d6) to all creatures within the area, and makes victims believe insects are crawling on them. Inanimate objects cannot be damaged by the spell and the blast creates no pressure. A successful Reflex save halves the force damage done.

After *Wanda's crawling force blast* explodes, victims must also make a Will save or become panicked for 1d4 rounds, as they believe that tiny beetle-like insects are crawling all over their bodies. A successful save negates this mind-affecting fear effect.

Panicked victims suffers a -2 morale penalty on saving throws, and cower until the effect ends. (See DMG for more information on fear-panicked creatures.)

The character determines the range (distance and height) at which *Wanda's crawling force blast* is to explode. A glowing, pea-sized bead streaks from the character and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into *Wanda's crawling force blast* at that point (an early impact results in an early explosion). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and explodes prematurely.

*Material Component:* A beaded necklace painted white.

### **Wanda's Crawling Force Missile**

*By Robert Blezard*

Evocation [Fear, Force, Mind-Affecting]

Level: Drd 4, Sor/Wiz 3, Insect 4

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Will partial negates

Spell Resistance: Yes

A force missile of magical energy darts forth from your fingertip, unerringly strikes its target, and makes the victim believe insects are crawling on her. The force missile deals 1d4+1 points of damage.

No attack roll is required, as *Wanda's crawling force missile* strikes unerringly, even if the target has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects cannot be damaged by the spell.

After the crawling force missile strikes, the victim must make a Will save or become panicked for 1d4 rounds, as she believes that tiny beetle-like insects are crawling all over her body. A successful save negates this mind-affecting fear effect. A panicked victim suffers a -2 morale penalty on saving throws, and covers until the effect ends. (See DMG for more information on fear-panicked creatures.)

For every three levels of experience past 3rd, you gain an additional missile. You have two at 6th level, three at 9th level, and the maximum of four at 12th level or higher. You can have them strike a single creature or several creatures. You must designate targets before you roll for SR or determine damage.

*Material Component:* An arrow painted white.

### **Wanda's Forceful Tornadoic Blast**

*By Robert Blezard*

Evocation [Force]

Level: Elm (Air) 5, Sky 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Area: 40-ft radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is a blast of force energy that explodes, accompanied by a roaring tornado-like wind and deals 1d6 points of force damage per caster level (maximum 10d6) to all creatures within the area. Inanimate objects cannot be damaged by the force effect of this spell.

This spell creates high-powered winds when the blast erupts, as per Wind Effects in DMG. Any creature of Large size or smaller that fails its Reflex save is blown away, while Huge creatures are knocked down and Gargantuan or Colossal creatures are checked. (See DMG for information on Wind Effect on Creatures.)

The character determines the range (distance and height) at which *Wanda's forceful tornadoic blast* is to explode. A glowing, pea-sized bead streaks from the character and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into *Wanda's forceful tornadoic blast* at that point (an early impact results in an early explosion). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and explodes prematurely.

All flames within the area, when the bead explodes, are extinguished by this spell. Unattended inanimate objects must make a successful Fortitude save or be destroyed by the powerful winds that accompany this spell.

### **Water Weapon**

*By James Sutherland*

Transmutation

Level: Clr/Fvs 1, Drd 1, Elm (Water) 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell transmutes a weapon so that it is not impeded by water, allowing it to be used freely even if it is a slashing or bludgeoning weapon.

*Material Component:* A dab of oil.

### **Watery Double**

*By Ryan Nock*

Transmutation [Water]

Level: Elm (Water) 3, Sor/Wiz 2

Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One body of water or other liquid  
Duration: 1 round/level  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)  
After casting this spell, up until the duration of the spell, the first creature to touch the body of water or see its reflection in it triggers the *watery double*. When the watery double is triggered, a copy of the reflected creature forms from the body of water. The size of the double is equal to the size of the reflected creature, up to the limits of what water is available from the body of water. For example, a man who sees his reflection in a wine goblet will create only a Diminutive double, but if he wades into a lake, the double will be Medium-size. Likewise, a cloud giant wading through the lake would produce a Huge *watery double*. The spell can only be triggered once, so if several people see their reflection in the same body of water, only one double will be produced. If multiple creatures could trigger the spell at the same time, you choose which creature produces the double.

Once a double is produced, it pursues the creature that produced it to the best of its ability, even traveling across the ground, trying to attack that creature. The double's speed depends on its size. On land, a Fine or Diminutive double moves at 10 feet per round; 15 feet for Tiny, 20 for Small, 30 for Medium-size, 40 for Large or larger creatures. In water, this speed is tripled.

Once the double reaches the creature that produced it, it must make a touch attack with your base attack bonus, modified by size. It keeps trying once each round until successful. On a successful hit, the *watery double* engulfs the original. If the double is the same size as the original, or one size smaller, it coats the original's head and begins to drown that creature, as per the Drowning rule in the DMG (pg. 85). If the double is two or more sizes smaller than the original, it just gets the original wet.

The double has a base AC of 10, modified by size, 1 hit point per caster level, damage reduction 5/+1, and has the [water] descriptor.

*Material Component:* A distorted mirror.

### Wave of Intoxicating Sweetness

*By James Sutherland*  
Enchantment (Compulsion) [Mind-Affecting]  
Level: Intoxication 9, Pleasure 9, Sor/Wiz 9  
Components: V, S, M  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped burst  
Duration: Instantaneous and 10 minutes/level  
Saving Throw: Will partial  
Spell Resistance: Yes

You unleash a sweet-smelling wave of thin green smoke. All creatures that are affected by it act as if dazed, attempting only to sit and chat, perhaps have a snack, stare at the patterns in the wall, etc. A creature is allowed another saving throw every time it suffers damage or makes a saving throw against another effect.

A creature that makes its saving throw is staggered and can take only a single standard or move-equivalent action each round for 1d4 rounds.

### Weighty Chest

*By James Sutherland*  
Transmutation  
Level: Brd 3, Clr/Fvs 2, Sor/Wiz 3, Wealth 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: One chest (up to a 5-ft. cube)  
Duration: 1 day/level  
This spell enchants a chest so that if anyone but you tries to pick it up or move it its apparent weight becomes 2-5 times the weight of the creature(s) touching it.

### Whispers of Madness

*By James Sutherland*  
Enchantment (Compulsion) [Mind-Affecting, Language-Dependant]  
Level: Clr/Fvs 5, Madness 4  
Components: V  
Casting Time: 1 standard action  
Range: 5 ft.  
Target: One creature  
Duration: Permanent  
Saving Throw: Will negates  
Spell Resistance: Yes  
With this spell you whisper secrets of the universe into the ear of your victim, who instantly becomes insane, gaining a chaotic alignment and sever mental disorders. The victim is unable to focus on a task for longer than 5 rounds (30 seconds) without prodding, making tasks like systematically searching a room or tracking impossible. The victim cannot discriminate between truth and lie and combined with short-circuited attention this leads the poor fool to make up wandering stories. When questioned about his home, for example, the subject may begin with their dingy apartment in the city, then ramble into their dream home in the Sunus Mountains, with servants, gardens, etc. It becomes very difficult to hold a rational conversation with the victim.

Worse, the victim becomes extremely paranoid and certain character traits, if present in the creature, are extremely magnified, such as cowardice, violent tendencies, greed, conceit, and shortsightedness.

*Whispers of madness* can be dispelled by a *dispel magic*, *remove curse*, *heal*, *cure insanity* or *break enchantment*.

### **Wizard Glue**

*By James Sutherland*

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 round

Range: Touch

Effect: Up to 4 square feet/level of surface area of objects

Duration: Permanent (D)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

This spell coats a surface with a tacky glue. Other objects may be attached to it within four rounds (when the *wizard glue* dries). Breaking the bond requires a Strength check (DC20 + your Intelligence bonus) and inflicts 1d6 hp of damage to each object (apply hardness normally).

*Focus:* A ritually prepared brush (the preparation work takes eight hours and costs 50 gp, done once for each brush).

### **Word Lock**

*By James Sutherland*

Abjuration

Level: Brd 6, Portal 6, Seals 6, Sor/Wiz 6

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 portal, chest or other closing device, up to 30 square feet/level

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell locks closed the target; thereafter it can only be opened with the proper spoken or sung word or phrase. Anyone who speaks or sings the song can generally open the closure; however, a bardic caster can tie in a perform check to the song (DC = caster's Perform check at time of casting).

*Word lock* is subject to break enchantment but not to *dispel magic*. The closure itself can still be broken normally.

### **Zealous Oratory**

*By James Sutherland*

Enchantment

Level: Beguilement 5, Clr/Fvs 6

Components: V, DF

Casting Time: 1 minute

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

Targets: 1 creature/4 levels, no two of whom can be more than 20 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

By this spell you temporarily change the alignments of the targets two steps towards yours (generally once along each axis but if it already shares one alignment component with you it may shift two steps on the other axis). This does not necessarily make them well disposed towards you but it often helps. *Zealous oratory* has no effect on divine spellcasters or outsiders.

### **Zeebo's Dyslexia**

*By Craig Dorrough*

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell reverses the target's handedness. Targets in melee have penalties as if using their off hands, at least until they can switch hands. Spellcasting creatures have a 50% chance of spell failure. Furthermore, when the target moves it may have a hard time figuring out left from right (25% chance it will turn the wrong direction when moving towards a goal).

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