

# From Arcane to Psionic

Eiríkur Ernir Þorsteinsson

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## 2 Magic Overview

Magical powers spring from sentient minds. Even an undead creature or a being that has no physical form can have the reserve of inner strength necessary to cast spells, as long as it has an Intelligence score of at least 1. A spell is a one-time magical effect. Spellcasting characters and creatures need not prepare their spells for use ahead of time. They either have sufficient spell points to cast a spell, or they do not. A spell is cast when a spellcasting character pays its spell point cost. Some innately magical creatures automatically cast spells, called spell-like abilities, without paying a spell point cost. Other creatures pay spell points to cast their spells, just as characters do.

Each spell has a specific effect. A spell known to a spellcasting character can be used whenever he or she can spend the spell points to pay for it.

Magic has one fundamental rule. This most fundamental rule of magic is as follows:

The maximum number of spell points you can  
spend on a spell is equal to your caster level.

Spell points and caster levels are explained in detail below.

### 2.1 Casting Spells

Spellcasting characters and magical creatures cast spells. Whether they cost spell points when cast by a spellcasting character, or are cast as spell-like abilities, spells' effects remain the same.

#### 2.1.1 Choosing a Spell

First you must choose which spell to cast. You can select any spell you know, provided you are capable of casting spells of that level or higher. To cast a spell, you must pay spell points, which count against your daily total. You can cast the same spell multiple times if you have points left to pay for it.

#### 2.1.2 Concentration

To cast a spell, you must concentrate. If something threatens to interrupt your concentration while you're casting a spell, you must succeed on a Concentration check or lose the spell points without casting the spell. The more distracting the interruption and the higher the level of the spell that you are trying to cast, the higher the DC. (Higher-level spells require more mental effort.)

*Injury:* Getting hurt or being affected by hostile magic while trying to cast a spell can break your concentration and ruin a spell. If you take damage while trying to cast a spell, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you're casting). The interrupting event strikes during casting if it occurs between when you start and when you complete casting a spell (for a spell with a casting time of 1 round or longer) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the casting of the spell or a contingent attack from a readied action). If you are taking continuous damage half the damage is considered to take place while

you are casting a spell. You must make a Concentration check (DC  $10 + 1/2$  the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

*Spell:* If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the Concentration DC is  $10 +$  points of damage + the level of the spell you're casting. If the spell interferes with you or distracts you in some other way, the Concentration DC is the spell's save DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

*Grappling or Pinned:* To cast a spell while grappling or pinned, you must make a Concentration check (DC  $20 +$  the level of the spell you're casting) or lose the spell. You can not provide a somatic component (see components, below) while grappling, and if pinned, you may not be able to provide a verbal component, at the option of the creature that has you pinned.

*Vigorous Motion:* If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC  $10 +$  the level of the spell you're casting) or lose the spell.

*Violent Motion:* If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC  $15 +$  the level of the spell you're casting) or lose the spell.

*Violent Weather:* If you are in a high wind carrying blinding rain or sleet, the DC is  $5 +$  the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is  $10 +$  the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the spell subsection above.

*Casting spells on the Defensive:* If you want to cast a spell without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC  $15 +$  the level of the spell you're casting) to succeed. You lose the spell points without successful casting if you fail. Entangled: If you want to cast a spell while entangled in a net or while affected by a spell with similar effects you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

### 2.1.3 Caster Level

The variables of a spell's effect often depend on its caster level, which is (usually) equal to your spellcasting class level. A spell that can be augmented for additional effect is also limited by your caster level (you can't spend more spell points on a spell than your caster level). See Augment under Descriptive Text, below. You can cast a spell at a lower caster level than normal, but the caster level must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. In the event that a class feature or other special ability provides an adjustment to your caster level, this adjustment applies not only to all effects based on caster level (such as range, duration, and augmentation potential) but also to your caster level

check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

#### 2.1.4 Spell Failure

If you try to cast a spell in conditions where the characteristics of the spell (range, area, and so on) cannot be made to conform, the spell fails and the spell points are wasted. Spells also fail if your concentration is broken (see Concentration, above).

#### 2.1.5 The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

#### 2.1.6 Special Spell Effects

Certain special features apply to all spells.

*Attacks:* Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. All spells that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. [Summon Monster](#) and similar spells are not considered attacks because the spells themselves don't harm anyone.

*Bonus Types:* Many spells give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties - a character taking two or more penalties of the same type applies only the worst one. If the type of a bonus is not specified, it is an "untyped" bonus, which stacks with everything but another instance of what granted the untyped bonus.

*Bringing Back the Dead:* Some powerful spells have the ability to restore slain characters to life. When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

*Level Loss:* The passage from life to death and back again is a wrenching journey for a being's soul. Consequently, any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal means, even the spells wish or miracle. A revived character can regain a lost level by earning

XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

*Preventing Revivification:* Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body being the most elementary, though the most powerful of spells can bypass this limitation. See individual spell descriptions.

*Revivification Against One's Will:* A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

### 2.1.7 Combining Magical Effects

*Psionics-Magic Transparency:* The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics-magic transparency. Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics. When the rule about psionics-magic transparency is in effect, it has the following ramifications. Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.) All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa. The spell detect magic detects powers as if they were spells. Dead magic areas are also dead psionics areas.

*Multiple Effects:* Spells or magical effects usually work as described no matter how many other spells, magical effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect (and vice versa for spells that affect spells). Several other general rules apply when spells, spells, magical effects, or magical effects operate in the same place.

*Stacking Effects:* Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells. You use whichever bonus gives you the better result.

*Different Bonus Types:* The bonuses or penalties from two different spells stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus but another instance of the same effect that granted the bonus.

*Same Effect More than Once in Different Strengths:* In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one spell is dispelled or its duration runs out, the other spell remains in effect (assuming

its duration has not yet expired).

*Same Effect with Differing Results:* The same spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

*One Effect Makes Another Irrelevant:* Sometimes, a spell can render another spell irrelevant.

*Multiple Mental Control Effects:* Sometimes magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

*Spells with Opposite Effects:* Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

*Instantaneous Effects:* Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

## 2.2 The Spell Point Reserve

Spellcasting characters fuel their abilities through a pool, or reserve, of spell points. Your spell point reserve is equal to your base spell points gained from your class, bonus spell points from a high key ability score (see Abilities and Spellcasters, below), and any additional bonus spell points from sources such as your character race and feat selections.

### 2.2.1 Multiclass Spellcasting Characters

If you have levels in more than one spellcasting class, you combine your spell points from each class to make up your reserve. You can use these spell points to cast spells from any spellcasting class you have. While you maintain a single reserve of spell points from your class, race, and feat selections, you are still limited by the caster level you have achieved with each spell you know.

### 2.2.2 Abilities and spellcasters

The ability that your spells depend on - your key ability score as a spellcaster - is related to what spellcasting class (or classes) you have levels in: Intelligence (Wizard) The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't cast spells from that spellcasting class.

**How To Determine Bonus Spell Points:** Your key ability score grants you additional spell points equal to your key ability modifier  $\times$  your caster level  $\times \frac{1}{2}$ .



### 2.2.3 Daily Spell Point Acquisition:

To regain used daily spell points, a spellcasting character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, casting spells, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost spell points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining spell points.

*Recent Casting Limit/Rest Interruptions:* If a spellcasting character has cast spells recently, the drain on his resources reduces his capacity to regain spell points. When he regains spell points for the coming day, all spell points he has used within the last 8 hours count against his daily limit.

*Peaceful Environment:* To regain spell points, a spellcasting character must have enough peace, quiet, and comfort to allow for proper concentration. The spellcasting character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining spell points.

*Regaining Spell Points:* Once the character has rested in a suitable environment, it takes an act of concentration spanning 1 full round to regain all power points of the spellcasting character's daily limit. This can be an instant's meditation, a prayer to the character's deity, or any other minor ritual the character performs at the start of each day.

*Death and Spell Points:* If a character dies, all daily spell points stored in his mind are wiped away. A potent effect (such as Wish) can recover the lost spell points when it recovers the character.

### 2.2.4 Gain Magical Focus

Merely holding a reservoir of magical spell points in mind gives spellcasting characters a special energy. Spellcasting characters can put that energy to work without actually paying a spell point cost - they can become magically focused as a special use of the Concentration skill.

If you have 1 or more spell points available, you can meditate to attempt to become magically focused. The DC to become magically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are magically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a magical feat - many magical feats are activated in this way.

Once you are magically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elves), or until your spell point reserve drops to 0.

### 2.2.5 Using Stored Spell Points

A variety of magical items exist to store spell points for later use, in particular a storage device called a *Pearl of Power*. Regardless of what sort of item stores the spell points, all spellcasting characters must follow strict rules when tapping stored spell points.

*A Single Source:* When using spell points from a storage item to cast a spell, a spellcasting character may not pay the spell's cost with spell points from more than one source. He must either use an item, his own spell point reserve, or some other discrete spell point source to pay the casting cost.

*Recharging:* Most spell point storage devices allow spellcasting characters to "recharge" the item with their own spell points. Doing this depletes the character's spell point reserve on a 1-for-1 basis as if he had casted a spell; however, those spell points remain indefinitely stored. The opposite is not true - spellcasting characters may not use spell points stored in a storage item to replenish their own spell point reserves.

## 2.3 Adding Spells

Spellcasting characters can learn new spells when they attain a new level. A Wizard can learn any spell from the Wizard list, including spells only available to members of his school of specialization. A Cleric can learn any spell from a domain he knows.

*Spells Gained at a New Level:* Wizards and other spellcasting characters perform a certain amount of personal research, prayer or meditation between adventures in an attempt to unlock latent mental abilities. Each time a spellcasting character attains a new level, he or she learns additional spells according to his class description. These spells represent abilities unlocked from latency. The spells must be of levels the characters can cast (see the class table for each class).

*Independent Research:* A Wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one. If characters are allowed to develop new spells, use these guidelines to handle the situation. Any kind of caster can create a new spell. The research involved requires access to a retreat conducive to uninterrupted research, prayer, or meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the spell. At the end of that time, the character makes a Spellcraft check (DC 10 + spell level). If that check succeeds, the character learns the new spell if her research produced a viable spell. If the check fails, the character must go through the research process again if she wants to keep trying.

## 2.4 Special Abilities

Magical creatures can create magical effects without having levels in a spellcasting class (although they can take a spellcasting class to further enhance their abilities); such creatures have the magical subtype. Characters using wands and other magical items can also create magical effects.

### 2.4.1 Spell-like Abilities

The casting of spells by creatures without a spellcasting class (creatures with the magical subtype, also simply called magical creatures) is considered a spell-like ability (Sp).

Usually, a magical creature's spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described. Spell-like abilities have no verbal or somatic components, but do they require an XP cost if the equivalent power has an XP cost. The user activates them mentally.

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a spell-like ability functions just like a spell. However, a magical creature does not have to pay a spell-like ability's spell point cost.

Spell-like abilities are subject to spell resistance and to being dispelled by dispel magic. They do not function in areas where magic is suppressed or negated.

### 2.4.2 Supernatural Abilities

Some creatures have magical abilities that are considered supernatural (Su). Magical feats are also supernatural abilities.

These abilities cannot be disrupted in combat, as spells can be, and do not provoke attacks of opportunity (except as noted in their descriptions).

Supernatural abilities are not subject to spell resistance and cannot be negated or dispelled; however, they do not function in areas where magic is suppressed.

## 2.5 Magical Maladies

### 2.5.1 Ability Burn

This is a special form of ability damage that cannot be magically healed. It is caused by the use of certain magical feats and spells. It returns only through natural healing.

### 2.5.2 Disease, Cascade Flu

Spread by brain moles and other vermin; injury; DC 13; incubation one day; damage magical cascade.

A magical cascade is a loss of control over magical abilities. Using spell points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character casts a spell, she must make a DC 16 Concentration check. On a failed check, a magical cascade is triggered. The spell operates normally, but during the following round, without the character's volition, two additional spells she knows are cast randomly, and their spell cost is deducted from the character's reserve. During the next round, three additional spells are cast, and so on, until all the magical character's spell points are drained. Spells with a range of personal or touch always affect the diseased character. For other spells that affect targets, roll d%: On a 0150 result, the spell affects the diseased character, and 5100 indicates that the spell

targets other creatures in the vicinity. Magical creatures (those that cast their spells without paying points) cascade until all the spells they know have been cast at least twice. As with any disease, a spellcasting character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

### **2.5.3 Disease, Cerebral Parasites**

Spread by contact with infected magical or spellcasting creatures; contact; DC 15; incubation 1d4 days; damage 1d8 spell points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites - until he discovers he has fewer spell points for the day than expected. Magical creatures with cerebral parasites are limited to using each of their known spells only once per day (instead of freely casting them). See the note about diseases under Cascade Flu, above.

### **2.5.4 Negative Levels**

Spellcasting characters can gain negative levels just like members of other character classes. A spellcasting character loses access to one spell per negative level from the highest level of spell he can cast; he also loses a number of spell points equal to the cost of that spell. If two or more spells fit these criteria, the caster decides which one becomes inaccessible. The lost spell becomes available again as soon the negative level is removed, providing the caster is capable of using it at that time. Lost spell points also return.

## **2.6 Spell Descriptions**

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

### **2.6.1 Name**

The first line of every spell description gives the name by which the spell is generally known. A spell might be known by other names in some locales, and specific casters might have names of their own for their spells.

### **2.6.2 School (Subschool)**

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to. Every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways.

**Abjuration** Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence. If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

**Conjuration** Each conjuration spell belongs to one of four subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

*Calling:* A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed. The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled. A called creature cannot use any innate summoning or calling abilities it may have. A called creature always refuses to use any spell or other ability with an XP cost.

*Creation:* A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

*Summoning:* A summoning spell instantly conjures a creature or object in a place you designate. When the spell ends or is dispelled, a summoned creature disappears, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning or calling abilities it may have. A summoned creature always refuses to use any spell or other ability with an XP cost.

*Teleportation:* A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. The transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

**Divination** Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells. Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

*Scrying:* A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

**Enchantment** Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

*Charm:* A charm spell changes how the subject views you, typically making it see you as a good friend.

*Compulsion:* A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

**Evocation** Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

**Illusion** Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

*Figment:* A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like. Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for

confounding or delaying foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier.

*Glamer:* A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

*Pattern:* Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

*Phantasm:* A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

*Shadow:* A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

*Saving Throws and Illusions (Disbelief):* Creatures encountering an illusion usually do not receive a saving throw to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

**Necromancy** Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

*Healing:* Certain divine necromancy spells heal creatures or even bring them back to life.

**Transmutation** Transmutation spells change the properties of some creature, thing, or condition.

### 2.6.3 Descriptor

Appearing on the same line as the school and subschool (when applicable) is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor, some have none. Descriptors are shown in brackets.

The descriptors that apply to spells are *acid*, *air*, *chaotic*, *cold*, *darkness*, *death*, *earth*, *electricity*, *evil*, *fear*, *fire*, *force*, *good*, *language-dependent*, *lawful*, *light*, *mind-affecting*, *sonic*, and *water*. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

#### 2.6.4 Level

The next line of the spell description gives a spell's level, a number between 1 and 9 that defines the spell's relative strength. This number is preceded by the name of the class whose members can cast the spell.

#### 2.6.5 Components

When a spell is cast, a component may be needed to facilitate the spell. This component may be somatic or verbal. *Dispense with Displays:* Despite the fact that almost every spell has a component, a spellcasting character can always choose to cast the spell without the flashy accompaniment of magical words and hand gestures, usually to avoid attention or to circumvent a condition that prevents him from using components (see below). To cast a spell without any components (no matter how many components the spell might have), a caster must make a Concentration check (DC 20 + twice the level of the spell). This check is part of the action of casting the spell. If the check is unsuccessful, the components are needed if the spell is to go off. Even if a caster casts a spell without a component, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another Concentration check can be made as normal to either cast defensively or maintain the power if attacked.)

##### *Verbal (V)*

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. *Asilencespell* or a gag spoils the incantation (and thus the spell). A spellcaster who has been *deafened* has a 20% chance to spoil any spell he tries to cast with a verbal component.

##### *Somatic (S)*

A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

#### 2.6.6 Casting Time

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action. A spell that takes 1 round to cast requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the spell points are lost and the spell fails. When you use a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting time is complete, the spell points are lost and the spell fails. You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

#### 2.6.7 Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you



that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

*Personal:* The spell affects only you.

*Touch:* You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the spell must be touched in the same round that you cast the spell.

*Close:* The spell reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two caster levels you have.

*Medium:* The spell reaches as far as 100 feet + 10 feet per caster level.

*Long:* The spell reaches as far as 400 feet + 40 feet per caster level.

*Range Expressed in Feet:* Some spells have no standard range category, just a range expressed in feet.

### 2.6.8 Aiming a Spell

You must make some choice about whom the spell is to affect or where the spell's effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

**Target or Targets:** Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish casting the spell. If you cast a targeted spell on the wrong type of target the spell has no effect. If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells. Some spells can be cast only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and spell Resistance lines are usually omitted from such spells, since only willing subjects can be targeted.

**Effect:** Some spells, such as most conjuration spells, create things rather than affect things that are already present. Unless otherwise noted in the spell description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's range once created.

*Ray:* Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're

trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

*Spread:* Some effects spread out from a point of origin (which may be a grid intersection, or may be the caster) to a distance described in the spell. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

*(S) Shapeable:* If an Effect line ends with (S) you can shape the spell. A shaped effect can have no dimension smaller than 10 feet.

*Area:* Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you usually don't control which creatures or objects the spell affects. The point of origin of a spell that affects an area is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area touches only the near edge of a square, however, anything within that square is unaffected by the spell.

*Burst, Emanation, or Spread:* Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the effect takes.

*Cone, Line, or Sphere:* Most spells that affect an area have a particular

shape, such as a cone, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through or touches.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

*Other:* A spell can have a unique area, as defined in its description.

*Line of Effect:* A line of effect is a straight, unblocked path that indicates what a spell can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast. A burst, cone, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a spell's line of effect.

### 2.6.9 Duration

A spell's Duration line tells you how long the magical energy of the spell lasts.

*Timed Durations:* Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy sustaining the effect fades, and the spell ends. If a spell's duration is variable it is rolled secretly.

*Instantaneous:* The magical energy comes and goes the instant the spell is cast, though the consequences might be long-lasting or permanent.

*Permanent:* The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

*Concentration:* The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Some spells may last for a short time after you cease concentrating. In such a case, the spell keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the spell reacts as if your concentration had been broken.

*Subjects, Effects, and Areas:* If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such

an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

*Touch Spells and Holding the Charge:* In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the spell discharges. If you cast another spell, the touch spell dissipates. Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all the targets of the spell in the same round that you finish casting the spell. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

*Discharge:* Occasionally a spell lasts for a set duration or until triggered or discharged.

*(D) Dismissible:* If the Duration line ends with (D), you can dismiss the spell at will. You must be within range of the spell's effect and must mentally will the dismissal, which uses the same components as when you first cast the spell. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or require a component, since all you have to do to end the spell is to stop concentrating on your turn.

#### 2.6.10 Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

*Negates:* The spell has no effect on a subject that makes a successful saving throw.

*Partial:* The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

*Half:* The spell deals damage, and a successful saving throw halves the damage taken (round down).

*None:* No saving throw is allowed.

*(object):* The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

*(harmless):* The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

*Saving Throw Difficulty Class:* A saving throw against your spell has a DC 10 + the level of the spell + your key ability modifier (Intelligence for a Wizard (or Charisma for the Sorcerer variant), Wisdom for a Cleric). A spell's level

can vary depending on your class. Always use the spell level applicable to your class. Saving throw DCs often increase with Augments (see below).

*Succeeding on a Saving Throw:* A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

*Failing a Saving Throw against Mind-Affecting Spells:* If you fail your save, you are unaware that you have been affected by a spell.

*Automatic Failures and Successes:* A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

*Voluntarily Giving up a Saving Throw:* A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality. A creature can under no conditions whatsoever be directly forced to give up its saving throw, even with Enchantment spells or the control granted over a Called creature.

*Items Surviving after a Saving Throw:* Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack.

### 2.6.11 Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance functions like an Armor Class against magical attacks.<sup>1</sup> Include any adjustments to your caster level on this caster level check. The Spell Resistance line and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place. The terms object and harmless mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) to be affected by a spell noted as harm less. In such a case, you do not need to make the caster level check described above.

### 2.6.12 Spell Points

All spells have a Spell Points line, indicating the spell's cost. This is the minimum number of spell points that must be paid in order to cast the spell. The spellcasting character class tables show how many spell points a character has access to each day, depending on level. A spell's cost is determined by its level, as shown on table 1. Every spell's cost is noted in its description for ease of reference.

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<sup>1</sup>Power resistance is equivalent to spell resistance unless the Psionics Is Different option is in use.

Table 1: Spell Points by Spell Level

| Spell Level      | 1 | 2 | 3 | 4 | 5 | 6  | 7  | 8  | 9  |
|------------------|---|---|---|---|---|----|----|----|----|
| Spell Point Cost | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |

*Spell Point Limit:* Some spells allow you to spend more than their base cost to achieve an improved effect, or augment the spell. The maximum number of points you can spend on a spell (for any reason) is equal to your caster level (the fundamental rule of magic).

*XP Cost (XP):* On the same line that the spell point cost of a spell is indicated, the spell's experience point cost, if any, is noted. Particularly powerful effects entail an experience point cost to you. No spell or spell can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast a spell with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

### 2.6.13 Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous lines in the description included see text, this is where the explanation is found. If the spell you're reading about is based on another spell you might have to refer to a different spell for the see text information. If a spell is the equivalent of a spell an entry of see spell text directs you to the appropriate spell description.

*Augment:* Many spells have variable effects based on the number of spell points you spend when you cast them. The more points spent, the more powerful the spell. How this extra expenditure affects a spell is specific to the spell. Some augmentations allow you to increase the number of damage dice, while others extend a spell's duration or modify a spell in unique ways. Each spell that can be augmented includes an entry giving how many spell points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a spell equal to your caster level. Augmenting a spell takes place as part of another action (casting a spell). Unless otherwise noted in the Augment section of an individual spell description, you can augment a spell only at the time you cast it. Some Augments radically alter the spell's characteristics.

## 3 Spellcasting Classes

### 3.1 The Wizard

**Alignment:** Any

**Hit Die:** d4

**Class skills:** The Wizard's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). In addition, a Wizard gains access to additional class skills based on his Specialization:

- *Abjurer:* Diplomacy (Cha), Heal (Wis), Speak Language (N/A), and Survival (Wis)
- *Conjurer:* Appraise (int), Craft (Int), Disable Device (Int), and Forgery (Int)
- *Diviner:* Decipher Script (Int), Gather Information (Cha), Listen (Wis), and Spot (Wis).
- *Enchanter:* Bluff (Cha), Diplomacy (Cha), Gather Information (Cha) and Sense Motive (Wis).
- *Evoker:* Autohypnosis (Wis), Disable Device (Int), Intimidate (Cha) and Tumble (Dex).
- *Illusionist:* Disguise (Cha), Forgery (Int), Hide (Dex), and Move Silently (Dex)
- *Necromancer:* Bluff (Cha), Disguise (Cha), Heal (Wis), and Sense Motive (Wis).
- *Transmuter:* Balance (Dex), Climb (Str), Jump (Str) and Swim (Str).

Skill Points at 1st Level:  $(2 + \text{Int modifier}) \times 4$ . Skill Points at Each Additional Level:  $2 + \text{Int modifier}$ .

#### 3.1.1 Class Features

All the following are class features of the Wizard.

**Weapon and Armor Proficiency:** Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the casting of spells.

**Spell Points/Day:** A Wizard's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on Table: 2. In addition, he receives bonus spell points per day if he has a high Intelligence score<sup>2</sup>. His race may also provide bonus spell points per day, as may certain feats and items.

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<sup>2</sup>**Variant: Sorcerer**

Some users of magic are not the careful, studious folk that populate most mage guilds - they are simply born. These mages are called Sorcerers. Their magic comes intuitively, and thus they use their Charisma score rather than their Intelligence score to determine their spells' saving throw DCs, their bonus spell points, and the maximum spell level they have access to.

Table 2: The Wizard

| Level | BAB    | Fort | Ref | Will | Special                    | SP/day | Spells Known | Maximum level |
|-------|--------|------|-----|------|----------------------------|--------|--------------|---------------|
| 1st   | +0     | +0   | +0  | +2   | Bonus feat, specialization | 2      | 3            | 1st           |
| 2nd   | +1     | +0   | +0  | +3   | -                          | 6      | 5            | 1st           |
| 3rd   | +1     | +1   | +1  | +3   | -                          | 11     | 7            | 2nd           |
| 4th   | +2     | +1   | +1  | +4   | -                          | 17     | 9            | 2nd           |
| 5th   | +2     | +1   | +1  | +4   | Bonus feat                 | 25     | 11           | 3rd           |
| 6th   | +3     | +2   | +2  | +5   | -                          | 35     | 13           | 3rd           |
| 7th   | +3     | +2   | +2  | +5   | -                          | 46     | 15           | 4th           |
| 8th   | +4     | +2   | +2  | +6   | -                          | 58     | 17           | 4th           |
| 9th   | +4     | +3   | +3  | +6   | -                          | 72     | 19           | 5th           |
| 10th  | +5     | +3   | +3  | +7   | Bonus feat                 | 88     | 21           | 5th           |
| 11th  | +5     | +3   | +3  | +7   | -                          | 106    | 22           | 6th           |
| 12th  | +6/+1  | +4   | +4  | +8   | -                          | 126    | 24           | 6th           |
| 13th  | +6/+1  | +4   | +4  | +8   | -                          | 147    | 25           | 7th           |
| 14th  | +7/+2  | +4   | +4  | +9   | -                          | 170    | 27           | 7th           |
| 15th  | +7/+2  | +5   | +5  | +9   | Bonus feat                 | 195    | 28           | 8th           |
| 16th  | +8/+3  | +5   | +5  | +10  | -                          | 221    | 30           | 8th           |
| 17th  | +8/+3  | +5   | +5  | +10  | -                          | 250    | 31           | 9th           |
| 18th  | +9/+4  | +6   | +6  | +11  | -                          | 280    | 33           | 9th           |
| 19th  | +9/+4  | +6   | +6  | +11  | -                          | 311    | 34           | 9th           |
| 20th  | +10/+5 | +6   | +6  | +12  | Bonus feat                 | 343    | 36           | 9th           |

**Specialization:** Every Wizard must decide at 1st level which school of magic he will specialize in. Choosing a specialization provides a Wizard with access to the class skills associated with that school (see above), as well as the spells restricted to that school. However, choosing a discipline also means that the Wizard can not learn spells that are restricted to other schools. He can't even use such spells by employing magical items.

**Spells Known:** A Wizard begins play knowing the [Prestidigitation](#) spell, and three other wizard spells of your choice. Each time he achieves a new level, he unlocks the knowledge of new spells. Choose the spells known from the Wizard spell list, or from the list of spells of your chosen school. You cannot choose spells from schools other than your chosen school. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a Wizard to learn spells from the lists of other schools or even other classes.) A Wizard can cast any spell that has a spell point cost equal to or lower than his caster level. The number of times a Wizard can cast spells in a day is limited only by his daily spell points. A Wizard simply knows his spells; they are ingrained in his mind, though he must get a good night's sleep each day to regain all his spent spell points. The Difficulty Class for saving throws against Wizard spells is 10 + the spell's level + the Wizard's Intelligence modifier.

**Maximum Spell Level Known:** A Wizard begins play with the ability to learn 1st-level spells. As he attains higher levels, a Wizard may gain the ability to master more complex spells. To learn or cast a spell, a Wizard must have an Intelligence score of at least 10 + the spell's level.

**Bonus Feats:** A Wizard gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a magic feat, a metamagic feat,



or an item creation feat. These bonus feats are in addition to the feats that a character of any class gains every three levels. A Wizard is not limited to magic feats, metamagic feats, and an item creation feat when choosing these other feats.

### 3.1.2 Magical Schools

A school is one of eight groupings of spells, each defined by a common theme. The eight schools are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation. The schools are described in detail in section 2.6.2, and their descriptions summarized below.

- *Abjuration*: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.
- *Conjuration*: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.
- *Divination*: Spells that reveal information. A divination specialist is called a diviner.
- *Enchantment*: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.
- *Evocation*: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.
- *Illusion*: Spells that alter perception or create false images. An illusion specialist is called an illusionist.
- *Necromancy*: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.
- *Transmutation*: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

### 3.1.3 Spellstaves

A [Spellstaff](#) is more than a simple walking stick - it is a fragment of a spellcasting character's personality, brought into physical form and given a sentience of its own (via the Spellstaff User feat, see 4.2.29).

Despite the name, a Spellstaff could be almost anything, the shape of a staff is merely the most common one due to the immense utility that having a staff has. In fact, it is so common that many spellcasters who do not have a Spellstaff carry a decorated walking stick or quarterstaff around regardless, simply for the image. Another common possibility is the Spellstaff taking the shape of a ring.

Because it is an extension of its creator's personality, a character's Spellstaff is in some ways a part of him. That's why, for example, a spellcaster can cast a personal range spell on his Spellstaff even though normally he can manifest such a power only on himself. A Spellstaff is treated as a construct for the purposes of all effects that depend on its type. A Spellstaff grants special abilities to

Table 3: Psicrystal Special Abilities

| Owner Level | Natural Armor Adj. | Int Adj. | Special   |
|-------------|--------------------|----------|---|
| 1st-2nd     | +0                 | +0       | Alertness, improved evasion, personality, self-propulsion, share spells, sighted, telepathic link |
| 3rd-4th     | +1                 | +1       | Deliver touch spells  |
| 5th-6th     | +2                 | +2       | Telepathic speech   |
| 7th-8th     | +3                 | +4       | -   |
| 9th-10th    | +4                 | +4       | Flight  |
| 11th-12th   | +5                 | +5       | Spell resistance  |
| 13th-14th   | +6                 | +6       | Sight link  |
| 15th-16th   | +7                 | +7       | Channel Spell   |
| 17th-18th   | +8                 | +8       | -   |
| 19th-20th   | +9                 | +9       | -   |

its owner, as shown on the Spellstaff Special Abilities table below. A Spellstaff has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Spellstaff Personalities table below. These special abilities and bonuses apply only when the owner and the Spellstaff are within 1 mile of each other.

Spellstaff abilities are based on the owner's levels in spellcasting classes. Levels from other classes do not count toward the owner's level for purposes of Spellstaff abilities.

A Spellstaff can speak one language of its owner's choice (so long as it is a language the owner knows), although it almost never chooses to do so. Mostly, a Spellstaff shows its sentience only when stolen or when its owner falls unconscious. A Spellstaff can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

**Spellstaff Basics** Use the statistics for a [Spellstaff](#), but make the following changes.

*Saving Throws:* A Spellstaff uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

*Abilities:* When its self-propulsion ability is not activated, a Spellstaff has no Strength score and no Dexterity score.

*Skills:* A Spellstaff has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a Spellstaff has 4 ranks in each.) A Spellstaff uses its own ability modifiers on skill checks.

**Spellstaff Ability Descriptions:** All Spellstaves have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

*Natural Armor Adj. (Ex):* This number noted here is an improvement to the Spellstaff's natural armor bonus (normally 0). It represents a Spellstaff's preternatural durability, not being a creature of flesh and bone.

*Intelligence Adj. (Ex):* Add this value to the Spellstaff's Intelligence score. Spellstuffs are as smart as people (though not necessarily as smart as smart people).

*Alertness (Ex):* The presence of a Spellstaff sharpens its master's senses. While a Spellstaff is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

*Improved Evasion (Ex):* If a Spellstaff is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Personality (Ex):* Every Spellstaff has a personality. See Spellstaff Personality, below.

*Self-Propulsion (Su):* As a standard action, its owner can will a Spellstaff to float 1 inch above any surface, effectively granting the Spellstaff a land speed of 30 feet and a climb speed of 20 feet. The Spellstaff drifts gently to the ground after one day (or sooner, if the owner desires).

*Share Spells (Su):* At the owner's option, he can have any spell (but not any spell-like ability) he casts on himself also affect his Spellstaff. The Spellstaff must be within 5 feet of him at the time of the casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the Spellstaff if it moves farther than 5 feet away, and will not affect the Spellstaff again, even if it returns to its owner before the duration expires. Additionally, the owner can cast a spell with a target of "You" on his Spellstaff (as a touch range spell) instead of on himself. The owner and Spellstaff cannot share spells if the spells normally do not affect creatures of the Spellstaff's type (construct).

*Sighted (Ex):* Although it has no physical sensory organs, a Spellstaff can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a Spellstaff still can't discern invisible or ethereal beings. A Spellstaff's sighted range is 40 feet.

*Telepathic Link (Su):* The owner has a telepathic link with his Spellstaff out to a distance of up to 1 mile. The owner cannot see through the Spellstaff's senses, but the two of them can communicate telepathically. For instance, a Spellstaff placed in a distant room could relay the activities occurring in that room. Because of the telepathic link between a Spellstaff and its owner, the owner has the same connection to an item or place that the Spellstaff does. For instance, if his Spellstaff has seen a room, the owner can teleport into that room as if he has seen it too.

*Deliver Touch Spells (Su):* If the owner is 3rd level or higher, his Spellstaff can deliver touch spells for him. If the owner and Spellstaff are in contact at the time the owner casts a touch spell, he can designate his Spellstaff as the "toucher." The Spellstaff can then deliver the touch spell just as the owner could. As usual, if the owner casts another spell before the touch is delivered, the touch spell dissipates.

*Telepathic Speech (Ex):* If the owner is 5th level or higher, the Spellstaff can communicate telepathically with any creature that has a language and is within 30 feet of the Spellstaff, while the Spellstaff is also within 1 mile of the owner.

*Flight (Su):* If the owner is 9th level or higher, he can, as a standard action, will his Spellstaff to fly at a speed of 50 feet (poor). The Spellstaff drifts gently to the ground after one day (or sooner, if the owner desires).

*Spell Resistance (Ex):* If the owner is 11th level or higher, the Spellstaff

Table 4: Psicrystal Personalities

| Personality   | Benefit to Owner  |
|---------------|---|
| Artiste       | +3 bonus on Craft checks  |
| Bully         | +3 bonus on Intimidate checks   |
| Coward        | +3 bonus on Hide checks   |
| Friendly      | +3 bonus on Diplomacy checks  |
| Hero          | +2 bonus on Fortitude saves   |
| Liar          | +3 bonus on Bluff checks  |
| Meticulous    | +3 bonus on Search checks   |
| Nimble        | +2 bonus on Initiative checks   |
| Observant     | +3 bonus on Spot checks   |
| Poised        | +3 bonus on Balance checks  |
| Resolved      | +2 bonus on Will saves  |
| Sage          | +3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary |
| Single-minded | +3 bonus on Concentration checks  |
| Sneaky        | +3 bonus on Move Silently checks  |
| Sympathetic   | +3 bonus on Sense Motive checks   |

gains spell resistance equal to the owner's level + 5. To affect the Spellstaff with a spell, another spellcaster must get a result on a caster level check that equals or exceeds the Spellstaff's spell resistance.

*Sight Link (Sp)*: If the owner is 13th level or higher, the character can Scry on the Spellstaff once per day.

*Channel Spell (Sp)*: If the owner is 15th level or higher, he can cast spells through the Spellstaff to a distance of up to 1 mile. The Spellstaff is treated as the spell's originator, and all ranges are calculated from its location. When channeling a spell through his Spellstaff, the owner casts the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of casting a spell, if applicable (for instance, he becomes visible when casting an offensive spell if invisible, as does the Spellstaff).

*Spellstaff Personality (Ex)*: Each Spellstaff has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a Spellstaff's personality only through occasional impulses, but as the owner increases in level the Spellstaff's personality becomes more pronounced. At higher levels, it is not uncommon for a Spellstaff to constantly ply its owner with observations and advice, often severely slanted toward the Spellstaff's particular worldview. The owner always sees a bit of himself in his Spellstaff, even if magnified and therefore distorted.

### 3.2 Cleric

## 4 Magical feats

Magical feats are available only to characters and creatures with the ability to cast spells. (In other words, they either have a spell point reserve or have spell-like abilities.) Because magical feats are supernatural abilities - a departure from the general rule that feats do not grant supernatural abilities - they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where magic is suppressed, such as in an antimagic field. Leaving such an area immediately allows magical feats to be used. Many magical feats can be used only when you are magically focused; others require you to expend your magic focus to gain their benefit. Expending your magic focus does not require an action; it is part of another action (such as using a feat). When you expend your magic focus, it applies only to the action for which you expended it.

### 4.1 Metamagic Feat

As a caster's knowledge of magic grows, he can learn to cast spells in ways slightly different from how the spells were originally designed or learned. Of course, casting a spell while using a metamagic feat is more expensive than casting the spell normally.

- **Casting Time:** Spells cast using metamagic feats take the same time as casting the spells normally unless the feat description specifically says otherwise.
- **Casting Cost:** To use a metamagic feat, a caster must both expend his magical focus (see 2.2.4) and pay an increased spell point cost as given in the feat description.
- **Limits on Use:** As with all spells, you cannot spend more spell points on a spell than your caster level. Metamagic feats merely let you cast spells in different ways; they do not let you violate this rule.
- **Effects of Metamagic Feats on a Spell:** In all ways, a metamagic spell operates at its original spell level, even though it costs additional spell points. The modifications to a spell made by a metamagic feat have only their noted effect on the spell. A caster can't use a metamagic feat to alter a spell being cast from a scroll, wand, or other device.

Casting a spell modified by the Quicken Spell feat does not provoke attacks of opportunity. Some metamagic feats apply only to certain spells, as described in each specific feat entry.

*Magical Items and Metamagic Spells:* With the right item creation feat, you can store a metamagic spell in a scroll, potion, or wand. Level limits for potions apply as if the spell point increase actually raised the level of the spell. A character doesn't need the appropriate metamagic feat to activate an item in which a metamagic spell is stored, but does need the metamagic feat to create such an item.

## 4.2 Feat Descriptions

### 4.2.1 Arcane Meditation [Magical]

You can focus your mind faster than normal, even under duress.

**Prerequisite:** Wis 13, Concentration 7 ranks.

**Benefit:** You can take a move action to become magically focused.

**Normal:** A character without this feat must take a full-round action to become magically focused.

### 4.2.2 Arcane Shot [Magical]

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Point Blank Shot.

**Benefit:** To use this feat, you must expend your magical focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

### 4.2.3 Arcane Weapon [Magical]

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Str 13.

**Benefit:** To use this feat, you must expend your magical focus. Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

### 4.2.4 Burrowing Spell [Metamagic]

Your spells sometimes bypass barriers.

**Benefit:** To use this feat, you must expend your magical focus. You can attempt to cast your spells against targets that are sheltered behind a wall or force effect. Your spell briefly skips through the Astral Plane to bypass the barrier. The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your spell, you make a Spellcraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects. Force walls are assumed to have less than 1 foot of thickness unless noted otherwise. If a spell requires line of sight (which includes most spells that affect a target or targets instead of an area), you cannot cast it as a burrowing spell unless you can somehow see the target. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

### 4.2.5 Brew Potion [Item Creation]

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of

a potion is its spell level  $\times$  its caster level  $\times$  50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

#### 4.2.6 Careful Push [Magical]

You can push spells with less cost to yourself.

**Prerequisite:** Pushing the Limits, caster level 5th.

**Benefit:** To use this feat, you must expend your magical focus. When casting a spell of 3rd level or lower, you do not take damage from overchanneling.

#### 4.2.7 Chain Spell [Metamagic]

You can cast spells that arc to hit other targets in addition to the primary target.

**Benefit:** To use this feat, you must expend your magical focus. You can chain any spell that species a single target and has a range greater than touch. After the primary target is struck, the spell can arc to a number of secondary targets equal to your caster level (maximum twenty). You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). If the chained spell deals damage, the secondary targets each take half as much damage. Each target gets to make a saving throw as normal, if one is allowed by the spell. For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

#### 4.2.8 Craft Magic Arms And Armor [Item Creation]

**Prerequisite:** Caster level 5th.

**Benefit:** You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

#### 4.2.9 Craft Wand [Item Creation]

You can create slender sticks called wands than cast spells when charges are expended.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any spell you know (barring exceptions, as noted in a spell's description). Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level  $\times$  the power level  $\times$  750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

#### 4.2.10 Craft Wondrous Item [Item Creation]

You can create various wondrous items.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the items base price. You must pay such a cost to create an item or to mend a broken one.

#### 4.2.11 Deep Impact [Magical]

You can strike your foe with a melee weapon as if making a touch attack.

**Prerequisite:** Str 13, Arcane Weapon, base attack bonus +5.

**Benefit:** To use this feat, you must expend your magical focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

#### 4.2.12 Delay Spell [Metamagic]

You can cast spells that go off up to 5 rounds later.

**Benefit:** To use this feat, you must expend your magical focus. You can cast a spell as a delayed spell. A delayed spell doesn't activate immediately. When you cast the spell, you choose one of three trigger mechanisms:

1. The spell activates when you take a standard action to activate it;
2. It activates when a creature enters the area that the spell will affect (only spells that affect areas can use this trigger condition); or



3. It activates on your turn after 5 rounds pass.

If you choose one of the first two triggers and the conditions are not met within 5 rounds, the spell activates automatically on the fifth round. Only area and personal spells can be delayed. Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends. A delayed spell can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of spells that can detect magical effects. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

#### 4.2.13 Empower Spell [Metamagic]

You can cast spells to greater effect.

**Benefit:** To use this feat, you must expend your magical focus. You can empower a spell. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented spells can also be empowered (multiply 1-1/2 times the damage total of the augmented spell). Saving throws and opposed checks (such as the one you make when you cast dispel magic) are not affected, nor are spells without random variables. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

#### 4.2.14 Enlarge Spell [Metamagic]

You can cast spells farther than normal.

**Benefit:** To use this feat, you must expend your magical focus. You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close has a range of 50 feet + 5 feet per level, a medium-range spell has a range of 200 feet + 20 feet per level, and a long-range spell has a range of 800 feet + 80 feet per level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. Using this feat does not increase the spell point cost of the spell.

#### 4.2.15 Expanded Knowledge [Magical]

You learn another spell.

**Prerequisites:** Caster level 3rd.

**Benefit:** Add to your spells known one additional spell of any level up to one level lower than the highest-level spell you can cast. You can choose any spell, including spells normally restricted to specialists of other schools, or even from another class's list. Special: You can gain this feat multiple times. Each time, you learn one new spell at any level up to one less than the highest-level spell you can cast.

#### 4.2.16 Extend Spell [Metamagic]

You can cast spells that last longer than normal.

**Benefit:** To use this feat, you must expend your magical focus. You can cast an extended spell. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

#### 4.2.17 Fell Shot [Magical]

You can strike your foe with a ranged weapon as if making a touch attack.

**Prerequisite:** Dex 13, Point Blank Shot, Arcane Shot, base attack bonus +5.

**Benefit:** To use this feat, you must expend your magical focus. You can resolve your ranged attack as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

#### 4.2.18 Greater Arcane Shot [Magical]

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Point Blank Shot, Arcane Shot, base attack bonus +5.

**Benefit:** When you use the Arcane Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

#### 4.2.19 Greater Arcane Weapon [Magical]

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Str 13, Arcane Weapon, base attack bonus +5.

**Benefit:** When you use the Arcane Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

#### 4.2.20 Greater Magical Endowment [Magical]

You can use meditation to focus your spells.

**Prerequisite:** Magical Endowment.

**Benefit:** When you use the Magical Endowment feat, you add +2 to the save DC of a spell you cast instead of +1.

#### 4.2.21 Magical Endowment [Magical]

You can endow your spells with more concentrated focus.

**Benefit:** To use this feat, you must expend your magical focus. You add 1 to the save DC of a spell you cast.

#### 4.2.22 Magically Gifted [Magical]

You gain additional spell points to supplement those you already had.

**Prerequisite:** Having a spell point reserve.

**Benefit:** When you take this feat for the first time, you gain 2 spell points.

**Special:** You can take this feat multiple times. Each time you take the feat after the first time, the number of spell points you gain increases by 1.

#### 4.2.23 Maximize Spell [Metamagic]

You can cast spells to maximum effect.

**Benefit:** To use this feat, you must expend your magical focus. You can maximize a spell. All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are spells without random variables. Augmented spells can be maximized; a maximized augmented spell deals the maximum damage (or cures the maximum hit points, and so on) of the augmented spell. An empowered and maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. Using this feat increases the spell point cost of the spell by 4. The spell's total cost cannot exceed your caster level.

#### 4.2.24 Opportunity Spell [Metamagic]

You can make spell-enhanced attacks of opportunity.

**Benefit:** To use this feat, you must expend your magical focus. When you make an attack of opportunity, you can use any spell you know with a range of touch, if you have at least one hand free. Note that this metamagic feat does not increase your natural reach. Casting this spell is an immediate action. You cannot use this feat with a touch spell whose casting time is longer than 1 full-round action. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

**Normal:** Attacks of opportunity can be made only with melee weapons.

#### 4.2.25 Pushing the Limits [Magical]

You can burn your life force to strengthen your spells.

**Benefit:** While casting a spell, you can increase your effective caster level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective caster level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective caster level by three, but you take 5d8 points of damage. The effective increase in caster level increases the number of spell points you can expend on a single spell casting, as well as increasing all caster level-dependent effects, such as range, duration, and overcoming spell resistance.

**Normal:** Your caster level is equal to your total levels in classes that cast spells.

#### 4.2.26 Quicken Spell [Metamagic]

You can cast a spell with a moment's thought.

**Benefit:** To use this feat, you must expend your magical focus. You can quicken a spell, reducing the spell's casting time to 1 swift action. A spell whose casting time is longer than 1 full round action cannot be quickened. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot

exceed your caster level. Casting a quickened spell does not provoke attacks of opportunity.

#### 4.2.27 Scribe Scroll [Item Creation]

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level  $\times$  its caster level  $\times$  25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

#### 4.2.28 Spellstaff Containment [Magical]

Your Spellstaff has advanced enough that it can hold a magical focus that you store within it.

**Prerequisites:** Spellstaff User, caster level 3rd.

**Benefit:** You can spend a full-round action attempting to magically focus your Spellstaff. At any time when you need to expend your magical focus, you can expend your Spellstaff's magical focus instead, as long as the crystal is within 5 feet of you. Magically focusing your Spellstaff works just like focusing yourself. The Spellstaff cannot focus itself - only the owner can spend the time to focus the crystal.

#### 4.2.29 Spellstaff User [Magical]

You have created a Spellstaff.

**Prerequisites:** Caster level 1st.

**Benefit:** This feat allows you to gain a Spellstaff.

#### 4.2.30 Split Ray [Metamagic]

You can affect two targets with a single ray.

**Prerequisite:** Any other metamagic feat.

**Benefit:** To use this feat, you must expend your magical focus. You can split rays you cast. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. Using this feat increases the spell point cost of the spell by 2.

#### 4.2.31 Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

**Benefit:** To use this feat, you must expend your magical focus. You can twin a spell. Casting a spell altered by this feat causes the spell to take effect twice on the area or target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as

duration, number of targets, and so on) are the same for both of the resulting spells. The target experiences all the effects of both spells individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned Charm, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect). Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

#### **4.2.32 Unconditional Spell [Metamagic]**

Disabling conditions do not hold you back.

**Benefit:** To use this feat, you must expend your magical focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can cast an unconditional spell when you are dazed, confused, nauseated, shaken, or stunned. Only personal spells and spells that affect your person can be cast as unconditional spells. Using this feat increases the spell point cost of the spell by 8. The spell's total cost cannot exceed your caster level.

## 5 Spells

### 5.1 Spell Listing

#### 5.2 1st-Level Wizard Spells

- Abjuration
  - [Alarm](#): Wards an area for 2 hours/level.
  - [Aligned Protection](#): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
  - [Endure Elements](#): Exist comfortably in hot or cold environments.
  - [Mage Armor](#): Gives subject +4 armor bonus.
  - [Open/Close](#): Holds door shut or opens it.
  - [Shield](#) (**Specialist only**): Invisible disc gives +4 to AC.
- Conjunction
  - [Grease](#): Makes 10-ft. square or one object slippery.
  - [Mount](#): Summons magical riding horse for 2 hours/level.
  - [Fog](#): Fog surrounds you.
  - [Summon Monster](#) (**Specialist only**): Calls extraplanar creature to fight for you.
  - [Unseen Servant](#): Invisible force obeys your commands.
- Divination
  - [Comprehend Languages](#) (**Specialist only**): You understand all spoken and written languages.
  - [Detect Magic](#): Reveals the presence, strength, and school of magical auras.
  - [Identify](#): Determines properties of magic item.
  - [Read Magic](#): Ease reading of magical text.
  - [True Strike](#): +20 on your next attack roll.
- Enchantment
  - [Charm](#) (**Specialist only**): Makes one creature your friend.
  - [Daze](#): Target creature loses next action.
  - [Mental Link](#): You forge a limited mental bond with another creature.
  - [Sleep](#): Puts 4 HD of creatures into magical slumber.
- Evocation
  - [Scorching Ray](#) (**Specialist only**): Deal 1d6 energy damage with a ranged touch attack.
  - [Floating Disk](#): Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

- [Light](#): Causes object to shine like a torch.
- [Magic Missile](#): Deal 1d4+1 damage, no save, no touch attack.
- [Shocking Grasp](#): Touch delivers 1d6 electricity damage.
- Illusion
  - [Color Spray](#): Knocks unconscious, blinds, and/or stuns weak creatures.
  - [Disguise Self](#): Changes your appearance.
  - [Magic Aura](#): Alters object's magic aura.
  - [Image \(Specialist only\)](#): Creates illusion of your design.
  - [Ventriloquism](#): Makes sounds appear out of nowhere.
- Necromancy
  - [Chill Touch](#): Touch deals 1d6 damage and possibly 1 Str damage.
  - [Fear \(Specialist only\)](#): One creature flees for 1d4 rounds.
  - [Ray of Enfeeblement](#): Ray deals 1d6 +1 per two levels Str damage.
  - [Touch of Fatigue](#): Touch fatigues subject.
- Transmutation
  - [Alter Size \(Specialist only\)](#): Humanoid creature changes size.
  - [Control Fall](#): Objects or creatures fall slowly.
  - [Expeditious Retreat](#): Your speed increases by 30 ft.
  - [Magic Weapon](#): Weapon gains +1 bonus.
  - [Prestidigitation \(Free for Wizards\)](#): Perform minor tricks.
  - [Repair](#): Makes repairs on an object or construct.

### 5.3 2nd-Level Wizard Spells

- Abjuration
  - [Resistance](#): Grants a Resistance bonus on saving throws.
  - [Resist Energy \(Specialist only\)](#): Ignores first 10 (or more) points of damage/attack from specified energy type.
  - [Thought Shield](#): Gain SR 13 against mind-affecting spells.
- Conjunction
  - [Acid Arrow](#): Ranged touch attack for 2d4 acid damage.
  - [Glitterdust](#): Blinds creatures, outlines invisible creatures.
  - [Minor Creation \(Specialist only\)](#): Creates one cloth or wood object.
  - [Web](#): Creates sticky spiderwebs between two anchor points.
- Divination

- [See Invisibility](#): Reveals invisible creatures or objects.
- [Clairvoyance](#) (**Specialist only**): See and hear a distant location.
- Enchantment
  - [Hideous Laughter](#): Subject loses actions for 1 round/level.
  - [Touch of Idiocy](#): Subject takes 1d6 points of Int, Wis, or Cha damage.
  - [Read Thoughts](#) (**Specialist only**): Detect surface thoughts of creatures in range.
- Evocation
  - [Darkness](#): 20-ft. radius of supernatural shadow.
  - [Gust of Wind](#): Blows away and knocks down creatures.
  - [Shatter](#): Sonic vibration damages objects or crystalline creatures.
  - [Fireball](#) (**Specialist only**): Deal 3d6 energy damage to up to three subjects.
- Illusion
  - [Blur](#): Attacks miss subject 20% of the time.
  - [Invisibility](#) (**Specialist only**): Subject is invisible for 1 min./level or until it attacks.
  - [Mirror Image](#): Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
- Necromancy
  - [Blindness](#): Negates one of the subject's senses.
  - [Command Undead](#) (**Specialist only**): Undead creature obeys your commands.
  - [False Life](#): Gain 1d10 temporary hp.
  - [Ghoul Touch](#): Paralyzes one subject, which exudes stench that makes those nearby sickened.
- Transmutation
  - [Alter Self](#) (**Specialist only**): Perform minor physical changes on yourself.
  - [Darkvision](#): See 30 ft. in total darkness.
  - [Levitate](#): Subject moves up and down at your direction.
  - [Pyrotechnics](#): Turns fire into blinding light or choking smoke.
  - [Spider Climb](#): Grants ability to walk on walls and ceilings.
  - [Wombat's Boost](#)<sup>3</sup>: Subject gains +4 to an ability score for 1 min./level.

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<sup>3</sup>Thanks to Fax Celestis @ Giantitp.com for this joke.



## 5.4 Alphabetical Listing of Spells

### 5.4.1 Acid Arrow

Conjuration (Creation) [Acid] **Level:** Wizard 2 **Components:** V, S, M, F  
**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Effect:** One arrow of acid **Duration:** 1 round **Saving Throw:** None **Spell Resistance:** No  
**Spell Points:** 3

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage.

*Augment* For every two additional spell points you spend, the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

### 5.4.2 Alarm

Abjuration

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius emanation centered on a point in space

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

#### *Mental Alarm*

A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

#### *Audible Alarm*

An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

*Augment:* You can augment the spell in one or both of the following ways:

1. If you spend two additional spell points, ethereal and astral creatures trigger the alarm as well.

2. If you spend one additional spell point, this spell's duration is 4 hours per level rather than 2 hours per level.

#### 5.4.3 Aligned Protection

Abjuration

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

**Spell Resistance:** No; see text

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

**Spell Points:** 1

When casting this spell, choose an alignment you wish to protect the subject from (Good, Evil, Law, or Chaos). The spell gains the descriptor opposed to that alignment (so for example, if you want to protect a creature from Evil, this spell becomes an Abjuration [Good] spell).

The spell wards a creature from attacks by creatures of the chosen alignment, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of the chosen alignment.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the aligned protection effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures with an alignment opposed to the chosen one (in other words, those with an alignment matching the spell's descriptor) are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

*Augment:* You can augment the spell in one or both of the following ways:

1. If you spend three additional spell points, all creatures within a 10-ft.-radius emanation from the subject of the spell gain the benefit of the

aligned protection spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay via this generated barrier (as in the third function of the spell), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

2. If you spend one additional spell point, this spell's duration is 10 minutes per level rather than 1 minute per level.

#### 5.4.4 Alter Self

Transmutation

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Spell Points:** 3

The spell performs minor physical alterations on the composition of your body. You gain one of the following benefits, chosen at the time of casting:

- *Enhanced speed:* A +5' bonus to the speed of one of your pre-existing forms of movement.
- *Fluid motions:* +2 competence bonus on Balance, Climb, Jump, and Swim checks.
- *Modify appearance:* +3 on disguise checks. This is a real alteration to your physical form, True Seeing has no effect.
- *Strengthen muscles:* +2 bonus on melee damage rolls.
- *Thickened skin:* +1 increase to your natural armor.

*Augment:* The augmentation options of this spell vary depending on your selected benefit.

- *Enhanced speed:* For every additional spell point you spend, the speed bonus increases by 5'.
- *Fluid motions:* For every additional spell point you spend, the competence bonus increases by 1.
- *Modify appearance:* For every additional spell point you spend, the bonus increases by 1.
- *Strengthen muscles:* For every two additional spell points you spend, the damage bonus increases by 1.
- *Thickened skin:* For every four additional spell points you spend, the natural armor bonus increases by 1.

**Special:** Only a specialist Wizard can learn this spell.

### 5.4.5 Alter Size

Transmutation

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 round

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

**Target:** One humanoid creature

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

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Spell Points:** 1

This spell causes instant growth or diminution of a humanoid creature.

If growth is selected, the subject's height is doubled, its weight is multiplied by 8, and the creature's size increases category to the next larger one. The target then gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

If diminution is selected, the subject's height is halved, its weight is divided by 8, the creature's size category decreases to the next smaller one. The target then gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size.

A Small humanoid creature whose size decreases to Tiny has a space of  $2\frac{1}{2}$  feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

This spell does not change the target's speed.

All equipment worn or carried by a creature has its size similarly altered by the spell. See Table: Larger and Smaller Weapon Damage for effects on the damage of weapons. Any item that leaves the possession of a creature that has had its size altered (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them.

Multiple magical effects that change size do not stack,.

Alter size can be made permanent with a permanency spell.

*Augment:* You can augment this spell in one or more of the following ways:

1. If you spend an additional 8 spell points, the spell's duration changes to 1 hour per level.
2. If you spend 4 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
3. If you spend 6 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.6 Blindness

Necromancy

**Level:** Wizard 2

**Components:** V

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Spell Points:** 3

You call upon the powers of unlife to render one of the subject's primary senses useless. The subject becomes blind or deaf, or loses one "unusual" sense it may have (such as scent, blindsight, blindsense, tremorsense, or mindsight).

The name of the spell stems from its most common usage, as most humanoids rely on their sight more than any other sense.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.7 Blur

Illusion (Glamer)

**Level:** Wizard 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 3

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

*Augment:* You can augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, this augment does not prevent enemies from targeting the creature normally.
2. If you spend 2 additional spell points, the spell's duration increases to one minute per level.

#### 5.4.8 Charm

Telepathy (Charm) [Mind-Affecting]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One humanoid

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Spell Points:** 1

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

*Augment:* You can augment this spell in one or more of the following ways.

1. If you spend 2 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 6 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 4 additional spell points, this spell's duration increases to one day per level.

In addition, for every 2 additional spell points you spend to achieve any of these effects, this spell's save DC increases by 1.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.9 Chill Touch

Necromancy

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature or creatures touched (up to one/level)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Will negates; see text

**Spell Resistance:** Yes

**Spell Points:** 1

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6

points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

#### 5.4.10 Clairvoyance

Divination (Scrying)

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** Magical sensor

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the magical sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this power does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect or out to the extent of your natural darkvision. The spell does not work across planes.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.11 Color Spray

Illusion (Pattern) [Mind-Affecting]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Spell Points:** 1

A vivid cone of clashing colors springs forth from your hand, causing creatures in the affected area to become stunned for 1 round. A successful Will save negates this effect.

Sightless creatures and creatures that are already blind are not affected by color spray.

*Augment:* Spending additional spell points on this spell allows it to have an overwhelming effect on weaker creatures.

1. Spending five or more spell points than the creature has HD means that on a failed save, the creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)
2. Spending three or more spell points than the creature has HD means that on a failed save, the creature is blinded and stunned for 1d4 rounds, and then stunned for 1 round.

In addition, for every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.12 Command Undead

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One undead creature

**Duration:** One day/level

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

**Spell Points:** 3

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead never resist orders, even suicidal or obviously harmful ones.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.13 Comprehend Languages

Divination

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You



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

**Spell Points:** 1

When casting this spell, select a single language you do not know. For the duration of the spell, you can understand and read (but not speak or write) that language.

Comprehend languages can be made permanent with a permanency spell.

*Augment:* You can augment this spell in one or more of the following ways.

1. If you spend 2 additional spell points, you do not need to select a language when casting the spell, you gain knowledge of all languages.
2. If you spend 4 additional spell points, you gain the ability to speak and write the language(s).
3. If you spend 2 additional spell points, the range of the spell increases to touch, and the target changes to "creature touched".

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.14 Control Fall

Transmutation

**Level:** Wizard 1

**Components:** V

**Casting Time:** 1 immediate action

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

**Targets:** One Medium or smaller jumping or freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (object)

**Spell Points:** 1

The affected creatures or objects fall more slowly. This can be used to reduce falling damage, or to give the subject a bonus on Jump checks.

Control fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a immediate action, allowing you to cast this spell even when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

In addition to the benefits when falling, described above, the subject of a Control Fall spell receives a +10 enhancement bonus on Jump checks.

*Augment:* If you spend 4 additional spell points, the enhancement bonus on Jump checks increases to +20. If you instead spend 6 additional spell points, the enhancement bonus on Jump checks increases to +30.

#### 5.4.15 Cure Wounds

Necromancy (Healing)

**Level:** Healing 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

*Augment:* For every 2 additional spell points you spend, the spell cures an additional 1d8 points of damage.

#### 5.4.16 Darkness

Evocation [Darkness]

**Level:** Wizard 1

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

This spell causes an object to radiate shadowy illumination out to a 20-foot radius (unless the illumination already was darker than shadowy illumination).

All creatures in the area gain concealment, giving everyone attacking a creature within the area a 20% miss chance. The attacks of creatures within the area likewise suffer this miss chance, even if the attack is on a creature outside the area.

Even creatures that can normally see in conditions of poor visibility (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area. Magical light taken into an area of magical darkness does not function unless you have spent fewer spell points on the darkness spell than the caster of the light spell did on his spell. The same applies if the magical darkness is brought into the light spell's radius.

The darkness effect is immobile, but it can be cast on a movable object.

The darkness spell does not block line of sight, a creature standing outside the affected area could use ranged attacks against another creature standing outside the affected area, even if the line of effect passes through the magical darkness.

*Augment:* You can augment the spell in one of the following ways:

1. If you spend an additional 4 spell points, the darkness becomes pitch black, granting total concealment to those within, and raising the miss chance for all involved to 50%.
2. If you spend an additional 2 spell points, you do not suffer the effects of poor visibility while within the area of your own darkness spell.

To cast this spell, you can spend as many spell points as you wish (minimum 1, limited by your caster level as normal) in order to overcome a light spell.

#### 5.4.17 Darkvision

Transmutation

**Level:** Wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 3

The subject gains the ability to see 30 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a permanency spell.

*Augment:* You can Augment the spell in one or both of the following ways:

- For every additional spell point you spend, the range of the darkvision increases by 10'. (Note that distance penalties to Spot checks may make this extra range redundant.)
- If you spend four additional spell points, the spell does grant the ability to see in magical darkness.

#### 5.4.18 Daze

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature that has 4 HD or less

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Spell Points:** 1

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

*Augment:* You can augment this spell in one or both of the following ways:

1. For every additional spell point you spend, this spell can affect a target that has Hit Dice equal to 4 + the additional points.
2. If you spend 2 additional spell points, this spell can affect a living creature of any type.

#### 5.4.19 Detect Magic

Divination

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Concentration

**Spell Points:** 1

While under the influence of this spell, you gain the following information:

- The presence or absence of magical auras of every item and creature you can see.
- The strength (caster level) and school of magic of all magical auras you can see.
- The specific spell that created each individual magical aura, if you succeed on a Spellcraft check with a DC of 20 + spell level.

Every item and creature with an active spell on them has a corresponding magical aura. Magic items have magic auras, the spell and caster level involved being those the item requires as part of its crafting process. Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

*Augment:* You can augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the duration of this spell becomes 24 hours rather than Concentration.
2. If you spend 2 additional spell points, you can tell whether any creature you can see is a spellcaster (can use spells or invocations, but not other spell-like abilities or supernatural abilities).

#### 5.4.20 Disguise Self

Illusion (Glamer)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

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

**Spell Points:** 1

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

*Augment:* For every additional spell point you spend, the bonus on Disguise checks increases by 1.

#### 5.4.21 Endure Elements

Abjuration

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 1

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (between -45 and 60 degrees Celcius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

*Augment:* You can augment this spell in one or more of the following ways.

1. If you spend two additional spell points, the subject of the spell does not treat slippery ice, areas of undergrowth, bogs or loose rubble as difficult terrain. The subject does not have to pay extra movement in order to move through such terrain.
2. If you spend two additional spell points, the subject of the spell never risks catching on fire due to environmental fires.

3. If you spend two additional spell points, the subject of the spell is immune to the negative effects of environmental smoke and acid fume inhalation.

#### 5.4.22 Expeditious Retreat

Transmutation

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action or 1 swift action; see text

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D) or 1 round; see text

**Spell Points:** 1

This spell increases the subject's base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

At the time of casting, you make a choice. If you cast the spell as a standard action, the duration is 1 minute per level. If you cast it as a swift action, the duration is one round.

*Augment:* You can augment this spell in one or both of the following ways.

1. For every 2 additional spell points you spend, the bonus to your base land speed increases by 10'.
2. If you spend 2 additional spell points, the spell's range changes to "touch", and the target changes to "creature touched".

#### 5.4.23 False Life

Necromancy

**Level:** Sor/Wiz 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until depleted; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain 1d10 temporary hit points.

*Augment:* Every 2 additional spell points spent increase the temporary hit points you gain by 1d10.

#### 5.4.24 Fear

Necromancy [Fear, Mind-Affecting]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One living creature with 5 or fewer HD

**Duration:** 1d4 rounds or 1 round; see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

**Spell Points:** 1

The affected creature becomes frightened. If the subject succeeds on a Will save, it is instead shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels remove fear.

*Augment:* You can augment this spell in one or more of the following ways.

1. If you spend two additional spell points, the range of the spell increases to Medium.
2. For every two additional spell points spent, the spell can affect an additional creature.
3. If you spend two additional spell points, instead of becoming frightened on a failed save, the subject becomes panicked.

In addition, for every additional spell point spent to achieve any of these effects, the spell can affect a creature one HD higher, and for every 2 additional spell points spent, the spell's save DC increases by 1.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.25 Fireball

Evocation [see text]

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** Up to three creatures or objects; no two targets can be more than 15 ft. apart; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half or Fortitude half; see text

**Spell Resistance:** Yes

**Spell Points:** 3

At the time of casting, you choose between cold, electricity, fire, or sonic damage. You release a powerful blast of energy of the chosen energy type at your foes. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of three targets. You cannot hit the same target multiple times with the same casting of this spell.

The name of the spell refers to the fire version of the spell, which was the form of the spell originally discovered. Although other forms of the spell were later discovered, "Fireball" remains as its name.

- Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold missile is a Fortitude save instead of a Reflex save.
- Electricity: Casting a ray of this energy type provides a +2 bonus to the save DC and a +2 bonus on caster level checks for the purpose of overcoming spell resistance.

- **Fire:** A missile of this energy type deals +1 point of damage per die.
- **Sonic:** A missile of this energy type deals 1 point of damage per die and ignores an object's hardness.

This spell's subtype is the same as the type of energy you selected.

*Augment:* For every additional spell point you spend, this spell's damage increases by one die (d6) and you can select an additional target.

In addition, for every two spell points you spend to increase the spell's damage and number of targets, the spell's save DC increases by 1.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.26 Floating Disk

Evocation [Force]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Effect:** 3-ft.-diameter disk of force

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. You can mentally command it to move around horizontally within spell range. It can move up to twice your normal speed each round (In other words, it can keep up if you perform a single or double move, but not if you run). If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you or the disk attempt to move beyond range or if you try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

*Augment:* If you spend an additional 6 power points, you can command the disk to move vertically as well as horizontally, and the limit of the disk not being able to move more than 3 feet from the ground no longer applies.

#### 5.4.27 Fog

Conjuration (Creation)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 min./level

**Saving Throw:** None



**Spell Resistance:** No

**Spell Points:** 1

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round.

This spell does not function underwater.

*Augment:* You can augment the spell in one or more of the following ways:

1. If you spend 2 additional spell points, the spell's duration is 10 minutes per level rather than 1 minute per level.
2. If you spend 2 additional spell points, the spell's range increases to Medium (allowing you to create banks of fog not centered on you).
3. If you spend 6 additional spell points, the fog becomes so thick as to be nearly solid. Anyone attempting to move through a solid fog cloud has his speed reduced to 5 feet (assuming the speed was more than 5 feet to begin with), and takes a -2 penalty on all melee attack rolls with weapons other than piercing weapons. The solid vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

#### 5.4.28 Glitterdust

Conjuration (Creation)

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

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

**Area:** Creatures and objects within 10-ft.-radius burst

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates (blinding only)

**Spell Resistance:** No

**Spell Points:** 3

A burst of golden particles covers everyone and everything in the area, causing creatures to become blinded and easier to see. Any creature covered by the dust takes a -40 penalty on Hide checks, and is visibly outlined even if invisible.

The dust can be removed (ending the spell with respect to one object or creature) as a full-round action that provokes attacks of opportunity.

The initial burst itself is instantaneous, but the creatures and objects caught in it suffer the effects for the duration of the spell

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.29 Ghoul Touch

Necromancy

**Level:** Sor/Wiz 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living humanoid touched

**Duration:** 1d6+2 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Spell Points:** 3

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.30 Grease

Conjuration (Creation)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target or Area:** One object or a 10-ft. square

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

**Saving Throw:** See spell text

**Spell Resistance:** No

**Spell Points:** 1

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

*Augment:* For every 2 additional spell points you spend, this spell's save DC

increases by 1.

#### 5.4.31 Gust of Wind

Evocation [Air]

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Line-shaped gust of severe wind emanating out from you to the extreme of the range

**Duration:** Instantaneous

**Saving Throw:** Special; see text

**Spell Resistance:** Yes

**Spell Points:** 3

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A creature caught in the blast of wind must make a strength check or be knocked backwards. The DC for the strength check is equal to the spell's save DC. For every size category the creature is above medium, it gains a +4 bonus on the strength check. For every size category the creature is below medium, it suffers a -4 penalty on the strength check. Flying creatures suffer a -8 penalty on the strength size (in addition to the modifiers for size, above).

If the creature succeeds on the strength check, it suffers no ill effect. If the creature fails, it is knocked prone, and is pushed back 5 feet for every 2 by which it failed to meet the DC.

A gust of wind can't move a creature beyond the limit of its range. If the movement caused by the gust of wind causes the creature to collide with a solid object, the creature takes 3d6 points of nonlethal damage.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.32 Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One creature; see text

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Spell Points:** 3

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.33 Identify

Divination

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 8 hours

**Range:** Touch

**Target:** One touched object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

*Augment:* You can Augment the spell in one of the following ways:

1. If you spend 2 additional spell points, the spell's casting time is reduced to 1 hour.
2. If you spend 10 additional spell points, the spell's casting time is reduced to 1 standard action, and its range is increased to Close, and the target becomes "One or more objects within range".

#### 5.4.34 Image

Illusion (Figment)

**Level:** Wizard 1

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration:** Concentration

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

**Spell Resistance:** No

**Spell Points:** 1

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature

(but see Augments, below). You can move the image within the limits of the size of the effect.

*Augment:* You can Augment the spell in one or more of the following ways:

1. If you spend 2 additional spell points, sounds (but not understandable speech) are included in the spell effect.
2. If you spend 2 additional spell points, smell and thermal illusions are included in the spell effect.
3. If you spend 2 additional spell points, you can move the image within the spell's range for its duration.
4. If you spend 2 additional spell points, the spell lasts for 1 minute per level, rather than only while you concentrate.
5. For every 2 additional spell points you spend, the spell's save DC increases by 1.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.35 Invisibility

Illusion (Glamer)

**Level:** Wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** You or a creature or object touched weighing no more than 100 lb./level

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

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

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

**Spell Points:** 3

The creature or object touched becomes invisible, vanishing from sight. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to

release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Augment:* If you spend 4 additional spell points, the spell doesn't end if the subject attacks.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.36 Levitate

Transmutation

**Level:** Sor/Wiz 2

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** You or one willing creature or one object (total weight up to 100 lb./level)

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

**Saving Throw:** Will negates

**Spell Resistance:** No

**Spell Points:** 3

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

*Augment:* You can Augment this spell in one or more of the following ways:

- If you spend two additional spell points, the target does not have to be willing.
- For every additional spell point you spend <sup>4</sup>, the spell's save DC increases by 1.
- If you spend two additional spell points, the spell's duration increases to 10 minutes per level.

#### 5.4.37 Light

Evocation [Light]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

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<sup>4</sup>This is not a typo, this spell's save DC increases faster than that of most other spells

**Target:** Object touched  
**Duration:** 10 min./level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Spell Points:** 1

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function unless you have spent more spell points on the light spell than the caster of the darkness spell did on the darkness spell. The same applies if the magical darkness is brought into the light spell's radius.

*Augment:* You can augment the spell in one of the following ways:

1. If you spend an additional 4 spell points, the object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of magical light so augmented.
2. If you spend an additional 4 spell points, the spell's duration increases to Permanent.

To cast this spell, you can spend as many spell points as you wish (minimum 1, limited by your caster level as normal) in order to overcome a darkness spell.

#### 5.4.38 Mage Armor

Abjuration  
**Level:** Wizard 1  
**Components:** V,S  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level (D)  
**Spell Points:** 1

You generate a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, mage armor entails no armor check penalty or speed reduction. Because mage armor is composed of force, incorporeal creatures can't bypass it the way they do normal armor. Your mage armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor.

*Augment:* For every 2 additional spell points you spend, the armor bonus to Armor Class increases by 1.

#### 5.4.39 Magic Aura

Illusion (Glamer)  
**Level:** Wizard 1  
**Components:** V,S  
**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object weighing up to 5 lb./level

**Duration:** One day/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

**Spell Points:** 1

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

#### 5.4.40 Magic Missile

Evocation [Force]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Targets:** One or more creatures, no two of which can be more than 15 ft. apart

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Spell Points:** 1

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

*Augment:* For every 2 additional spell points you spend, you gain an additional missile.

If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

#### 5.4.41 Magic Weapon

Transmutation

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One weapon or fifty projectiles (all of which must be in contact with



each other at the time of casting)

**Duration:** 1 min/level

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

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

**Spell Points:** 1

This spell gives a weapon a +1 enhancement bonus on attack and damage rolls.

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

*Augment:* You can Augment the spell in one or more of the following ways:

1. If you spend 4 additional spell points, the enhancement bonus increases to +2.
2. If you spend 9 additional spell points, the enhancement bonus increases to +3.
3. If you spend 13 additional spell points, the enhancement bonus increases to +4.
4. If you spend 17 additional spell points, the enhancement bonus increases to +5.
5. If you spend 2 additional spell points, the spell's duration increases to 1 hour/level.

#### 5.4.42 Mental Link

Enchantment

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Targets:** You and one other willing creature within range that has an Intelligence score of 3 or higher

**Duration:** 10 min./level

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

**Spell Points:** 1

The spell creates a limited mental link between you and the target creature, joining your senses. The effect is that anything heard by one of you is heard by the other.

Once the bond is formed, it works over any distance (although not from one plane to another).

Assuming you can hear the words you say yourself, this spell allows conversation at a distance.

*Augment:* You can augment this power in one or both of the following ways:

1. For every additional spell point you spend, this spell can affect an additional target. Any additional target cannot be more than 15 feet from another target of the spell at the time of casting.
2. If you spend 4 additional spell points, you can attempt to create a the bond with a creature that is not willing (Will save negates).

#### 5.4.43 Minor Creation

Conjuration (Creation)

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 minute

**Range:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 3

You create a nonmagical, unattended object of nonliving, vegetable matter. The matter can not have great intrinsic value, such as darkwood or poison. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

**Special** You must have a tiny piece of matter of the same sort of item you plan to create with minor creation on hand when casting the spell.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.44 Mirror Image

Illusion (Figment)

**Level:** Wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal; see text

**Target:** You

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

**Spell Points:** 3

Several illusory duplicates of you and your items pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images. These figments separate from you and remain in a cluster, sharing your space. Observers can't use vision or hearing to tell which one is you and which the image. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, bleed when you bleed, and so on. Note that even though the figments look just like you at all times, they never mimic other creatures, so certain interactions with others (such as getting on a horse) might give you away.

Enemies attempting to attack you or cast targeted spells at you must select from among indistinguishable targets. Generally, roll randomly<sup>5</sup> to see whether the selected target is real or a figment.

Any successful attack against an image destroys it, as does a damaging area affect that affects your square. An image's AC is 10 + your size modifier + your Dex modifier.

An enemy who sees you being successfully hit by an attack or spell (or if you are otherwise given away) can thereafter know which of the images is the real one, unless he loses sight of you.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

*Augment:* You can Augment this spell in one or both of the following ways:

1. For every three additional spell points you spend, you gain an additional image.
2. If you spend four additional spell points, you can cast this spell as an immediate action.

#### 5.4.45 Mount

Conjuration (Summoning)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 round

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

**Effect:** One mount

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1 You summon a light horse or a pony (your choice) to serve you as a mount. While it acts normally, the creature is faintly translucent, and obviously magical. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

*Augment:* You can augment the spell in one or more of the following ways:

1. For every additional spell point you spend, the mount's speed increases by 10 feet.
2. If you spend 4 additional spell points, the mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

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<sup>5</sup>Percentage chances an opponent to hit the real you, depending on the number of images you have up:

- One image: 50% chance
- Two images: 33% chance
- Three images: 25% chance
- Four images: 20% chance
- Five images: 16.7% chance

and so on.

3. If you spend 8 additional spell points, the mount can ride over water and other liquid as if constantly under the effect of a Water Walk spell.
4. If you spend 12 additional spell points, the mount can fly at its speed (average maneuverability).

#### 5.4.46 Open/Close

Abjuration

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One door, box, or chest with an area of up to 10 sq. ft./level

**Duration:** Instantaneous or 1 min./level (D); see text

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. For simple opening and closing of objects, the duration is Instantaneous. If the opening is barred (such as by a lock), or closing is physically prevented (such as due to someone putting his foot in a door), the spell fails.

If you close an object, you may choose to hold it closed. For this use, the duration is 1 minute per level. The magic affects the object just as if it were securely closed and normally locked. Add 5 to the normal DC for forcing open the object.

*Augment:* You can augment the spell in one of the following ways:

1. If you spend two additional spell points, you can use this spell to create an arcane lock. This decreases the range to touch and increases the casting time to 10 minutes and the duration to permanent. An arcane lock is simply a lock of Amazing quality made of force, which functions as a normal lock in all other aspects. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in (ruining the locked object, the lock itself can not be broken), with a successful dispel magic spell, the second Augment of this spell, or a spell that destroys objects made of force.
2. If you spend two additional spell points, you can use this spell to cause an arcane lock (see the first augment) to unlock for 10 minutes.
3. If you spend two additional spell points, you can use this spell to open an object that has been locked with a nonmagical lock.

#### 5.4.47 Prestidigitation

Transmutation

**Level:** Wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target, Effect, or Area:** See text

**Duration:** 1 hour

**Saving Throw:** See text

**Spell Resistance:** No

**Spell Points:** 1

Prestidigitations are minor tricks that novice spellcasters use for practice. As a result, all Wizards know this spell. Once cast, a prestidigitatation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.

- A prestidigitatation can lift and move up to 5 pounds of items from a distance. You can use the spell to manipulate the moved items as if you were using one hand for the task, but this requires concentrating on the spell (a standard action).
- It can color, clean, or soil items in a 1-foot cube each round.
- It can chill, warm, or flavor 1 pound of nonliving material.
- It can light an unattended object (*not* a creature or its possessions) on fire, as if using flint and steel.
- It can dimly illuminate a 5-foot radius, like a candle. The light emitted can be of any color, and usually appears as a small globe hovering near the spellcaster.
- It cannot deal damage, inflict status conditions, or affect the concentration of spellcasters.
- Prestidigitatation can create small objects, but they look crude and artificial. The materials created by a prestidigitatation spell are extremely fragile, and they cannot be used as tools or weapons.

A prestidigitatation lacks the power to duplicate any other spell effects.

Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

**Special:** All Wizards know this spell. They need not select it as one of their spells known.

#### 5.4.48 Pyrotechnics

Transmutation

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

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

**Target:** One fire source, up to a 20-ft. cube

**Duration:** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

**Saving Throw:** Will negates or Fortitude negates; see text

**Spell Resistance:** Yes or No; see text

**Spell Points:** 3

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

#### *Fireworks*

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

#### *Smoke Cloud*

A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

### **5.4.49 Ray of Enfeeblement**

Necromancy

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

**Spell Points:** 1

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6 (the penalty from this spell does not stack, it overlaps). The subject's Strength score cannot drop below 1 due to this spell alone.

*Augment:* You can augment the spell in one or both of the following ways:

1. For every 2 additional spell points you spend, the strength penalty inflicted by the ray increases by 1.
2. If you spend an additional 2 spell points, you inflict a dexterity penalty rather than a strength penalty.

### **5.4.50 Read Magic**

Divination

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

**Spell Points:** 1

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

*Augment:* If you spend two additional spell points, the reading speed increases to 250 pages per minute. You can use this to increase the your reading speed of nonmagical writing as well.

#### 5.4.51 Repair

Transmutation

**Level:** Wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One object of up to 1 lb./level OR construct touched; See text

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 1

The spell has two separate functions, *Repair item* (which affects items) and *Repair construct* (which affects constructs). Each has its own usage descriptions and augmentation options.

- *Repair item:* The Mending function of the spell repairs breaks or tears in objects, making it strong as new. It will completely repair broken objects up to its weight limit, regardless of the number of breaks, so long as all the pieces are present.

The spell can repair a magic item, but the item's magical abilities are not restored.

The spell cannot mend broken magic rods, staves, or wands,

*Augment:* You can Augment the Mending function of the spell in one of the following ways:

1. If you spend two additional spell points, the weight limit of the spell increases to 10 lb./level.
2. If you spend six additional spell points, the weight limit of the spell increases to 100 lb./level.
3. If you spend eight additional spell points, the spell restores the magical abilities of a broken magic item when it repairs such an item. It can mend broken magic rods, staves and wands, restoring their status to what it was at the time the item was broken. It never restores spent charges.
4. If you spend sixteen additional spell points, the spell can restore the magical properties of a magic item (other than an artifact) that has been drained of magic by a Mage's Disjunction spell.

- *Repair Construct:* When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level. Constructs that are immune to magic cannot be repaired in this fashion.

*Augment:* For every 2 additional spell points you spend, the Repair construct function of the spell repairs an additional 1d8 points of damage.

#### 5.4.52 Read Thoughts

Enchantment [Mind-Affecting] **Level:** Telepath 2

**Components:** V,S **Casting Time:** 1 standard action **Range:** 60 ft. **Area:** Cone-shaped emanation centered on you **Duration:** Concentration, up to 1 min./level (D) **Saving Throw:** Will negates; see text **Spell Resistance:** No **Spell Points:** 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this casting of the spell, even if it leaves the area and then reenters the area before the duration expires. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject. Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.53 Resistance

Abjuration

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 3

This spell grants a +1 resistance bonus on saving throws.

*Augment:* You can augment this spell in one or both of the following ways.

1. For every three additional spell points you spend, the resistance bonus increases by 1.
2. If you spend two additional spell points, the spell's duration increases to 24 hours.



#### 5.4.54 Resist Energy

Abjuration

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 3

The subject of this spell gains resistance 10 against acid, cold, electricity, fire or sonic damage, chosen at the time of casting.

The energy resistance provided by this spell increases to 20 points at caster level 9th, and to its maximum of 30 at 13th level. The spell protects equipment as well.

*Augment:* You can augment this spell in one or both of the following ways.

1. If you spend four additional spell points, the subject gains resistance to all the listed energy types, rather than just one.
2. If you spend four additional spell points, you can cast this spell as an immediate action.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.55 Scorching Ray

Evocation [see text]

**Level:** Wizard 1

**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

**Spell Points:** 1

At the time of casting, you choose between cold, electricity, fire, or sonic damage.

You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

- Cold: A ray of this energy type deals +1 point of damage per die.
- Electricity: Casting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on caster level checks for the purpose of overcoming spell resistance.
- Fire: A ray of this energy type deals +1 point of damage per die. (This was the form of the spell that was discovered first among Evokers. Although

further research showed that the same spell could produce the other energy types with minimal modifications, the name of "scorching ray" stuck.)

- **Sonic:** A ray of this energy type deals 1 point of damage per die and ignores an object's hardness.

This spell's subtype is the same as the type of energy you selected.

*Augment:* For every additional spell point you spend, this spell's damage increases by one die (d6).

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.56 See Invisibility

Divination

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

**Spell Points:** 3

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

#### 5.4.57 Shatter

Evocation [Sonic]

**Level:** Wizard 2

**Components:** V

**Casting Time:** 1 standard action

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

**Area or Target:** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (object); Will negates (object) or none; see text

**Spell Resistance:** Yes (object)

**Spell Points:** 3

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 3d6 points of sonic damage, with no saving throw.

*Augment:* For every additional spell point you spend, this spell's damage against crystalline increases by one die (1d6).

#### 5.4.58 Shield

Abjuration [Force]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

**Spell Points:** 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

*Augment:* For every 4 additional spell points you spend, the shield bonus to Armor Class improves by 1.

**Special:** Only a specialist Wizard can learn this spell.

#### 5.4.59 Shocking Grasp

Evocation [Electricity]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Spell Points:** 1

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

*Augment:* For every additional spell point you spend, this spell's damage increases by one die (d6).

*Special:* Casting this spell does not provoke Attacks of Opportunity.

#### 5.4.60 Sleep

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 round

**Range:** 20 ft.

**Area:** Creatures within a 10-ft.-radius emanation centered on a point in space

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Spell Points:** 1 A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

*Augment:* For every 2 additional spell points you spend, this spell's range (not area) increases by 5 feet and its save DC increases by 1. In addition, for every additional spell point you spend to increase the range and the save DC, this spell can affect targets that have Hit Dice equal to 4 + the number of additional points.

#### 5.4.61 Spider Climb

Transmutation

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched; See text

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

**Spell Points:** 1

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

*Augment:* For every additional spell point you spend, this spell can affect an additional target.

#### 5.4.62 Summon Monster

Conjuration (Summoning)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 round

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

**Effect:** One summoned monster

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

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

This spell summons one 1st-level monster (see 6.1) from another plane of existence to attack your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The monster acts normally on the last round of the spell's duration and dissipates at the end of its turn.

*Augment:* You can augment the spell in one or both of the following ways:

1. For every 2 additional spell points you spend, the level of the astral construct increases by one.
2. If you spend 4 additional spell points, you can cast this spell as a standard action.

**Special:** Only a specialist Wizard can learn this spell.

*Note:* This is a complicated spell (for you, the player, not the character). Make sure you have read and understood section 6.1 before casting, in order to not slow down play.

#### 5.4.63 Thought Shield

Abjuration [Mind-Affecting]

**Level:** Wizard 2

**Components:** S

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1 round

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

**Spell Resistance:** No

**Spell Points:** 3

You fortify your mind against intrusions, gaining spell resistance 13 against all mind-affecting spells.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting this spell is an immediate action. You can use the spell even when it's not your turn.

*Augment:* You can augment this spell in one or both of the following ways:

1. For every additional spell point you spend, the spell resistance the spell provides increases by 1 point.
2. If you spend 2 additional spell points, the spell's range changes to 30', and the target changes to "allied creature within range".

#### 5.4.64 Touch of Fatigue

Necromancy

**Level:** Wizard 1

**Components:** V,S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates; see text  
**Spell Resistance:** Yes  
**Spell Points:** 1

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration unless it succeeds on a Fortitude save. If the subject is already under the influence of this spell (or fatigued for another reason) when the spell is cast, it is instead exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

*Augment:* This spell can be augmented in one or both of the following ways:

1. If you spend 2 additional spell points, instead of becoming fatigued on a failed save and suffering no effect on a successful save, the subject of the spell is exhausted on a failed save and fatigued on a successful save.
2. If you spend 2 additional spell points, the spell's range becomes "Close (25 ft. + 5 ft./2 levels)", and its target entry is replaced by an "Effect: Ray" entry.

#### 5.4.65 Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** No

**Spell Resistance:** Yes

**Spell Points:** 3

With a touch, you reduce the target's mental faculties. Your successful melee touch attack deals 1d6 points of damage to the target's Intelligence, Wisdom or Charisma score. Choose one at the time of casting.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

#### 5.4.66 True Strike

Divination

**Level:** Wizard 1

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** See text

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

#### 5.4.67 Unseen Servant

Conjuration (Creation)

**Level:** Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Effect:** One invisible, mindless, shapeless servant

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

*Augment:* For every additional spell point you spend, you gain an additional Unseen Servant.

#### 5.4.68 Ventriloquism

Illusion (Figment)

**Level:** Wizard 1

**Components:** V

**Casting Time:** 1 standard action

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

**Area:** 10-ft.-radius emanation centered on a point in space

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

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

**Spell Resistance:** No

**Spell Points:** 1

You can make your voice (or any sound that you can normally make vocally) seem to issue from any place within the area of effect, rather than your actual location. You can speak in any language you know.

Alternatively, you can make the place emit completely made-up sounds rather than your own voice. The spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The maximum volume of the sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, singing, shouting, walking, marching, or running sounds can be created. The noise the spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

You choose what type of sound (your voice is a kind of sound for this purpose) the spell creates when casting it and cannot thereafter change the sound's basic character.

With respect to such voices and sounds, anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

*Augment:* By spending 2 additional spell points, you can create a contingent "Magic Mouth" with this spell. This drastically alters the spell's characteristics.

The spell's target entry changes to "One unattended object", and its duration entry changes to "Permanent until discharged".

This spell then imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, appear to move (an illusion) according to the words articulated; if it were placed upon a statue, the mouth of the statue would appear to move and speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The augmented spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

#### **5.4.69 Web**

Conjuration (Creation)

**Level:** Wizard 2



**Components:** V,S

**Casting Time:** 1 standard action

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

**Effect:** Web between two anchors

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

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** No

**Spell Points:** 3

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. The two anchor points must be within 40' of each other, making that the maximum length of the web. The web extends 15' down from the anchoring points.

To determine the web's ground area, draw a line between the two anchors. The web occupies all squares crossed by that line.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature escapes, and is shunted to the nearest empty space (if multiple squares are equally valid, the creature chooses which square it ends up in).

If the save fails, the creature is Immobilized and can't move from its space, but can break loose by spending a full round action and making a DC 20 Strength check or a DC 25 Escape Artist check (if the creature attempting to escape succeeds by 4 or more, the square of webs the creature occupied is destroyed). Once loose, the creature ends up in the nearest empty square, as if it had succeeded on the initial reflex save.

If you have web between you and an opponent, it provides cover.

The strands of a web spell are extremely flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs, automatically destroying a 5'x5' square of the webs with a single attack. Any fire can set the webs alight and burn away a square in 1 round. All creatures Immobilized within a square of flaming webs take 2d4 points of fire damage from the flames.

Each square of webs has 20 hit points and hardness 5 (slashing weapons ignore this hardness). Each square can be burst with a DC 24 Strength check.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

*Augment:* For every 2 additional spell points you spend, this spell's save DC increases by 1.

#### 5.4.70 Wombat's Boost

Transmutation

**Level:** Wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched; see text

**Duration:** 1 min./level

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

**Spell Resistance:** Yes

**Spell Points:** 3

The affected creature is infused with power, granting a +4 enhancement bonus to a single ability score of the caster's choice, chosen at the time of casting.

The individual functions of this spell are often named after animals, they are *Bull's Strength*, *Cat's Grace* (Dexterity), *Bear's Endurance* (Constitution), *Owl's Wisdom*, *Fox's Cunning* (Intelligence), and *Eagle's Splendor* (Charisma).

*Augment:* You can Augment this spell in one or both of the following ways:

1. If you spend two additional spell points, the spell's range increases to Close.
2. For every two additional spell points you spend, the spell can affect an additional target.

## 5.5 Where's my favorite spell?

This conversion does not contain all the spells in the **d20 srd**. Some were merged into others, some were merely renamed, but some truly aren't here. The most common reason for a spell not being included was it being too limited in scope to justify being a spell of its own under the revised system. This is a list of all srd spells that do not have a converted spell with the same name. Note that some spells might have changed levels.

- 0th-level spells:

- Acid Splash: Removed. Replace with Acid Arrow for purposes of item creation.
- Arcane Mark: Removed. Replace with Prestidigitation for purposes of item creation.
- Dancing Lights: Merged into Prestidigitation.
- Detect Poison: Removed. Replace with Detect Magic for purposes of item creation
- Disrupt Undead: Removed. Replace with Create Water (domain ability) for purposes of item creation..
- Flare: Removed. Replace with Light for purposes of item creation.
- Ghost Sound: Removed. Replace with Ventriloquism for purposes of item creation.
- Mage Hand: Merged into Prestidigitation
- Mending: Merged into Repair.
- Message: Merged into Telepathic
- Ray of Frost: Removed. Replace with Scorching Ray for purposes of item creation.

- 1st-level spells:

- Animate Rope: Removed. Replace with STUFFSTUFFSTUFF (Animate objects?) for purposes of item creation.

- Burning Hands: Removed. Replace with Scorching Ray or Fireball for purposes of item creation.
  - Cause Fear: Renamed Fear.
  - Charm Person: Renamed Charm.
  - Detect Secret Doors: Removed. Replace with Trapfinding class feature for purposes of item creation.
  - Detect Undead: Removed. Replace with Detect Evil for purposes of item creation.
  - Enlarge Person: Merged into Alter Size.
  - Erase: Removed. Replace with Read Magic for purposes of item creation.
  - Feather Fall: Merged into Control Fall.
  - Hold Portal: Merged into Open/Close.
  - Hypnotism: Removed. Replace with Charm for purposes of item creation.
  - Jump: Merged into Control Fall.
  - Obscuring Mist: Renamed Fog.
  - Protection from Chaos/Evil/Good/Law: Consolidated into Aligned Protection.
  - Reduce Person: Merged into Alter Size.
  - Silent Image: Renamed Image.
  - Summon Monster I: Renamed Summon Monster.
- 2nd-level spells:
    - Arcane Lock: Merged into Open/Close.
    - Bear’s Endurance, Bull’s Strength, Cat’s Grace, Eagle’s Splendor, Fox’s Cunning, Owl’s Wisdom: Merged into Wombat’s Boost.
    - Continual Flame: Merged into Light.
    - Daze Monster: Merged into Daze.
    - Flaming Sphere: Removed. Replace with Fireball for purposes of item creation.
    - Fog Cloud: Merged into Fog.
    - Hypnotic Pattern: Removed. Replace with Charm for purposes of item creation.
    - Knock: Merged into Open/Close.
    - Locate Object: Pending. STUFFSTUFFSTUFF
    - Magic Mouth: Merged into Ventriloquism.
    - Minor Image: Merged into Image.
    - Misdirection: Pending. STUFFSTUFFSTUFF
    - Obscure Object: Pending. STUFFSTUFFSTUFF
    - Phantom Trap: Pending. STUFFSTUFFSTUFF

- Protection from Arrows: Removed. Replace with Shield for purposes of item creation.
- Rope Trick: Removed. Replace with Tiny Hut (Not written! STUFF-STUFFSTUFF) for purposes of item creation.
- Scare: Merged into Fear.
- Spectral Hand: Pending. STUFFSTUFFSTUFF
- Summon Monster II: Merged into Summon Monster.
- Summon Swarm: Pending? STUFFSTUFFSTUFF. Replace with Summon Monster for purposes of item creation.

## 6 Magical Creatures

### 6.1 Summoned Monsters

Summoned Monsters are, as the name suggests, brought into being by the Conjururation spell [Summon Monster](#). These summoned Monsters (referred to hereafter as simply “Monsters”) are not “real” creatures in most senses of the word - they are conjured beings that exist only for a short time, summoned out of the malleable material that makes up the outer planes.

A Monster can be any kind of creature the caster wishes it to (within size limitations), appearing as a generic version of that kind of creature. Good summoners championing a cause of good might summon angels or celestial animals, while a priest of nature summons wild beasts or plants. The summoner’s involuntary preconceptions about what each summoned creature “should” look like color their magic, the result being that virtually all summoners stick to a particular theme.

Regardless of the type of Monster summoned, the spell points spent by the summoner during the casting of the spell determine the level of the Monster created, and thereby its strength, abilities, and power.

#### 6.1.1 Combat Statistics

Monsters act as directed by their creators. They act faithfully, and do not fear battle or worry for their lives. As a free action, a Monster’s summoner can direct the Monster to attack particular enemies, use specific tactics, perform other actions, or do nothing at all. The Monster does exactly what its creator directs it to do.

*Natural Attack:* Every Monster has one or two natural attacks, referred to simply as such in the statistics blocks. What kind of Natural Attack this is (bite, claw, slam, tentacle, hoof, gore, manufactured weapon, and so on) is left up to the summoner. This affects the Monster’s damage type (piercing, slashing or bludgeoning), but not its reach, base damage, or any other variable. If the Monster has only one natural attack, the natural attack adds the Monster’s Strength modifier  $\times 1\frac{1}{2}$  to damage, otherwise it adds only its strength modifier.

*Items:* The summoner may have the Monster appear wearing armor and using a weapon. (Appropriate for Devils and similar creatures.) These items are considered part of the monster and can not be removed from it - making this is for virtually all purposes only a cosmetic change. It does not give the monster options or statistics beyond those given by its stat blocks and menu abilities.

*Outsider Traits:* Monsters, being summoned out of extraplanar material, always have the outsider type. This gives them Darkvision out to 60 feet, along with other outsider traits.

*Mindless:* Monsters are not “real” creatures, and do not think for themselves. They have no Intelligence score, and complete immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

*Skills and Feats:* Being Mindless, Monsters do not naturally come with any skills or feats.

*Alignment:* A monster is considered to have the same alignment as its summoner for all purposes.

*Other:* Other statistics generally given in monster stat blocks (Environment, Organization, Challenge Rating, Treasure, Advancement, and Level Adjustment) are omitted for Monsters, due to them being a function of the caster that summons them, rather than a monster in their own right.

### 6.1.2 Special Abilities:

Every summoned Monster has a special ability of the summoner's choosing. When the caster begins to cast the Summon Monster spell, he chooses these special abilities from a menu of abilities appropriate to that level of Monster.

A caster can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed. A Monster does not need to meet the prerequisites for a feat granted by a menu choice.

**Monster Menu A** A caster summoning a 1st-level, 2nd-level, or 3rd-level Monster can choose one special ability from this menu.

- Buff (Ex): The Monster has an extra 5 hit points.
- Quick (Ex): The Monster's land speed is increased by 10 feet.
- Cleave (Ex): The Monster has the Cleave feat.
- Deflection (Ex): The Monster has a +1 deflection bonus to Armor Class.
- Fly (Ex): The Monster has physical wings and a fly speed of 20 feet (average).
- Improved Bull Rush (Ex): The Monster has the Improved Bull Rush feat.
- Improved Natural Attack (Ex): The Monster has the Improved Natural Attack feat.
- Mobility (Ex): The Monster has the Mobility feat.
- Power Attack (Ex): The Monster has the Power Attack feat.
- Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The Monster has resistance 5 against that energy type.
- Swim (Ex): The Monster is streamlined and shark like, and has a swim speed of 30 feet.
- Trip (Ex): If the Monster hits with a natural attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the Monster.

**Monster Menu B** A caster creating a 4th-level, 5th-level, or 6th-level Monster can choose one special ability from this menu. Alternatively, the monster can have two special abilities from Menu A.

- **Energy Touch (Ex):** The Monster's physical attacks are wreathed in energy of a type you choose (fire, cold, acid, or electricity) when you summon the Monster, dealing an extra 1d6 points of damage.
- **Extra Attack:** If the Monster is Medium or smaller, it has two natural attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the Monster is Large or larger, it has three natural attacks instead of two when it makes a full attack. Its attacks are otherwise unchanged.
- **Fast Healing (Ex):** The Monster heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.
- **Heavy Deflection (Ex):** The Monster has a +4 deflection bonus to Armor Class.
- **Improved Buff (Ex):** The Monster has an extra 15 hit points.
- **Improved Critical (Ex):** The Monster has the Improved Critical feat with its natural attacks.
- **Improved Damage Reduction (Ex):** The Monster's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).
- **Improved Fly (Ex):** The Monster has physical wings and a fly speed of 40 feet (average).
- **Improved Grab (Ex):** To use this ability, the Monster must hit with its natural attack. A Monster can use this ability only on a target that is at least one size smaller than itself.
- **Improved Swim:** The Monster is streamlined and sharklike, and has a swim speed of 60 feet.
- **Muscle (Ex):** The Monster has a +4 bonus to its Strength score.
- **Poison Touch (Ex):** If the Monster hits with a natural attack, the target must make an initial Fortitude save (DC 10 + 1/2 Monster's HD + Monster's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.
- **Pounce (Ex):** If the Monster charges a foe, it can make a full attack.
- **Smite (Su):** Once per day the Monster can make one attack that deals extra damage equal to its Hit Dice.

- **Trample (Ex):** As a standard action during its turn each round, a Large or larger Monster can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to  $1d8 + \text{its Str modifier}$ . The target can attempt a Reflex save ( $DC\ 10 + 1/2 \text{ Monster's Hit Dice} + \text{Monster's Str modifier}$ ) to negate the damage, or it can instead choose to make an attack of opportunity at a 4 penalty.

**Monster Menu C** A caster creating a 7th-level, 8th-level, or 9th-level Monster can choose one special ability from this menu. Alternatively, the Monster can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

- **Blindsight (Ex):** The Monster has blindsight out to 60 feet.
- **Constrict (Ex):** The Monster has the improved grab ability with its natural attack. In addition, on a successful grapple check, the Monster deals damage equal to its natural attack damage.
- **Extra Buff (Ex):** The Monster has an extra 30 hit points.
- **Extreme Damage Reduction (Ex):** The Monster's skin has hard, armor-like plates (or appears to wear actual armor) and provides an additional 6 points of damage reduction.
- **Extreme Deflection (Ex):** The Monster has a +8 deflection bonus to Armor Class.
- **Natural Invisibility (Su):** The Monster is constantly invisible, even when attacking.
- **Spell Resistance (Ex):** The Monster has spell resistance equal to  $10 + \text{its Hit Dice}$ .
- **Rend (Ex):** The Monster must make claw attacks in order to select this special ability. If a Monster that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to  $2d6 + 1-1/2 \text{ times its Str modifier}$ .
- **Spring Attack (Ex):** The Monster has the Spring Attack feat.
- **Whirlwind Attack (Ex):** The Monster has the Whirlwind Attack feat.

### 6.1.3 Monster Statistics



Table 5: 1st-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Small Outsider  |
| <b>Hit Dice</b>             | 1d8+2 (6 HP)  |
| <b>Initiative</b>           | +2  |
| <b>Speed</b>                | 30 ft. (6 squares)  |
| <b>Armor Class:</b>         | 18 (+2 Dex, +5 natural, +1 size), touch 13, flatfooted 16 |
| <b>Base Attack/Grapple:</b> | +1/-1   |
| <b>Attack:</b>              | Natural Attack +4 melee (1d4+3)                           |
| <b>Full Attack:</b>         | Natural Attack +4 melee (1d4+3)                           |
| <b>Space/Reach:</b>         | 5 ft./5 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | One ability from Menu A, outsider traits                  |
| <b>Saves:</b>               | Fort +4, Ref +4, Will +2                                  |
| <b>Abilities:</b>           | Str 15, Dex 15, Con 15, Int , Wis 11, Cha 10              |

Table 6: 2nd-level Summoned Monster

|                             |  |
|-----------------------------|--|
| <b>Size/Type:</b>           | Medium Outsider                                  |
| <b>Hit Dice</b>             | 2d8+6 (15 HP)                                    |
| <b>Initiative</b>           | +2   |
| <b>Speed</b>                | 40 ft. (8 squares)                               |
| <b>Armor Class:</b>         | 18 (+2 Dex, +6 natural), touch 12, flatfooted 16 |
| <b>Base Attack/Grapple:</b> | +2/+5  |
| <b>Attack:</b>              | Natural Attack +4 melee (1d6+4)                  |
| <b>Full Attack:</b>         | Natural Attack +4 melee (1d6+4)                  |
| <b>Space/Reach:</b>         | 5 ft./5 ft.                                      |
| <b>Special Attacks:</b>     | -  |
| <b>Special Qualities:</b>   | One ability from Menu A, outsider traits         |
| <b>Saves:</b>               | Fort +6, Ref +5, Will +3                         |
| <b>Abilities:</b>           | Str 17, Dex 15, Con 16, Int , Wis 11, Cha 10     |

Table 7: 3rd-level Summoned Monster

|                             |  |
|-----------------------------|--|
| <b>Size/Type:</b>           | Medium Outsider                                  |
| <b>Hit Dice</b>             | 3d8+12 (25 HP)                                   |
| <b>Initiative</b>           | +2   |
| <b>Speed</b>                | 40 ft. (8 squares)                               |
| <b>Armor Class:</b>         | 20 (+2 Dex, +8 natural), touch 12, flatfooted 18 |
| <b>Base Attack/Grapple:</b> | +3/+8  |
| <b>Attack:</b>              | Natural Attack +8 melee (1d6+7)                  |
| <b>Full Attack:</b>         | Natural Attack +8 melee (1d6+7)                  |
| <b>Space/Reach:</b>         | 5 ft./5 ft.                                      |
| <b>Special Attacks:</b>     | -  |
| <b>Special Qualities:</b>   | One ability from Menu A, outsider traits         |
| <b>Saves:</b>               | Fort +7, Ref +5, Will +3                         |
| <b>Abilities:</b>           | Str 21, Dex 15, Con 18, Int , Wis 11, Cha 10     |

Table 8: 4th-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Medium Outsider                                   |
| <b>Hit Dice</b>             | 5d8+25 (47 HP)                                    |
| <b>Initiative</b>           | +2  |
| <b>Speed</b>                | 40 ft. (8 squares)                                |
| <b>Armor Class:</b>         | 22 (+2 Dex, +10 natural), touch 12, flatfooted 20 |
| <b>Base Attack/Grapple:</b> | +5/+12  |
| <b>Attack:</b>              | Natural Attack +12 melee (1d6+10)                 |
| <b>Full Attack:</b>         | Natural Attack +12 melee (1d6+10)                 |
| <b>Space/Reach:</b>         | 5 ft./5 ft.                                       |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | One ability from Menu B, outsider traits          |
| <b>Saves:</b>               | Fort +9, Ref +6, Will +4                          |
| <b>Abilities:</b>           | Str 25, Dex 15, Con 20, Int , Wis 11, Cha 10      |

Table 9: 5th-level Summoned Monster

|                             |  |
|-----------------------------|--|
| <b>Size/Type:</b>           | Large Outsider   |
| <b>Hit Dice</b>             | 7d8 + 35 (66 HP)   |
| <b>Initiative</b>           | +1   |
| <b>Speed</b>                | 40 ft. (8 squares)   |
| <b>Armor Class:</b>         | 23 (+1 Dex, +13 natural, -1 size), touch 10, flatfooted 22         |
| <b>Base Attack/Grapple:</b> | +7/+20   |
| <b>Attack:</b>              | Natural Attack +15 melee (1d8+9)                                   |
| <b>Full Attack:</b>         | 2 Natural Attacks +15 melee (1d8+9)                                |
| <b>Space/Reach:</b>         | 10 ft./10 ft.  |
| <b>Special Attacks:</b>     | -  |
| <b>Special Qualities:</b>   | One ability from Menu B, outsider traits, damage reduction 5/magic |
| <b>Saves:</b>               | Fort +10, Ref +6, Will +5  |
| <b>Abilities:</b>           | Str 29, Dex 13, Con 21, Int , Wis 11, Cha 10                       |

Table 10: 6th-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Large Outsider  |
| <b>Hit Dice</b>             | 10d8 + 60 (105 HP)  |
| <b>Initiative</b>           | +1  |
| <b>Speed</b>                | 40 ft. (8 squares)  |
| <b>Armor Class:</b>         | 25 (+1 Dex, +15 natural, -1 size), touch 10, flatfooted 24          |
| <b>Base Attack/Grapple:</b> | +10/+25   |
| <b>Attack:</b>              | Natural Attack +20 melee (1d8+11)                                   |
| <b>Full Attack:</b>         | 2 Natural Attacks +20 melee (1d8+11)                                |
| <b>Space/Reach:</b>         | 10 ft./10 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | One ability from Menu B, outsider traits, damage reduction 10/magic |
| <b>Saves:</b>               | Fort +14, Ref +8, Will +7   |
| <b>Abilities:</b>           | Str 33, Dex 13, Con 23, Int , Wis 11, Cha 10                        |

Table 11: 7th-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Large Outsider  |
| <b>Hit Dice</b>             | 12d8 + 84 (138 HP)  |
| <b>Initiative</b>           | +1  |
| <b>Speed</b>                | 40 ft. (8 squares)  |
| <b>Armor Class:</b>         | 27 (+1 Dex, +17 natural, -1 size), touch 10, flatfooted 26          |
| <b>Base Attack/Grapple:</b> | +12/+28   |
| <b>Attack:</b>              | Natural Attack +23 melee (1d8+12)                                   |
| <b>Full Attack:</b>         | 2 Natural Attacks +23 melee (1d8+12)                                |
| <b>Space/Reach:</b>         | 10 ft./10 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | One ability from Menu C, outsider traits, damage reduction 10/magic |
| <b>Saves:</b>               | Fort +15, Ref +9, Will +8   |
| <b>Abilities:</b>           | Str 35, Dex 13, Con 24, Int , Wis 11, Cha 10                        |

Table 12: 8th-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Large Outsider  |
| <b>Hit Dice</b>             | 14d8 + 112 (175 HP)   |
| <b>Initiative</b>           | +1  |
| <b>Speed</b>                | 40 ft. (8 squares)  |
| <b>Armor Class:</b>         | 29 (+1 Dex, +19 natural, -1 size), touch 10, flatfooted 28          |
| <b>Base Attack/Grapple:</b> | +14/+32   |
| <b>Attack:</b>              | Natural Attack +27 melee (1d8+14)                                   |
| <b>Full Attack:</b>         | 2 Natural Attacks +27 melee (1d8+14)                                |
| <b>Space/Reach:</b>         | 10 ft./10 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | One ability from Menu C, outsider traits, damage reduction 15/magic |
| <b>Saves:</b>               | Fort +17, Ref +10, Will +9  |
| <b>Abilities:</b>           | Str 39, Dex 13, Con 26, Int , Wis 11, Cha 10                        |

Table 13: 9th-level Summoned Monster

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Large Outsider  |
| <b>Hit Dice</b>             | 17d8 + 136 (212 HP)   |
| <b>Initiative</b>           | +0  |
| <b>Speed</b>                | 50 ft. (10 squares)   |
| <b>Armor Class:</b>         | 33 (+25 natural, -2 size), touch 8, flatfooted 33                     |
| <b>Base Attack/Grapple:</b> | +14/+41   |
| <b>Attack:</b>              | Natural Attack +31 melee (2d6+16)                                     |
| <b>Full Attack:</b>         | 2 Natural Attacks +31 melee (2d6+16)                                  |
| <b>Space/Reach:</b>         | 15 ft./15 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | Two abilities from Menu C, outsider traits, damage reduction 15/magic |
| <b>Saves:</b>               | Fort +18, Ref +10, Will +10   |
| <b>Abilities:</b>           | Str 43, Dex 11, Con 27, Int , Wis 11, Cha 10                          |

Table 14: Spellstaff

|                             |   |
|-----------------------------|---|
| <b>Size/Type:</b>           | Diminutive Construct  |
| <b>Hit Dice</b>             | As master's HD (hp 1/2 master's)  |
| <b>Initiative</b>           | +2  |
| <b>Speed</b>                | 30 ft. (6 squares), climb 20 ft.*   |
| <b>Armor Class:</b>         | 16 (+4 size, +2 Dex), touch 16, flatfooted 14   |
| <b>Base Attack/Grapple:</b> | +0/17   |
| <b>Attack:</b>              | -   |
| <b>Full Attack:</b>         | -   |
| <b>Space/Reach:</b>         | 1 ft./0 ft.   |
| <b>Special Attacks:</b>     | -   |
| <b>Special Qualities:</b>   | Construct traits, hardness 8, Spellstaff granted abilities (improved evasion, personality, self-propulsion, share spells, sighted, telepathic link) |
| <b>Saves:</b>               | As master's saves   |
| <b>Abilities:</b>           | Str 1, Dex 15, Con -, Int 6, Wis 10, Cha 10   |
| <b>Skills:</b>              | Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6   |
| <b>Feats:</b>               | Alertness   |
| <b>Environment:</b>         | As master   |
| <b>Organization:</b>        | Solitary + master   |
| <b>Treasure:</b>            | None  |
| <b>Advancement:</b>         | -   |
| <b>Level Adjustment:</b>    | -   |

\*With self-propulsion ability activated.

The psicrystal described here is that of a 1st-level spellcaster.

## 6.2 Spellstaff

A Spellstaff, while usually seen as a simple item belonging to an character, is technically a creature in it own right. Of particular note is that a Spellstaff gains feats as its master (and thereby, the Spellstaff itself) advances in hit dice. A Spellstaff's Hit Dice are equal to its master's Hit Dice (counting only levels in spellcasting classes), its hit points are equal to half its master's, and its saving throw bonuses and skill ranks are the same as its master's.

*Construct Traits:* A Spellstaff has immunity to poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Spellstuffs do not have the usual construct traits of darkvision and low-light vision.

*Spellstaff granted abilities:* The Spellstaff described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

*Skills:* A Spellstaff (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

## 7 Magic Items

Unless noted otherwise in this chapter, the rules text presented in the [d20 srd](#).

### 7.1 Scrolls

A scroll stores a spell (or collection of spells). A stored spell can be used only once. Using a scroll is basically like casting a spell.

*Physical Description:* A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

*Activation:* To activate a scroll, a caster must decypher it, as described below. Once the spell is known, the scroll is treated as a spell completion item, except as noted below.

*Addressing the Stone:* A scroll must be decyphered before a character can use it or know exactly what power it contains. Doing this requires a successful Spellcraft check (DC 15 + spell level). Once a particular scroll has been decyphered, it is not necessary to do so again. Decyphering a scroll in advance lets a character proceed directly to the next step when the time comes to use it.

Using a scroll's stored spell after decyphering it requires holding the it and reading its inscription (a standard action). Activating a scroll is subject to disruption just as casting a spell normally would be. Additionally, the user must meet the following requirements.

- The user must have the spell on his class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a caster level at least equal to the spell's caster level, he can automatically cast the stored spell without a check. If he meets both requirements but his own level is lower than the scroll's caster level, she has to make a caster level check (1d20 + user's level), against a DC equal to the scroll's caster level +1 to cast the spell successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid a mishap (see below). A natural roll of 1 on this check is always a failure.

*Determine Effect:* A spell successfully cast from a scroll works exactly as if cast normally. Assume the scroll's caster level is always the minimum level required to cast the spell for the character who wrote the scroll, unless the creator specifically desires otherwise.

*Scroll Mishaps* When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

Table 15: Scrolls

| Spell Level | Market Price <sup>1</sup> |
|-------------|---------------------------|
| 1st         | 25gp                      |
| 2nd         | 150gp                     |
| 3rd         | 375gp                     |
| 4th         | 700gp                     |
| 5th         | 1125p                     |
| 6th         | 1650p                     |
| 7th         | 2275gp                    |
| 8th         | 3000gp                    |
| 9th         | 3825gp                    |

1. Any scroll that has a spell with an experience point cost written on it also has an XP cost in addition to that noted here.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

## 7.2 Rods

To be created.

## 7.3 Staffs

To be created.

## 7.4 Wands

A wand is a slender piece of wood that contains a single spell. Each wand has 50 charges when created, and each charge expended allows one use of that spell. A wand that runs out of charges is just a simple stick.

Table 16: Wands

| Spell Level <sup>1</sup> | Market Price <sup>2</sup> |
|--------------------------|---------------------------|
| 1st                      | 750gp                     |
| 2nd                      | 4500gp                    |
| 3rd                      | 11250gp                   |
| 4th                      | 21000gp                   |
| 5th                      | 33750gp                   |
| 6th                      | 49500gp                   |
| 7th                      | 68250gp                   |
| 8th                      | 69000gp                   |
| 9th                      | 114750gp                  |

1. Some wands have higher caster levels than the minimum spell level, which gives them commensurately higher costs.
2. Any wand that stores a spell with an experience point cost also has an XP cost in addition to that noted here.

*Physical Description:* A typical wand is a piece of wood, between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a wand is decorated with carvings or inscribed runes. A typical wand has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

*Activation:* Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that does not provoke attacks of opportunity. (If the spell being cast has a casting time longer than 1 standard action, however, it takes that long to cast the spell from a wand.) The user must have the spell on his class list, even if he knows the command word. Additionally, to activate a wand, a character must hold it in hand and point it in the general direction of the target or area to be affected. Wands are normally created at the minimum caster level required to cast the spell, and spells that can be augmented are not augmented when stored in a wand. A wand's wielder cannot augment the spell contained within the wand. However, wands can be created at a higher caster level than required to cast the spell. In this case, the wand that holds an augmentable spell is augmented, to the limit of the caster level and the spell's augmentation maximums, if any. The caster level of a wand cannot be more than five higher than the minimum caster level to use the spell it contains.

## 7.5 Wondrous Items

### 7.5.1 Candle of Invocation

Does not exist.

### 7.5.2 Golem Manual

Does not exist (pending rewrite).

### 7.5.3 Ioun Stones

As normal, but Orange Prism Ioun Stone does not exist.

Table 17: Pearls of Power

| Maximum SP Storage | Market Price | Cost to Create  |
|--------------------|--------------|-----------------|
| 1                  | 1000gp       | 500gp, 40XP     |
| 3                  | 4000gp       | 2000gp, 160XP   |
| 5                  | 9000gp       | 4500gp, 360XP   |
| 7                  | 16000gp      | 8000gp, 640XP   |
| 9                  | 25000gp      | 12500gp, 1000XP |
| 11                 | 36000gp      | 18000gp, 1440XP |
| 13                 | 49000gp      | 24500gp, 1960XP |
| 15                 | 64000gp      | 32000gp, 2560XP |
| 17                 | 81000gp      | 40500gp, 3240XP |

#### 7.5.4 Pearls of Power

**Price:** See table 17

**Body Slot:** -

**Caster Level:** Equal to maximum spell point storage

**Activation:** -; see text

**Weight:** -

Pearls of Power store spell points that spellcasting characters can use to pay for casting their spells.

*Physical Description:* This is a pearl of average size. It looks normal, except for a faint glow (which is insufficient to provide real illumination). It has negligible weight, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

*Activation:* The user must merely hold or have a pearl on her person for a period of at least 10 minutes (which is long enough to attune oneself to the pearl). Thereafter, the owner can use spell points stored in the pearl to cast spells she knows. The maximum number of points a pearl of power can store is always an odd number and is never more than 17. It can store only as many spell points as its original maximum, set at the time of its creation. When a pearl of power's spell points are used up, the glow of the pearl dims. However, the user can recharge it by paying spell points on a 1-for-1 basis. While doing this takes from the user's own spell point reserve for the day, those spell points remain available in the pearl of power until used.

A user cannot directly replenish her personal spell points from those stored in a pearl of power, nor can he draw spell points from more than one source to cast a spell. See [Using Stored Spell Points](#) for more information.

*Prerequisites:* Craft Wondrous Item

*Cost to Create:* See table 17.

#### 7.5.5 Prayer Beads

As normal, but Bead of Karma does not exist.

#### 7.5.6 Rings

Rings are now wondrous items.



### 7.5.7 Spell Focus

**Price:** 8000gp

**Body Slot:** Throat

**Caster Level:** 8th

**Activation:** -

**Weight:** -

Every school of magic (Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation) has a type of spell focus associated with it. This focus is an item worn around the neck, and wearing one adds a +1 enhancement bonus to the save DCs of spells of the corresponding school.

*Physical Description:* Typical spell focuses are unobtrusive ornaments.

*Activation:* None. A spell focus provides its benefit continuously, no activation required.

*Prerequisites:* Craft Wondrous Item, creator must be a Specialist Wizard in the relevant school of magic.

*Cost to Create:* 4000gp, 320 XP

### 7.5.8 Torc of Power Preservation

**Price:** 4000gp

**Body Slot:** Throat

**Caster Level:** 8th

**Activation:** -

**Weight:** -

Five times per day, you can cast a spell by paying spell points equal to the standard cost minus 1 (minimum 1).

*Physical Description:* This item is a band inlaid with precious metal, worn around the neck or upper arm. This choice does not affect the body slot the torc occupies.

*Activation:* None. A torc of power preservation provides its benefit continuously, no activation required.

*Prerequisites:* Craft Wondrous Item, creator must be a Specialist Wizard in the relevant school of magic.

*Cost to Create:* 2000gp, 160 XP

## 8 End notes

### 8.1 Version history

- December 3rd, 2010: The project begins.
- December 8th, 2010: Alpha 1. Includes the base system, the Wizard class, spells of levels 1 and 2, SRD feats, and the most basic magic items. Length: 99 pages.

### 8.2 Contact Info

Problems, questions and concerns can be sent to [e.ernir@gmail.com](mailto:e.ernir@gmail.com).

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