

Cypher System Fantasy

Spell Compendium

Dragonsbane Games

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This spell compendium is dedicated to Gary Gygax, Monte Cook, and the other TTRPG legends who have made games that have entertained me and my gaming friends for tens of thousands of hours since the 1980s.

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Cypher System Spell Compendium

Introduction

Welcome to the Cypher System Spell Compendium. In this document, you will find conversions of many popular Dungeons & Dragons spells, including all the spells from 5th edition OGL, as well as from the 3rd edition OGL. This allows compatibility with D&D 5E adventure modules, as well as most 3E adventure modules as well, especially when used with the Magical Item Compendium and Creature Compendium. Additionally, rules are included on how to convert additional spells as well as using the Spellcraft skill and casting spells with Potency. All spells described follow the guidelines presented in determining tier and spell details.

How To Use These Spells

The spells presented here can be used in several ways, including any or all of the following:

Standard Spellcasting rules: as described in the Cypher System Rulebook, p. 259.

Spells from a Focus: Using a focus, a PC can gain six spells. These are treated as spells, usually not as innate abilities. These foci all include the Magical Training ability (see below). These foci emulate some of the classes in D&D, such as:

Bargains With... are similar to Warlock patrons, although they work with any type of PC.

Is Descended From... are similar to Sorcerer bloodlines, although they too work with any type of PC.

Is One With... are similar to Druid circles and also are a good choice for any nature-based PC, including druids & rangers.

Studies... are similar to Wizard schools, good for any studied type of arcane caster.

Worships... are similar to Cleric domains and are also a good choice for any divine PC, such as a paladin.

Note that using these foci, you can create some interesting combinations that are not related to their original class, such as a rogue who Bargains with Fiends, a paladin who Worships Life, or a fighter who Studies Evocation. Additionally, these foci make enhancing an enemy spellcaster or creature simple by just adding the six spells to their abilities.

These foci are presented in the appendix of this document.

Spell Lists as Flavors: To create PCs with additional spellcasting ability, consider letting a PC take a spell list as a flavor, switching out abilities for spells one for one. Players with a spell list flavor gain the Magical Training ability. PCs should not be able to choose from multiple spell lists.

Warriors fit well with the Paladin spell list.

Adepts fit well with the Druid, Mage, and Priest spell lists.

Explorers fit well with the Magus and Ranger spell lists.

Speakers fit well with the Bard spell lists.

Customized Character Type: To gain the full spellcasting experience, it is recommended to use the revised Adept type presented in the appendix. It allows a PC to switch out spells using spell slots, and presents several abilities that mimic class, metamagic, and crafting abilities from previous editions of D&D.

Additional Rules

Magical Training: All spellcasters have the following ability for free:

You are trained in the basics of magic (including the operation of magic artifacts and cyphers) and can attempt to understand and identify its properties. Your magical abilities are considered spells. All spells require somatic components, needing at least one hand to cast and denying spellcasters the ability to cast spells in any sort of physical armor they are not trained in using (armor from spells like *mage armor* are not subject to this restriction). All spells require verbal components, requiring the caster to be able to speak in the forceful, strange syllables of Draconic. You are practiced in Spellcraft. Enabler.

Spellcraft: This skill is used in Dispel Magic/Counterspell as well as a few other spells, and is given by the ability Magical Training. GMs can use this skill for additional tasks, such as:

Skill Task	Difficulty Level
ID Spell Being Cast:	
Low Tier	3
Mid Tier	5
High Tier	7
ID Spell Effect /w Detect Magic:	
Low Tier	4
Mid Tier	6
High Tier	8
Analyze Magic Trap	Level of caster
Cast Defensively	4
Concentration Check	damage taken

Although most skills can be attempted untrained, Spellcraft tasks listed above should not be possible for those untrained in Spellcraft.

Spell Attacks: Spell attacks are always Intellect based, even if the defense called for is Might or Speed.

Intellect Costs: Spells usually cost their original D&D level plus one, or their original level plus two for high-tier spells. Some spells have an elevated cost to represent a spell that is especially taxing to cast.

Defensive Casting: If the GM is using Attacks of Opportunity on spellcasters in melee combat (you should), then a spellcaster can attempt to cast defensively. This is a level 4 Spellcraft task or Intellect task. Failure means the spell still works, but the enemy threatening the caster makes his opportunity attacks as normal, with any damage automatically disrupting the spell. Normally, taking damage while casting a spell usually causes a Concentration check (see below).

Concentration Checks: If a spellcaster takes damage while casting a spell, they must make an Spellcraft check against a level equal to the damage taken. If failed, the spell is disrupted, and the caster loses the Intellect points with no spell effect.

Spell Potency: Effort can be spent on spells to make them harder to dispel, and this effect is called Potency. With each level of Effort, the level of the effect is one higher in regards to dispels, counterspells, and spells like *restoration* or *remove curse*.

Ranges: When possible, spell ranges and distances are converted to immediate, short, and long ranges.

Spamming Spells: Unless otherwise noted, spells can only have one instance cast at once. If cast again, the first instance ceases immediately. This prevents spamming of spells, especially buffs and lingering area-effect spells.

Additional Costs: As a spellcaster's Edge gets higher, some spells can be cast over and over that were not meant to be cast in such a way. These spells might have a material component cost, cost more Intellect than usual, or even be castable only once per day.

Anti-stacking: When in doubt, count the bonus a spell gives as an asset.

Effort on Attacks: Spending Effort on the spell attack is similar to the Heighten Spell feat from D&D.

Effort on Damage: Spending Effort on spell damage is the main way to cast more damaging spells. Spending Effort on damage increases single-target spells by 3 damage, increases area spells by 2 damage, and in some cases adds 1 to sustained or repeating damage (DM call). Effort almost never adds to damage taken from a successful defense.

Spell Damage: In general, single-target spells do their original level in damage plus three. Area spells do their original level in damage plus two. Lingering spells do less initial damage, but the lingering damage usually bypasses normal Armor. These values can vary.

Spell Damage vs Tier: In general, low and mid tier area spells do 1 damage that bypasses Armor even if defended against. High tier spells do half damage if defended against, usually with a minimum damage that bypasses Armor.

Spell Defense: Some spells might call for a different type of defense to end a spell effect, such as a spell requiring a Speed defense to avoid the initial attack, while requiring a Might defense to end said effect in a later round.

Spell Damage and Armor: Unless noted in the spell description, spell damage is reduced by Armor. Lingering damage is usually not affected by Armor, although it is affected by elemental Armor. Some area spells are unaffected by armor as they are ambient damage, and this is noted in the spell description.

Armor Types: When a spell says "ignores Armor" it is referring to normal Armor from actual armor or spells. Elemental Armor always applies when a spell uses a type of energy, such as fire, lightning, acid, cold, force, poison, thunder, necrotic, and radiant.

Spell Components: All spells have verbal, somatic, and material components. Players can flavor these as they like, but all spells are considered to use loud, dramatic Draconic syllables and flamboyant, forceful gestures.

Damage Types: Varied effects can sometimes be found on different types of spells. Force spells do slightly less damage to compensate for their lack of magical resistance. Poison spells may do damage to Speed or Intellect pools. Lightning spells might do more damage to those in metal armor. Certain necrotic and radiant spell damage bypasses normal armor. Fire might light objects on fire, and cold might reduce movement or Speed based tasks. Acid damage might linger longer, while thunder damage might damage objects more.

Additional Spell Effects: Most spells have additional effects which spending Effort can be used for, including allowing a spell to affect more than the original caster, increasing lingering damage durations, and increasing other spell values.

Bonus Actions / Reactions: All bonus actions and reactions are now just standard actions, save a few spells (like paladin smites) which describe their timing in the spell description.

Ending Spell Effects: A caster can end any spell effect they produced at will, even if the spell does not specify this ability.

Spell Variety: Spell descriptions may change at any time, and it should be assumed a myriad of different versions of these spells exist in the gameworld.

Spell Lists

Bard Spell List

Low Tier

Animal Friendship
Animal Messenger
Bane
Blade Ward
Blindness/Deafness
Calm Emotions
Cause Fear
Charm Person
Cloud of Daggers
Comprehend Languages
Crown of Madness
Dancing Lights
Detect Charm
Detect Magic
Detect Metal
Detect Secret Doors
Detect Thoughts
Disguise Self
Discordant Whispers
Enhance Ability
Enthrall
Faerie Fire
Feather Fall
Friends
Focus
Glitterdust
Heat Metal
Hideous Laughter
Heroism
Hold Person
Identify
Illusory Script
Invisibility
Knock
Lesser Restoration
Light
Locate Animals or Plants
Locate Object
Longstrider
Mage Hand
Magic Mouth
Magic Weapon
Mending
Message
Minor Illusion
Misdirection
Obscure Object
Phantasmal Force
Prestidigitation
See Invisibility
Shatter
Silence
Silent Image

Sleep
Speak with Animals
Suggestion
Thunderwave
True Strike
Undetectable Alignment
Unseen Servant
Vicious Mockery
Whispering Wind
Zone of Truth

Mid Tier Spells

Align Weapon
Animate Objects
Awaken
Bestow Curse
Clairvoyance
Compulsion
Confusion
Detect Scrying
Dimension Door
Dispel Magic
Dominate Person
Dream
Fear
Feign Death
Freedom of Movement
Geas
Glyph of Warding
Greater Invisibility
Greater Restoration
Hallucinatory Terrain
Hold Monster
Hypnotic Pattern
Legend Lore
Locate Creature
Major Image
Mislead
Modify Memory
Nondetection
Planar Binding
Plant Growth
Polymorph
Scrying
Seeming
Sending
Speak with Dead
Speak with Plants
Stinking Cloud
Teleportation Circle
Tiny Hut
Tongues

High Tier Spells

Arcane Sword
Dominate Monster
Etherealness
Eyebite
Feeblemind
Find the Path
Forcecage
Foresight
Glibness
Guards and Wards
Irresistible Dance
Magnificent Mansion
Mass Suggestion
Mirage Arcane
Power Word Heal
Power Word Kill
Programmed Illusion
Project Image
Regenerate
Symbol
Teleport
True Polymorph
True Seeing

Druid Spell List

Low Tier Spells

Animal Friendship
Animal Messenger
Animal Senses
Barkskin
Beast Sense
Charm Person
Create or Destroy Water
Cure Wounds
Darkvision
Detect Aberrations
Detect Animals and Plants
Detect Magic
Detect Poison and Disease
Detect Snares and Pits
Druidcraft
Enhance Ability
Entangle
Faerie Fire
Find Traps
Flame Blade
Flaming Sphere
Focus
Fog Cloud
Goodberry
Guidance
Gust of Wind
Healing Word
Heat Metal
Hold Person
Jump
Lesser Restoration
Locate Animals or Plants
Locate Object
Longstrider
Magic Fang
Mending
Moonbeam
Pass without Trace
Poison Spray
Produce Flame
Protection from Poison
Purify Food and Drink
Resistance
Shillelagh
Speak with Animals
Spike Growth
Thorn Whip
Thunderwave

Mid Tier Spells

Antilife Shell
Awaken
Blessing of Life
Blessing of Purity
Blight
Call Lightning
Commune with Nature
Confusion
Conjure Animals
Conjure Elemental
Conjure Minor Elementals
Conjure Woodland Beings
Contagion
Control Water
Daylight
Dispel Magic
Dominate Beast
Feign Death
Freedom of Movement
Geas
Giant Insect
Grasping Vine
Greater Restoration
Hallucinatory Terrain
Ice Storm
Insect Plague
Locate Creature
Meld into Stone
Planar Binding
Plant Growth
Polymorph
Protection from Energy
Scrying
Sleet Storm
Speak with Plants
Stone Shape
Stoneskin
Tree Stride
Wall of Fire
Wall of Stone
Water Breathing
Water Walk
Wind Wall

High Tier Spells

Animal Shapes
Antipathy/Sympathy
Conjure Fey
Control Weather
Earthquake
Feeblemind
Find the Path
Fire Storm
Foresight
Horrid Desiccation
Heal
Heroes' Feast
Mirage Arcane
Move Earth
Plane Shift
Regenerate
Reincarnate
Reverse Gravity
Shapechange
Storm of Vengeance
Sunbeam
Sunburst
Transport via Plants
Tsunami
Wall of Thorns
Wind Walk

Mage Spell List

Low Tier Spells

Acid Arrow
Acid Splash
Alarm
Alter Self
Arcane Lock
Blade Ward
Blindness/Deafness
Blur
Burning Hands
Cause Fear
Charm Person
Chill Touch
Chromatic Orb
Color Spray
Comprehend Languages
Continual Flame
Dancing Lights
Darkness
Darkvision
Detect Charm
Detect Magic
Detect Metal
Detect Secret Doors
Detect Thoughts
Disguise Self
Enlarge/Reduce
Expeditious Retreat
False Life
Feather Fall
Fire Bolt
Flaming Sphere
Floating Disk
Focus
Fog Cloud
Friends
Gentle Repose
Glitterdust
Grease
Gust of Wind
Hideous Laughter
Hold Person
Identify
Illusory Script
Invisibility
Jump
Knock
Levitate
Light
Locate Object
Longstrider
Mage Armor
Mage Hand
Magic Aura
Magic Missile
Magic Mouth
Magic Weapon

Mending
Message
Minor Illusion
Mirror Image
Misdirection
Misty Step
Obscure Object
Phantasmal Force
Poison Spray
Prestidigitation
Protection from Evil and Good
Ray of Enfeeblement
Ray of Frost
Ray of Sickness
Rope Trick
Scorching Ray
See Invisibility
Shatter
Shield
Shocking Grasp
Silent Image
Sleep
Spider Climb
Suggestion
Thunderwave
True Strike
Unseen Servant
Web
Whispering Wind
Witch Bolt
Enervation
Fabricate
Faithful Hound
Fear
Feign Death
Fire Shield
Fireball
Fly
Gaseous Form
Geas
Glyph of Warding
Greater Invisibility
Hallucinatory Terrain
Haste
Hold Monster
Hypnotic Pattern
Ice Storm
Legend Lore
Lightning Bolt
Locate Creature
Magic Circle
Major Image
Mislead
Modify Memory
Nondetection
Passwall
Phantasmal Killer
Phantom Steed
Planar Binding
Polymorph
Private Sanctum
Protection from Energy
Remove Curse
Resilient Sphere
Scrying
Secret Chest
Seeming
Sending
Sleet Storm
Slow
Stinking Cloud
Stone Shape
Stoneskin
Telekinesis
Telepathic Bond
Teleportation Circle
Tiny Hut
Tongues
Touch of Idiocy
Vampiric Touch
Vitriolic Sphere
Wall of Fire
Wall of Force
Wall of Stone
Water Breathing

Mid Tier Spells

Acid Breath
Animate Dead
Animate Objects
Arcane Eye
Arcane Hand
Banishment
Bestow Curse
Black Tentacles
Blight
Blink
Clairvoyance
Cloudkill
Cone of Cold
Confusion
Conjure Elemental
Conjure Minor Elementals
Contact Other Plane
Control Water
Creation
Detect Scrying
Dimension Door
Dimensional Anchor
Dispel Magic
Dominate Person
Dream

High Tier Spells

Antimagic Field
Antipathy/Sympathy
Arcane Gate
Arcane Sword
Astral Projection
Chain Lightning
Circle of Death
Clone
Contingency
Control Weather
Create Undead
Delayed Blast Fireball
Demiplane
Disintegrate
Dominate Monster
Etherealness
Eyebite
Feeblemind
Finger of Death
Flesh to Stone
Forcecage
Foresight
Freezing Sphere
Gate
Globe of Invulnerability
Guards and Wards
Horrid Desiccation
Imprisonment
Incendiary Cloud
Instant Summons
Irresistible Dance
Magic Jar
Magnificent Mansion
Mass Suggestion
Maze
Meteor Swarm
Mind Blank
Mirage Arcane
Move Earth
Plane Shift
Polar Ray
Power Word Kill
Power Word Stun
Prismatic Spray
Prismatic Wall
Programmed Illusion
Project Image
Reverse Gravity
Sequester
Shapechange
Simulacrum
Sunbeam
Sunburst
Symbol
Telepathy
Teleport
Time Stop
True Polymorph

True Seeing

Unsettling Darkness
Wall of Ice
Weird

Magus Spell List

Low Tier Spells

Acid Arrow
Acid Splash
Blur
Burning Hands
Chill Touch
Chromatic Orb
Color Spray
Darkness
Darkvision
Detect Magic
Enlarge/Reduce
Expeditious Retreat
False Life
Feather Fall
Fire Bolt
Focus
Fog Cloud
Glitterdust
Grease
Gust of Wind
Hideous Laughter
Identify
Invisibility
Jump
Levitate
Light
Longstrider
Mage Armor
Mage Hand
Magic Missile
Magic Weapon
Mending
Message
Mirror Image
Misty Step
Poison Spray
Prestidigitation
Protection from Evil and Good
Ray of Enfeeblement
Ray of Frost
Ray of Sickness
Scorching Ray
See Invisibility
Shatter
Shield
Shocking Grasp
Sleep
Spider Climb
Thunderwave
True Strike
Web

Mid Tier Spells

Acid Breath
Arcane Hand
Banishment
Blight
Blink
Cloudkill
Cone of Cold
Confusion
Dimension Door
Dispel Magic
Faithful Hound
Fear
Fire Shield
Fireball
Fly
Gaseous Form
Greater Invisibility
Haste
Ice Storm
Lightning Bolt
Locate Creature
Nonetection
Phantasmal Killer
Polymorph
Protection from Energy
Resilient Sphere
Scrying
Sending
Sleet Storm
Slow
Stinking Cloud
Stoneskin
Telekinesis
Telepathic Bond
Teleportation Circle
Vampiric Touch
Wall of Fire
Wall of Force
Wall of Stone
Water Breathing

Paladin Spell List

Low Tier Spells

Aid
Bless
Command
Cure Wounds
Detect Charm
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Detect Undead
Divine Favor
Ego Strike
Find Steed
Focus
Heroism
Holy Strike
Lesser Restoration
Locate Object
Magic Weapon
Protection from Evil and Good
Protection from Poison
Purify Food and Drink
Searing Strike
Shield of Faith
Thunderous Strike
Undetectable Alignment
Zone of Truth

Mid Tier Spells

Align Weapon
Banishing Strike
Banishment
Blessing of Life
Blessing of Purity
Blinding Strike
Circle of Power
Create Food and Water
Daylight
Death Ward
Dispel Evil and Good
Dispel Magic
Elemental Weapon
Geas
Holy Weapon
Locate Creature
Magic Circle
Remove Curse
Revivify
Staggering Strike
Wave of Destruction

Priest Spell List

Low Tier Spells

Aid
Augury
Bane
Bless
Blindness/Deafness
Calm Emotions
Cause Fear
Chaotic Bolt
Command
Continual Flame
Create or Destroy Water
Detect Charm
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Detect Undead
Enhance Ability
Find Traps
Focus
Gentle Repose
Guidance
Guiding Bolt
Hold Person
Inflict Wounds
Lesser Restoration
Light
Locate Object
Mending
Protection from Evil and Good
Protection from Poison
Purify Food and Drink
Resistance
Sacred Flame
Sanctuary
Shield of Faith
Silence
Spiritual Weapon
Thaumaturgy
Undetectable Alignment
Warding Bond
Whispering Wind
Zone of Truth

Mid Tier Spells

Align Weapon
Animate Dead
Banishment
Beacon of Hope
Bestow Curse
Blessing of Life
Blessing of Purity
Chaos Hammer
Clairvoyance
Commune
Contagion
Control Water
Create Food and Water
Daylight
Death Ward
Detect Scrying
Dispel Evil and Good
Dispel Magic
Divination
Feign Death
Flame Strike
Freedom of Movement
Geas
Glyph of Warding
Greater Restoration
Hallow
Holy Smite
Holy Weapon
Insect Plague
Invisibility Purge
Legend Lore
Locate Creature
Magic Circle
Magic Resistance
Meld into Stone
Order's Wrath
Planar Binding
Prayer of Healing
Protection from Energy
Remove Curse
Revivify
Sacred Immolation
Scrying
Sending
Speak with Dead
Spectral Guardian
Spirit Guardians
Stone Shape
Tongues
Unholy Blight
Water Walk

High Tier Spells

Antimagic Field
Astral Projection
Blade Barrier
Circle of Death
Conjure Celestial
Control Weather
Create Undead
Divine Word
Earthquake
Etherealness
Find the Path
Finger of Death
Fire Storm
Forbiddance
Gate
Harm
Heal
Heroes' Feast
Holy Aura
Impllosion
Planar Ally
Plane Shift
Raise Dead
Regenerate
Symbol
True Seeing
Unsettling Darkness
Word of Recall

Ranger Spell List

Low Tier Spells

Alarm
Animal Friendship
Animal Messenger
Animal Senses
Barkskin
Cure Wounds
Darkvision
Detect Aberration
Detect Animals Or Plants
Detect Magic
Detect Poison and Disease
Detect Snares and Pits
Find Traps
Focus
Fog Cloud
Goodberry
Hunter's Mark
Jump
Lesser Restoration
Locate Animals or Plants
Locate Object
Longstrider
Pass without Trace
Protection from Poison
Searing Strike
Silence
Speak with Animals
Spike Growth

Mid Tier Spells

Commune with Nature
Conjure Animals
Conjure Woodland Beings
Daylight
Elemental Arrow
Freedom of Movement
Locate Creature
Magic Fang
Nondetection
Plant Growth
Protection from Energy
Speak with Plants
Stoneskin
Tree Stride
Water Breathing
Water Walk
Wind Wall

Spells

Spells (A)

Acid Arrow

Low tier evocation / 3 Intellect Points

A shimmering green arrow streaks toward a target within short range and bursts in a spray of acid. Make a ranged attack against the target. On a hit, the target takes 4 acid damage immediately and 2 acid damage at the end of its next turn (not affected by armor). On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. Action.

Acid Breath

Mid tier evocation / 4 Intellect points

You exhale a 15-foot long cone of acid, causing targets who fail a Speed defense check to take 5 acid damage, or 1 acid damage (ignores Armor) on a success.

Acid Splash

Low tier conjuration / 1 Intellect Point

You hurl a bubble of acid. Choose one creature you can see within short range, or choose two creatures you can see within short range that are within immediate distance of each other. A target takes 3 acid damage. Action.

Aid

Low tier abjuration / 3+ Intellect Points

Your spell bolsters your allies with toughness and resolve. Choose three targets within immediate range. The target's Might pool increases by 4 for 24 hours.

When you cast this spell with Effort, for each additional level of Effort you can affect two more creatures. Action to initiative, one minute to complete casting.

Alarm

Low tier abjuration / 3 Intellect Points

You set an alarm against unwanted intrusion. Choose a door, a window, or an area with short range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. The spell lasts 8 hours.

You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within short range. Action.

Align Weapon

Mid tier transmutation / 5+ Intellect Points

You infuse a weapon you touch with the energies of one of the Outer Planes, energies which correspond strongly to certain ethical or moral alignments and inflict extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- Heaven (Good): Aberrations, chromatic dragons, elementals, fiends, or undead.
- Hell (Evil): Beasts, celestials, metallic dragons, humanoids, or plants.
- Limbo (Chaos): Constructs, angels, dragons, devils, or giants.
- Utopia (Law): Aberrations, demons, fey, monstrosities, oozes, or undead.

For one hour, the weapon inflicts an additional 3 force damage against the types of creatures listed for the chosen plane, as well as bypassing alignment-based Armor. This damage does not stack with *Magic Weapon*. Your alignment may limit your choice of planar energies when you cast this spell. If you are evil aligned, you cannot choose Heaven; if you are good-aligned, you cannot choose Hell, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Utopia.

When you cast this spell using Effort, you can enchant one additional weapon for each level. Additionally, you can instead focus Effort on your one weapon, and for two levels of Effort the bonus to damage increases to 5 additional points of damage. Action.

Alter Self

Low Tier transmutation / 3+ Intellect Points

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for one hour. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal damage as medium weapons (4 points), and you are proficient with your unarmed strikes.

When you cast this spell with Effort, for each additional level of Effort you can affect one more creature. Action.

Animal Friendship

Low tier enchantment / 2+ Intellect Points

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within short range. It must see and hear you. If the beast is intelligent, the spell fails. Otherwise, the beast can be charmed by you for 24 hours. If you or one of your companions harms the target, the spell ends. For each level of Effort you spend, you can affect one additional beast. Action.

Animal Messenger

Low tier enchantment / 3+ Intellect points

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within short range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn’t reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. For each level of Effort you apply, the duration of the spell increases by 48 hours. Action.

Animal Senses

Low tier divination / 3 Intellect points

You touch a willing beast. For one hour, you can use an action to use the beast’s senses and continue to do so until you use your action to return to your normal senses. While using the beast’s senses, you are blind and deaf with your actual senses.

When you spend Effort, for every level you can affect one more creature. Action.

Animal Shapes

High tier transmutation / 10 Intellect points

Your magic turns others into beasts for 24 hours. Choose any number of willing creatures that you can see within short range. You transform each target into the form of a Large or smaller beast. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for the duration for each target, or until the target becomes debilitated or dies. You can choose a different form for each target. A target’s Might and Speed pools and Edge are augmented by the DM to reflect the chosen beast, though the target retains its alignment and Intellect pools and Edge.

The creature is limited in the actions it can perform by the nature of its new form, and it can’t speak or cast spells. The target’s gear melds into the new form. The target can’t activate, wield, or otherwise benefit from any of its equipment. Action.

Animate Dead

Mid tier necromancy / 4+ Intellect Points

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within immediate range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you choose bones or a zombie if you choose a corpse (the GM has the creature’s game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you’ve given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

For each level of Effort you apply, you animate or reassert control over two additional undead creatures. Each of the creatures must come from a different corpse or pile of bones. Action to initiate, one hour to cast.

Animate Objects

Mid tier transmutation / 6+ Intellect Points

Objects come to life at your command. Choose up to ten non-magical objects within long range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can’t animate any object larger than Huge. Each target animates and becomes a creature under your control for 1 minute or until destroyed. You cannot have multiple castings of this spell active at one time.

As an action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue

no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with Health, Armor, and Level determined by its size - Tiny level 1, Small level 2, Medium level 3, Large level 4, Huge level 5. Its intelligence is that of an intelligent animal. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight within short range and is blind beyond that distance. When the animated object drops to 0 Health, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack using its level, doing 1 point of damage per level. The GM might rule that a specific object inflicts slashing or piercing damage based on its form. For each level of Effort you apply, you can animate two additional objects. Action to cast, another round to complete.

Antilife Shell

Mid Tier abjuration / 6 Intellect points

A shimmering barrier extends out from you in an immediate radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for 1 hour.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends. Action.

Antimagic Field

High tier abjuration / 10 Intellect Points

A 10-foot radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. For up to one hour, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. Pool points expended to cast a suppressed spell are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Action.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a magical longsword in the sphere functions as a non-magical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

Antipathy/Sympathy

High tier enchantment / 10 Intellect points

This spell attracts or repels creatures of your choice. You target something within short range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for up to 10 days. Action to cast, 1 hour to complete. Choose antipathy or sympathy as the aura's effect.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within short range of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within short range of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than short range from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within short range of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within short range of it or able to see it. When such a creature can see the target or comes within short range of it, the creature must defend against an Intellect attack or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can defend against an Intellect attack to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within short range of the target or able to see it, the creature defends against an Intellect attack. If defended against successfully, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed to defend against an Intellect attack every 24 hours while the spell persists. A creature that successfully defends against this effect is immune to it for 1 minute, after which time it can be affected again.

Arcane Eye

Mid tier divination / 5 Intellect points

You create an invisible, magical eye within short range that hovers in the air for up to one hour.

You mentally receive visual information from the eye, which has normal vision and darkvision out to short feet. The eye can look in every direction.

As an action, you can move the eye up to a short distance in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Hand

Mid tier evocation / 6+ Intellect points

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within long range. The hand lasts for up to one minute and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has 3 Armor and health equal to your Intellect pool maximum. If it drops to 0 health, the spell ends. The hand doesn't fill its space.

When you cast the spell and as an action on your subsequent turns, you can move the hand up to a short distance and then cause one of the following effects with it. Action.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make an attack for the hand using your game statistics. On a hit, the target takes 6 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose.

Make a check against the target. If the target is Medium or smaller, the check is eased. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your Intellect Edge. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. If the target is Medium or smaller, the check is

eased. While the hand is grappling the target, you can use an action to have the hand crush it. When you do so, the target takes 5 bludgeoning damage.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with cover against the target. The target can't move through the hand's space if you succeed on a check against it. If you fail, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

When you apply Effort, the damage from the clenched fist option increases by 1 and the damage from the grasping hand increases by 1.

Arcane Lock

Low tier abjuration / 4 Intellect points

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked until dispelled. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within immediate distance of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; checks to damage it are hindered two steps. Action.

Arcane Sword

High tier evocation / 8 Intellect points

You create a sword-shaped plane of force that hovers within short range. It lasts for up to one minute.

When the sword appears, you make an Intellect attack against a target of your choice within immediate range of the sword. On a hit, the target takes 7 force damage. Until the spell ends, you can use an action on each of your turns to move the sword up to a short distance to a spot you can see and repeat this attack against the same target or a different one. Action.

Astral Projection

High tier necromancy / 11+ Intellect points

You and up to eight willing creatures within immediate range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

For each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is

your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut-something that can happen only when an effect specifically states that it does-your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to debilitated status, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points. Action to initiate. 1 hour to complete casting.

Augury

Low tier divination / 3 Intellect points

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret. Action to initiate, 1 minute to complete casting.

Awaken

Mid tier transmutation / 6 Intellect points

After spending 8 hours tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an animal-like intelligence. The target gains an Intelligence of an average human. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed. Action to initiate, 8 hours to complete casting, an agate worth at least 1,000 gp, which the spell consumes.

Spells (B)

Bane

Low tier enchantment / 2+ Intellect points

One creature of your choice that you can see within short range is hindered on defense rolls for 10 minutes.

When you spend Effort, you can target two additional creatures for each level. Action.

Banishing Strike

Mid tier evocation / 4 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon dances with extra-planar energy, and does an additional 4 force damage to the target. In addition, the target must defend against an Intellect attack. If the target fails and is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Banishment

Mid tier abjuration / 5+ Intellect points

You attempt to send one outsider that you can see within short range to another plane of existence.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. When you use Effort, you can target one additional creature for each level.

Barkskin

Low tier transmutation / 2 Intellect points

You touch a willing creature who isn't wearing armor. The target's skin has a rough, bark-like appearance. You gain +1 Armor for 24 hours. Action.

When you cast this spell with Effort, the armor bonus increases by 1 for each additional level of Effort, max +3. Action.

Beacon of Hope

Mid tier abjuration / 5 Intellect points

This spell bestows hope and vitality. Choose any number of creatures within short range. For 1 minute, each target's Intellect defense rolls against mind effects and death effects has an asset, and each target regains +1 point from any recovery rolls or healing spells.

Bestow Curse

Mid tier necromancy / 4+ Intellect points

You touch a creature, and that creature becomes cursed for one minute. When you cast this spell, choose the nature of the curse from the following options:

- Choose one type of pool (Might, Speed, Intellect). While cursed, the target is hindered on actions that use that pool.
- While cursed, the target is hindered on attack rolls against you.
- While cursed, the target defend against the curse at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 2 necrotic damage to the target.

A *remove curse* spell against the original caster or level of the item ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

If you cast this spell using one level of Effort, the duration is 10 minutes. If you use two, the duration is 8 hours. If you use three, the duration is 24 hours. If you use four, the spell lasts until it is dispelled. Action.

Black Tentacles

Mid tier conjuration / 5 Intellect points

Squirming, ebony tentacles fill an immediate radius circle on ground that you can see within long range. For one minute, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must defend against a Speed attack or take 3 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3 bludgeoning damage.

A creature restrained by the tentacles can use its action to make an Athletics or Acrobatics (its choice). On a success, it frees itself. Action.

Blade Barrier

Mid tier evocation / 7 Intellect points

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within long range and lasts for 10 minutes. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must defend against a Speed attack. If unsuccessful, the creature takes 6 slashing damage. If successful, the creature takes half as much damage. Action.

Blessing of Life

Mid tier enchantment / 5 Intellect points

Life-preserving energy radiates from you in an aura with a 30-foot radius. For 10 minutes, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has Armor 5 vs necrotic damage, and its pool point maximum can't be reduced. .

Blessing of Purity

Mid tier enchantment / 5 Intellect points

Purifying energy radiates from you in an aura with a 30-foot radius. For 10 minutes, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) can't become diseased, has Armor 5 vs poison damage, and has Defense rolls eased against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Bless

Low tier enchantment / 3+ Intellect points

You bless a creature of your choice within short range. It gains an asset on one type (Might, Speed, or Intellect) of Defense rolls for 10 minutes. When you spend Effort you can target one additional creature for each level. Action.

Blight

Mid tier necromancy / 5 Intellect points

Necromantic energy washes over a creature of your choice that you can see within short range, draining moisture and vitality from it. The target must defend against a Might attack. The target takes 8 necrotic damage, or 4 necrotic damage (ignores Armor) on a successful defense. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, the attack is eased, and the spell deals 4 more points of damage to it.

If you target a non magical plant that isn't a creature, such as a tree or shrub, it doesn't defend; it simply withers and dies. Action.

Blinding Strike

Mid tier evocation / 4 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon flares with incredible brightness, and does an additional 4 radiant damage to the target. In addition, the target must defend against a Might attack or be blinded for one minute. At the end of each of its turns, the target can again defend against the Might attack. On a success, the spell ends. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Blindness/Deafness

Low tier necromancy / 3 Intellect points

You can blind or deafen a foe. Choose one creature that you can see within short range to defend against a Might attack. If it fails, the target is either blinded or deafened (your choice) for one minute. At the end of each of its turns, the target can again defend against the Might attack. On a success, the spell ends. When you cast this spell using Effort, you can target one additional creature for each level. Action.

Blink

Mid tier transmutation / 4 Intellect points

Roll a d20 at the end of each of your turns for one minute. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than short range. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so. Action.

Blur

Low tier illusion / 3 Intellect points

Your body becomes blurred, shifting and wavering to all who can see you. For one minute, any creature is hindered on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. Action.

Branding Strike

Low tier evocation / 3 Intellect points

The next time you hit a creature with a weapon attack within 1 minute, the weapon gleams with astral radiance as you strike. The attack deals an extra 3 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in an immediate radius and can't become invisible until the spell ends. Action or attack to initiate.

Burning Hands

Low tier evocation / 2 Intellect points

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in an immediate distance cone must defend against a Speed attack. A creature takes 3 fire damage on a failure, or 1 (bypasses Armor) on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried. Action.

Spells (C)

Call Lightning

Mid tier conjuration / 4 Intellect Points

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within long range directly above you for 10 minutes. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within immediate range of that point must defend against a Speed attack. A creature takes 5 lightning damage, or half as much damage on a successful defense. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 2. Action to initiate.

Calm Emotions

Low tier enchantment / 3 Intellect points

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot radius sphere centered on a point you choose within short range must defend against an Intellect attack; a creature can choose to fail if it wishes. If a creature fails, choose one of the following two effects, which lasts up to one minute..

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise. Action.

Chain Lightning

High tier evocation / 8 Intellect points

You create a bolt of lightning that arcs toward a target of your choice that you can see within long range. Three bolts then leap from that target to as many as three other targets, each of which must be within short range of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must defend against a Speed attack. If the target is wearing metal armor or is made of metal, this defense is hindered. The target takes 8 lightning damage on a failure, or 4 lightning damage (ignores Armor) on a successful one. When you cast this spell using Effort, one additional bolt leaps from the first target to another target for each level. Action.

Chaos Hammer

Mid tier evocation / 5 Intellect points

You unleash the powers of chaos to blast your enemies. The blast takes the form of a multicolored teardrop-shaped bolt of pure chaos. Only lawful (not chaotic) creatures are harmed by the spell. The blast covers a 20 foot radius sphere, and appears within short range.

The spell deals 7 chaos damage (or 10 chaos damage to lawful outsiders) and slows them for 3 rounds (see the *slow* spell). A successful Intellect defense reduces the damage to 1 chaos damage (ignores Armor) and negates the slow effect.

Chaotic Bolt

Low tier evocation / 3 Intellect points

You hurl an undulating, warbling mass of chaotic energy at one creature in short range. The target must defend against a Speed attack. On a hit, the target takes 4 damage. Roll 1d8. The number rolled on that die determines the attack's damage type, as shown below.

d8 Damage Type

1 Acid

2 Cold

3 Fire

4 Force

5 Lightning

6 Poison (ignores Armor, apply to Speed)

7 Psychic (ignores Armor, apply to Intellect)

8 roll again, bounces

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. The new target must defend against a similar Speed attack. Make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

Charm Monster

Mid tier enchantment / 5+ Intellect points

You attempt to charm a monster you can see within short range. It must defend against an Intellect attack, and its defense is eased if you or your companions are fighting it. If it fails the defense, it is charmed by you for 10 minutes or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you.

When you cast this spell using Effort, you can target one additional creature for each level. The creatures must be within short range of each other when you target them. Action.

Charm Person

Low tier enchantment / 2 Intellect points

You attempt to charm a humanoid you can see within short range. It must defend against an Intellect attack, and does so with an eased roll if you or your companions are fighting it. If it fails to defend, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

When you cast this spell with Effort, you can target one additional creature for each level. The creatures must be within short range of each other when you target them. Action.

Chill Touch

Low tier necromancy / 2 Intellect point

You create a ghostly, skeletal hand in the space of a creature within long range. The creature must defend against a Speed attack. On a hit, the target takes 3 necrotic damage, and it can't regain pool points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has its attack rolls against you hindered until the end of your next turn. Action.

Circle of Death

High tier necromancy / 8 Intellect points

A sphere of negative energy ripples out in a short radius sphere from a point within long range. Each creature in that area must defend against a Might attack. A target takes 8 necrotic damage on a failed defense, or 4 necrotic damage (ignores Armor) on a successful one.

Clairvoyance

Mid tier divination / 4 Intellect points

You create an invisible sensor within 1 mile in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for up to 10 minutes, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or *truesight*) sees a luminous, intangible orb about the size of your fist. Action to initiate, 10 minutes to complete casting.

Clone

High tier necromancy / 15 Intellect points

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

The spell requires a diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return.

The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere. Action to initiate, 8 hours to complete casting.

Cloudkill

Mid tier conjuration / 6 Intellect points

You create a 20-foot radius sphere of poisonous, yellow-green fog centered on a point you choose within long range. The fog spreads around corners. It lasts for 10 minutes or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. You can only have one cloud created at one time, and if you create a new cloud, the other cloud vanishes instantaneously.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must defend against a Might attack. The creature takes 5 poison damage on a failed defense, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves an immediate distance away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. Action.

Color Spray

Low tier illusion / 2 Intellect points

A dazzling array of flashing, colored light springs from your hand. The spell effects 1d20 health worth of creatures. Creatures in an immediate distance cone originating from you are affected in ascending order of their current health (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current health, each creature affected by this spell is blinded until the end of your next turn. Subtract each creature's health from the total before moving on to the creature with the next lowest health. A creature's health must be equal to or less than the remaining total for that creature to be affected.

When you cast this spell using Effort, you can affect 4 health more of creatures for each level. Action.

Command

Low tier enchantment / 2+ Intellect points

You speak a one-word command to a creature you can see within short range. The target must defend against an Intellect attack or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions.

A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

When you cast this spell using Effort, you can affect one additional creature for each level. The creatures must be within short range of each other when you target them. Action.

Commune

Mid tier divination / 6 Intellect points

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before 1 minute expires. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead. This spell only functions once every 24 hours. Action to initiate, 10 minutes to complete casting.

Commune with Nature

Mid tier divination / 6 Intellect points

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to very long range. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

This spell only functions once every 24 hours. Action to initiate, 10 minutes to complete casting.

Comprehend Languages

Low tier divination / 2 Intellect points

For the next hour, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language. Action.

Compulsion

Mid tier enchantment / 5 Intellect points

Creatures of your choice that you can see within short range and that can hear you must defend against an Intellect attack. A target automatically succeeds on this defense if it can't be charmed. On a failure, a target is affected by this spell. For 1 minute, you can use an action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can defend against another Intellect attack to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. Action.

Cone of Cold

Mid tier evocation / 6 Intellect points

A blast of cold air erupts from your hands. Each creature in a short range cone must defend against a Might attack. A creature takes 7 cold damage on a failure, or half as much damage on a successful one. Additionally, if the defense fails the creature is hindered on Speed tasks for one round.

A creature killed by this spell becomes a frozen statue until it thaws. Action.

Confusion

Mid tier enchantment / 5 Intellect points

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in an immediate radius sphere centered on a point you choose within long range must defend against an Intellect attack when you cast this spell or be affected by it.

An affected target must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1 - The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6 - The creature doesn't move or take actions this turn.

7-8 - The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 - The creature can act and move normally.

At the end of each of its turns, an affected target can defend against an Intellect attack. If it succeeds, this effect ends for that target.

When you cast this spell using Effort, the radius of the sphere increases by 5 feet for each level. Action.

Conjure Animals

Mid tier conjuration / 4 Intellect points

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within short range. Choose one of the following options for what appears:

- One level 3 beast
- Two level 2 beasts
- Four level 1 beasts

Each beast is also considered fey, and it disappears when it drops to 0 health or in 1 hour.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

When you cast this spell using Effort, you choose one of the summoning options above, and more creatures appear: twice as many with two levels of Effort, three times as many four levels of Effort, and four times as many with six levels of effort. Action to initiate, 10 minutes to complete casting.

Conjure Celestial

High level conjuration / 9 Intellect points

You summon a celestial of level 4 or lower, which appears in an unoccupied space that you can see within long range. The celestial disappears when it drops to 0 hit points or after 1 hour.

The celestial is friendly to you and your companions for one hour. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. When you cast this spell using two levels of Effort, you summon a celestial of level 5 or lower. Action to initiate, 10 minutes to complete casting.

Conjure Elemental

High tier conjuration / 8 Intellect Points

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within long range. An elemental of level 4 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 health or in one hour.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

When you cast this spell using Effort, the elementals's level increases by 1 for every three levels of Effort. Action to initiate, 10 minutes to complete casting.

Conjure Fey

High tier conjuration / 8 Intellect Points

You summon a fey creature of level 5 or lower, or a fey spirit that takes the form of a beast of level 5 or lower. It appears in an unoccupied space that you can see within long range. The fey creature disappears when it drops to 0 health or for one hour.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

When you cast this spell using three levels of Effort, the level of the Fey increases by 1. Action to initiate, 10 minutes to complete casting.

Conjure Minor Elementals

Mid tier conjuration / 6 Intellect points

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One level 3 elemental
- Two level 2 elementals
- Four level 1 elementals

An elemental summoned by this spell disappears when it drops to 0 health or in one hour.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

When you cast this spell using Effort, you choose one of the summoning options above, and more creatures appear: twice as many with two levels of Effort, three times as many four levels of Effort, and four times as many with six levels of effort. Action to initiate, 10 minutes to complete casting.

Conjure Woodland Beings

Mid tier conjuration / 5 Intellect points

You summon fey creatures that appear in unoccupied spaces that you can see within short range. Choose one of the following options for what appears:

- One level 3 fey creature
- Two level 2 fey creatures
- Four level 1 fey creatures

A summoned creature disappears when it drops to 0 health or in one hour. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

When you cast this spell using Effort, you choose one of the summoning options above, and more creatures appear: twice as many with two levels of Effort, three times as many four levels of Effort, and four times as many with six levels of effort. Action to initiate, 10 minutes to complete casting.

Contact Other Plane

Mid tier divination / 8 Intellect points

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a level 5 Intellect defense. On a failure, you take 6 Intellect damage and are insane until you finish a 24 hour rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer. Action to initiate, 10 minutes to cast.

Contagion

Mid tier necromancy / 6 Intellect points

Your touch inflicts disease. On a hit, the target is poisoned.

At the end of each of the poisoned target's turns, the target must defend against Might attacks. If the target succeeds on three of these checks, it is no longer poisoned, and the spell ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the diseases below. The target is subjected to the chosen disease for one week.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Action.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature is hindered on Intellect checks and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature is hindered on all Might checks, including Might attacks.

Flesh Rot. The creature's flesh decays. The creature is hindered on all Intellect checks and takes one point of extra damage anytime it takes damage.

Mindfire. The creature's mind becomes feverish. The creature is hindered on all Intellect checks, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature is hindered on all Speed checks, including Speed attacks and defense.

Slimy Doom. The creature begins to bleed uncontrollably. The creature is hindered on all Might checks. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Contingency

High tier evocation / 10 Intellect points

Choose a low tier or mid tier spell that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell - called the contingent spell - as part of casting *contingency*, expending pool points for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *contingency* cast with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends. The spell ends after 10 days if the *contingency* is not met.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *contingency* spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends. Also, *contingency* ends on you if its material component is ever not on your person. Action to initiate, 1 hour to complete casting.

Continual Flame

Low tier evocation / 3 Intellect points

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched. The spell requires ruby dust worth 50 gp, which the spell consumes. Action.

Control Water

Mid tier transmutation / 5 Intellect points

For ten minutes, you control any freestanding water inside an area you choose within long range that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. Action.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Level 4 Athletics check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must defend against a Might attack. On a failure, the creature takes 6 bludgeoning damage and is caught in the vortex until the spell ends. On a success, the creature takes 1 point of damage (bypasses Armor) and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but requires a Level 4 Athletics check to do so.

The first time each turn that an object enters the vortex, the object takes 6 bludgeoning damage; this damage occurs each round it remains in the vortex.

Control Weather

High tier transmutation / 10 Intellect points

You take control of the weather within 5 miles of you for up to eight hours. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation, temperature, and wind. The area affected is a five mile radius. It takes $1d4 \times 10$ minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction. Action to cast, 10 minutes to complete casting.

Table- Control Weather (Precipitation)

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Table- Control Weather (Temperature)

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

Table- Control Weather (Wind)

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Create Food and Water

Mid tier conjuration / 4 Intellect points

You create 45 pounds of food and 30 gallons of water on the ground or in containers within short range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad. Action to initiate, one minute to complete castings.

Create or Destroy Water

Low tier transmutation / 2 Intellect points

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within short range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within short range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using Effort, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each level.

Create Undead

High tier necromancy / 9 Intellect points

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within immediate range. Each corpse becomes a ghoul under your control. (The GM has game statistics for these creatures.)

As an action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within long range of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

When you cast this spell using one level of Effort, you can animate or reassert control over four ghouls. When you cast this spell using two levels of Effort, you can animate or reassert control over five ghouls or two ghosts or wights. When you cast this spell using three levels of Effort, you can animate or reassert control over six ghouls, three ghosts or wights, or two mummies. Action to initiate, one hour to cast. 50gp component per corpse, which is consumed on the creation of the undead (not the reassertion of control).

Creation

Mid tier illusion / 6+ Intellect Points

You pull wisps of quasi-real material from the Astral Plane to create a nonliving object of vegetable matter within short range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Table- Creation Duration

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

When you cast this spell using Effort, the cube increases by 5 feet for each level Action to initiate, one minute to complete casting.

Cure Wounds

Low tier conjuration / 2 or 5 Intellect Points

You may cast this spell one of two ways:

Pool Points: With a touch, you restore 1d6+ your Tier in points to one stat Pool of any creature. The first casting works automatically, and then it becomes a difficulty 2 Intellect task. Each time you or anyone else attempt to heal the same creature, the task is hindered by an additional step. Attempts at healing from *Healing Word* stack with these attempts. The difficulty returns to 2 after that creature rests for ten hours. Action.

Damage Track: When you touch an impaired or debilitated character, you can move them up one step on the damage track (for example, a debilitated PC becomes impaired, and an impaired one becomes hale). Action to initiate, 10 minutes to complete casting.

Spells (D)

Dancing Lights

Low tier evocation / 2 Intellect points

You create up to four torch-sized lights within long range, making them appear as torches, lanterns, or glowing orbs that hover in the air for one minute. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As an action on your turn, you can move the lights up to a short distance to a new spot within long range. A light must be within immediate range of another light created by this spell, and a light winks out if it exceeds the spell's range. Action.

Darkness

Low tier evocation / 3 Intellect points

Magical darkness spreads from a point you choose within short range to fill an immediate radius sphere for one minute. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non magical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a low tier spell, the spell that created the light is dispelled. Action.

Darkvision

Low level transmutation / 3 Intellect points

You touch a willing creature to grant it the ability to see in the dark. For 8 hours that creature has penalties for darkness reduced by two steps.

For every level of Effort, the caster can affect one more creature. Action.

Daylight

Mid tier evocation / 4 Intellect points

A 60-foot radius sphere of light spreads out from a point you choose within short range. The sphere is bright light and sheds dim light for an additional 60 feet, and lasts one hour.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of mid tier or lower, the spell that created the darkness is dispelled. Action.

Death Ward

Mid tier abjuration / 5 Intellect points

You touch a creature and grant it a measure of protection from death for 8 hours.

The first time the target would move past debilitated on the damage track as a result of taking damage, the target instead drops to 1 Intellect point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

For every level of Effort, the caster can affect one more target. Action.

Delayed Blast Fireball

High tier evocation / 9 Intellect points

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within long range as a glowing bead for up to one minute. When the spell ends, usually because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot radius sphere centered on that point must defend against a Speed attack. A creature takes fire damage

equal to the total accumulated damage on a failure, or 5 fire damage on a successful defense (ignores armor).

The spell's base fire damage is 9. If at the end of your turn the bead has not yet detonated, the damage increases by 1.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Action.

Demiplane

High tier conjuration / 10 Intellect points

You create a shadowy door on a flat solid surface that you can see within short range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. After one hour or when you desire,, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Detect Aberration

Low tier divination / 2 Intellect points

For 10 minutes, you sense the presence of aberrations within long range of yourself. If you focus on one particular aberration you have detected, you can determine its condition.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Animals or Plants

Low tier divination / 2 Intellect points

For 10 minutes, you sense the presence of a specific type of plant or animal within long range of you. You can change the type of plant or animal you are detecting each around. If you focus on one particular animal or plant you have detected, you can determine its condition.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Charm

Low tier divination / 2 Intellect points

This spell functions as *detect magic*, except that it only detects charms, compulsions, possessions, and mind effects. You know the strength and location of each such aura or effect on all creatures within short range. You can use a Spellcraft check to try and determine the spell effect. Action.

Detect Evil and Good

Low tier divination / 2 Intellect points

For 10 minutes, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within short range of you. Similarly, you know if there is a place or object within short range of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Magic

Low tier divination / 2 Intellect points

For 10 minutes, you sense the presence of magic within short range of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Metal

Low tier divination / 2 Intellect points

For 10 minutes, you sense the presence of any metal objects or creatures within short range. You can specify all metal objects or one or more specific types of metal (such as silver, cold iron, or adamantium) when you cast this spell; in the case of the latter, you detect only objects or creatures made of the specified metal. Action.

Detect Poison and Disease

Low tier divination / 2 Intellect points

For 10 minutes, you can sense the presence and location of poisons, poisonous creatures, and diseases within short range of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Scrying

Mid tier divination / 5+ Intellect points

For 24 hours, you sense attempts to observe you by means of scrying or divination spells. The spell's area radiates from you short distance and moves as you move. You know the position of every scrying sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, the scryer must defend against an Intellect attack. If he fails, you get a visual image of the scryer and an accurate sense of his direction and distance from you.

When you spend Effort, you can affect one additional creature for each level. Action.

Detect Secret Doors

Low tier divination / 3 Intellect points

For 1 minute, you can detect secret doors, compartments, caches, and so forth within short range. Only passages, doors, or openings made to escape detection are revealed by this spell.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Detect Snares and Pits

Low tier divination / 2 Intellect points

For 10 minutes, you can detect simple pits, deadfalls, snares, and mechanical traps constructed out of natural material within short range. You detect natural hazards, such as quicksand, sinkholes, or unsafe walls of natural rock. It does not detect magical traps, nor complex ones. Action.

Detect Thoughts

Low tier divination / 4 Intellect points

For one minute, you can read the thoughts of creatures that fail to defend against an Intellect attack. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within short range of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

If the target fails to defend against the attack, you initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must defend against another Intellect attack. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to defend against an Intellect attack; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within short range of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range. Action.

Detect Undead

Low tier divination / 2 Intellect points

For 1 minute, you can detect the fell aura that surrounds undead creatures up to a long distance from you, although you cannot pinpoint exact locations. If you spend time focusing on an aura, you can tell its strength (low/mid/high tier).

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Action.

Dimension Door

Mid tier conjuration / 5 Intellect points

You teleport yourself from your current location to any other spot within 500 feet. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 6 force damage, and the spell fails to teleport you. Action.

Dimensional Anchor

Mid tier conjuration / 5 Intellect points

A green ray springs from your hand up to long range. You must make an attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel for 10 minutes. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereality, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for 10 minutes.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell. Action.

Discordant Whispers

Low tier illusion / 3 Intellect points

You whisper a discordant set of maniacal tones that only one creature of your choice within short range can hear, confusing its mind. The target

must defend against an Intellect attack. On a failure, it takes 3 psychic damage (apply to Intellect pool, ignores Armor) and must use its next action, if available, to move as far as it can away from you. The creature doesn't endanger itself. On a successful defense, the target takes 1 psychic damage (apply to Intellect pool, ignores Armor) and doesn't have to move away. A deafened creature automatically succeeds on the save.

Disguise Self

Low tier illusion / 2 Intellect points

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for one hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance using an Investigation check. Action.

Disintegrate

High tier transmutation / 8+ Intellect points

A thin green ray springs from your pointing finger to a target that you can see within short range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this spell must defend against a Speed attack. On a failure, the target takes 9 force damage and drops one step on the damage track. On a success, the target takes 5 force damage (ignores Armor). The target is disintegrated if this damage kills it.

A disintegrated creature and everything it is wearing and carrying, including magic items, are reduced to a pile of fine gray dust. This spell automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot cube portion of it. A magic item is unaffected by this spell.

When you cast this spell using two levels of Effort, the target drops two steps on the damage track instead of extra damage. Action.

Dispel Evil and Good

Mid tier abjuration / 7 Intellect points

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For one minute, celestials, elementals, fey, fiends, and undead have attack rolls against you hindered.

You can end the spell early by using either of the following special functions. Action.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must defend against an Intellect attack or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Plane of Shadow, and fey are sent to the Feywild.

Dispel Magic

Mid tier abjuration / 4+ Intellect points

This spell can be used in at least two ways:

Dispel Magic: Choose one creature, object, or magical effect within long range. For each spell or effect on the creature, object, or areas, make an Intellect attack for each spell or magical effect you are trying to dispel. The roll is eased for every rank you have in Spellcraft, and eased for level of Effort you spend. The roll is hindered by each rank the target has in Spellcraft, and by levels of Potency added to the spell or effect when cast or created. Assume NPCs can spend up to half their level on Potency. On a success, the spell or effect ends. Make a separate check for each magical effect on a creature, object, or areas. Action.

Counterspell: When another spellcaster begins casting a spell within long range, you can attempt a counterspell if you have readied an action to do so. You must make an Intellect attack for the spell you are trying to counter. The roll is eased for every rank you have in Spellcraft, and eased for level of Effort you spend. The roll is hindered by each rank the target has in Spellcraft, and by every level of Effort the target spends. Assume NPCs can spend up to half their level on Effort. On a success, the spell is countered. Counterspell cannot counter magical items or innate creature abilities. Counterspell cannot counter another counterspell. Action.

Divination

Mid tier divination / 5 Intellect points

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

This spell can only be cast once per day. Action. 25gp components, which the spell consumes.

Divine Favor

Low tier evocation / 2+ Intellect points

Your prayer empowers you with divine radiance. For one minute, your weapon attacks deal an extra 1 radiant damage on a hit.

When you cast this spell with Effort, for each additional level of Effort you can affect one more creature. Action.

Divine Word

High tier evocation / 9 Intellect points

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within short range. Each creature that can hear you must defend against an Intellect attack. On a failure, a creature suffers an effect based on its level:

- Level 4: deafened for 1 minute
- Level 3: deafened and blinded for 10 minutes
- Level 2: blinded, deafened, and stunned for 1 hour
- Level 1: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its defense is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means. Action.

Dominate Beast

Mid tier enchantment / 5 Intellect points

You attempt to beguile a beast that you can see within short range. It must defend against an Intellect attack or be charmed by you for one minute. If you or creatures that are friendly to you are fighting it, it has its defense roll eased.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do..

Each time the target takes damage, it can defend against another Intellect attack against the spell. If the defense succeeds, the spell ends.

When you cast this spell with Effort, the duration is 10 minutes. When you use two levels, the duration is 1 hour. When you use three, the duration is 8 hours. Action.

Dominate Monster

High tier enchantment / 10 Intellect points

You attempt to beguile a creature of Level 6 or lower that you can see within short range. It must defend against an Intellect attack or be charmed by you for one hour. If you or creatures that are friendly to you are fighting it, its defense roll is eased.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do.

Each time the target takes damage, it defends against an Intellect attack. If the defense succeeds, the spell ends. Action.

Dominate Person

Mid tier enchantment / 6+ Intellect points

You attempt to beguile a humanoid of Level 4 or lower that you can see within short range. It must defend against an Intellect attack or be charmed by you for one minute. If you or creatures that are friendly to you are fighting it, it has its defense roll eased.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do.

Each time the target takes damage, it can defend against an Intellect attack against the spell. If the defense succeeds, the spell ends.

When you cast this spell using Effort, the duration is 10 minutes. When you use two levels, the duration is 1 hour. When you use three, the duration is 8 hours. Action.

Dream

Mid tier illusion / 6 Intellect points

This spell shapes a creature’s dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don’t sleep, such as elves, can’t be contacted by this

spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can’t take actions or move.

If the target is asleep, the messenger appears in the target’s dreams and can converse with the target as long as it remains asleep, for 8 hours. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target’s dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must defend against an Intellect attack. On a failure, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target’s sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 8 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target’s body, the target makes its saving throw with disadvantage. Action to initiate, one minute to complete casting.

Druidcraft

Low tier transmutation / 1 Intellect point

Whispering to the spirits of nature, you create one of the following effects within short range. Action.

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Spells (E)

Earthquake

High tier evocation / 10 Intellect points

You create a seismic disturbance at a point on the ground that you can see within very long range. For one minute, an intense tremor rips through the ground in a 100-foot radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain.

Each creature on the ground that is concentrating must defend against a Might attack. On a failure, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must defend against a Speed attack. On a failure, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM. Action.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 50 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must defend against a Speed attack or fall in, taking 5 points of damage (ignores Armor) and moving down one step on the damage track. A creature that successfully defends moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor causes structures to drop one step on the damage track, including any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops three steps on the damage track, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must defend against a Speed attack. On a failure, the creature takes 5 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a level 6 Athletics check as an action to escape. The GM can adjust the Level higher or lower, depending on the nature of the rubble. On a successful defense, the creature takes 2 bludgeoning damage (ignores Armor) and doesn't fall prone or become buried.

Ego Strike

Low tier evocation / 2 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon assaults the victim's mind, and does an additional 2 psychic (Intellect pool, ignores Armor) damage to the target. If the target is a creature, it must defend against an Intellect attack or be frightened of you until the end of its next round. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Eldritch Blast

Low tier evocation / 1 Intellect point

A beam of crackling energy streaks toward a creature within long range. On a hit, the target takes 3 force damage. Action.

Elemental Arrow

Mid tier evocation / 4 Intellect point

When you learn this spell, it is associated with a specific element: fire, cold, acid, lightning, or thunder. The next time you make a ranged weapon attack during the next minute, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of energy.

Make the attack roll as normal. The target takes 6 energy damage on a hit, or 1 point energy damage (ignores Armor) on a miss, instead of the weapon's normal damage.

Whether you hit or miss, each creature within immediate range of the target must defend against a Speed attack. Each of these creatures takes 4 energy damage on a failure, or 1 energy damage (ignore Armor) on a successful one. Action.

Enervation

Mid tier transmutation / 6 Intellect points

A black crackling beam of energy shoots from your fingers as you speak dark phrases, possibly hitting a creature you can see within short range to drain life from it. The target must defend against a Speed attack. On a successful defense, the target takes 1 necrotic damage (ignores Armor), and the spell ends. On a failure, the target takes 6 necrotic damage, and for up to one minute, you can use your action on each of your turns to automatically deal 6 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside short range, or if the target has total cover from you.

When you cast this spell using Effort, the damage increases by 1 for each level.

Enhance Ability

Low tier transmutation / 3+ Intellect points

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect for one hour.

Bear's Endurance. The target's Might defense gains an asset. It also gains 4 temporary Might points, which are lost when the spell ends.

Bull's Strength. The target has Athletics and other non-combat Might tasks eased, and his or her carrying capacity doubles.

Cat's Grace. The target's Speed defense gains an asset. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target's social interactions are eased.

Fox's Cunning. The target's Knowledge checks and Investigation checks are eased.

Owl's Wisdom. The target gains an asset on Intellect tasks to resist mental effects and charms.

When you cast this spell using Effort, you can target one additional creature for each level. Action.

Enlarge/Reduce

Low tier transmutation / 3 Intellect points

You cause a creature or an object you can see within short range to grow larger or smaller for up to one minute. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can defend against a Might attack. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Action.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category- from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target gains an asset to Might based tasks. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 2 extra damage. Additionally, while you are larger than normal, your Speed defense rolls are hindered.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category-from Medium to Small, for example. Until the spell ends, the target also is hindered on Might based tasks. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 2 less damage (this can't reduce the damage below 1). Additionally, the target's Speed defense rolls are eased.

Entangle

Low tier conjuration / 2 Intellect points

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within long range. For one minute, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must defend against a Might attack or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to defend against a Might attack. On a success, it frees itself.

When the spell ends, the conjured plants wilt away. Action.

Enthrall

Low tier enchantment / 3 Intellect points

You weave a distracting string of words, causing creatures of your choice that you can see within short range and that can hear you to defend against an Intellect attack. Any creature that can't be charmed succeeds on this check automatically, and if you or your companions are fighting a creature, it has its check eased. On a failure, the target has Perception checks hindered made to perceive any creature other than you for one minute or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak. Action.

Etherealness

High tier transmutation / 11+ Intellect points

You step into the border regions of the Ethereal Plane, in an area where it overlaps with your current plane. You can remain in the Ethereal Plane for up to eight hours or until you use your action to dismiss the spell, or you can attempt to transit to the Heavens, detailed below. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you

originated from, but everything there looks gray, and you can't see anything more than a short distance away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, if you are still on the Ethereal Plane you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy. This spell has no effect if you cast it while you are on any plane other than the Prime Material Plane or Heaven, as they are not coexistent with the Ethereal Plane.

This spell can be used to attempt a transit to the Heavens via the Deep Ethereal. Once you begin the journey, the duration of the spell no longer applies and you are unable to return to the Prime Material plane instantaneously in the same manner as with a normal casting of the spell. The trip takes you through the Deep Ethereal to reach the Heavens, and can be hazardous, with appropriate planar challenges present at the option of the DM.

When you cast this spell using Effort, you can target up to three willing creatures (including you) for each level. The creatures must be within an immediate distance of you when you cast the spell. Action.

Expeditious Retreat

Low tier transmutation / 2 Intellect points

This spell allows you to move at an incredible pace. Your speed increases, easing movement checks by one step for 10 minutes. Action.

Eyebite

High tier necromancy / 8 Intellect points

For one minute, your eyes become an inky void imbued with dread power. One creature of your choice within short range of you that you can see must defend against an Intellect attack or be affected by one of the following effects of your choice for one minute. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on defending against this casting of *eyebite*. Action.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must use its action to move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least a long distance away from you where it can no longer see you, this effect ends.

Sickened. The target is hindered two steps on attacks and skill checks. At the end of each of its turns, it can defend against another Intellect attack (this roll is not hindered). If it succeeds, the effect ends.

Spells (F)

Fabricate

Mid tier transmutation / 8 Intellect points

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within long range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects. Action to initiate, ten minutes to complete casting.

Faerie Fire

Low tier evocation / 2 Intellect points

Each object in a 20-foot cube within short range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails to defend against a Speed attack. For one minute, objects and affected creatures shed dim light in a 10-foot radius.

Any attack against an affected creature or object is eased if the attacker can see it, and the affected creature or object can't benefit from being invisible. Action.

Faithful Hound

Mid tier conjuration / 5 Intellect points

You conjure a phantom watchdog in an unoccupied space that you can see within short range, where it remains for eight hours, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and is considered a level 3 spectral creature. When a Small or larger creature comes within short range of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. On a hit, it deals 6 piercing damage. Action to initiate, ten minutes to cast.

False Life

Low tier necromancy / 2 Intellect points

Bolstering yourself with a necromantic facsimile of life, you gain 4 Might points for 24 hours. Action to initiative, one minute to complete casting.

Fear

Mid tier illusion / 4 Intellect points

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone from the caster must defend against an Intellect attack or drop whatever it is holding and become frightened for one minute.

While frightened by this spell, a creature must take Move actions and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can defend against another Intellect attack. On a success the spell ends for that creature. Action.

Feather Fall

Low tier transmutation / 2+ Intellect points

Choose up to three falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

When you spend Effort, you can affect three more creatures for each level. Action.

Feeblemind

High tier enchantment / 10 Intellect points

You blast the mind of a creature that you can see within long range, attempting to shatter its intellect and personality. The target must defend against an Intellect attack. If successful, it takes 6 psychic damage (ignores Armor).

On a failed defense, the creature's mind becomes that of an animal, and their Intellect pool drops to zero (causing a drop on the damage track). The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every day spent resting, the creature can repeat its Intellect defense against this spell. If it succeeds, the spell ends.

The spell can also be ended by *greater restoration* or *heal spell*. Action.

Find Steed

Low tier conjuration / 5 Intellect points

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within short range, the steed takes on a form that

you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed is considered level 3, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an animal-like intelligence, its intelligence increases slightly, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 health, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to full health.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear. Action to initiate, ten minutes to complete casting.

Find the Path

High tier divination / 8 Intellect points

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

For one day, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination. Action to initiate, 1 minute to complete casting.

Find Traps

Low tier divination / 4 Intellect points

You sense the presence of any trap within long range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. Action.

This spell merely reveals that a trap is present.

You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense. Action.

Finger of Death

High tier necromancy / 9 Intellect points

You send negative energy coursing through a creature that you can see within short range, causing it searing pain. The target must defend against a Might attack. It takes 10 necrotic damage and drops one step on the damage track on a failure, or 5 necrotic damage (ignores Armor) on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability. Action.

Fireball

Mid tier evocation / 4 Intellect points

A bright streak flashes from your pointing finger to a point you choose within long range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius sphere centered on that point must defend against a Speed attack. A target takes 5 fire damage, or 1 fire damage (ignores Armor) if defended against.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. Action.

Fire Bolt

Low tier evocation / 1 Intellect point

You hurl a mote of fire at a creature or object within long range. On a hit, the target takes 3 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. Action.

Fire Shield

Mid tier evocation / 5 Intellect points

Thin and wispy flames wreath your body for 10 minutes, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you Armor 5 against cold damage, and the chill shield grants you Armor 5 to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 4 fire damage from a warm shield, or 4 cold damage from a cold shield. Action.

Fire Storm

High tier evocation / 9 Intellect points

A storm made up of sheets of roaring flame appears in a location you choose within long range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must defend against a Speed attack. It takes 9 fire damage on a failure, or 4 fire damage (ignores Armor) on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell. Action.

Flame Blade

Low tier evocation / 3 Intellect points

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for ten minutes. If you let go of the blade, it disappears, but you can evoke the blade again as an action.

You can use your action to make a melee attack with the fiery blade. On a hit, the target takes 4 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you spend Effort, you can increase the size of the weapon to large and deal 6 fire damage. Action.

Flame Strike

Mid tier evocation / 7 Intellect points

A vertical column of divine fire roars down from the heavens in a location within short range. Each creature in a 10-foot radius, 40-foot high cylinder centered on a point within short range must defend against a Speed attack. A creature takes 7 radiant damage (ignores Armor) on a failure, or 2 points (ignores Armor) on a successful one. Action.

Flaming Sphere

Low tier conjuration / 3 Intellect points

A 5-foot diameter sphere of fire appears in an unoccupied space of your choice within short range and lasts for one minute. Any creature that ends its turn within 5 feet of the sphere must defend against a Speed attack. The creature takes 4 fire damage, or 1 point which bypasses Armor if successful.

As an action, you can move the sphere up to a short distance. If you ram the sphere into a creature, that creature must defend against a Speed attack, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Action.

Flesh to Stone

High tier transmutation / 8 Intellect points

You attempt to turn one creature that you can see within short range into stone. If the target's body is made of flesh, the creature must defend against a Might attack. On a failure, it is restrained as its flesh begins to harden. On a successful defense, the creature isn't affected.

A creature restrained by this spell must defend against another Might attack at the end of each of its turns. If it successfully defends against this

spell three times, the spell ends. If it fails to defend three times, it is turned to stone and subjected to the petrified condition for at least one minute. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain this spell for the entire minute, the creature is turned to stone until the effect is removed. Action.

Floating Disk

Low tier conjuration / 2 Intellect points

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within immediate range. The disk remains for one hour, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within short range of it. If you move more than a short distance away from it, the disk follows you so that it remains within short range of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends. Action.

Fly

Mid tier transmutation / 5+ Intellect points

You touch a willing creature. The target gains a flying speed equal to its land for 10 minutes. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

When you cast this spell using Effort, you can target one additional creature for every two levels. Action.

Focus

Low tier evocation / 3 Intellect points

You focus your mind with the aid of magic. For 10 minutes, your Spellcraft rolls to cast defensively are eased two steps.

Fog Cloud

Low level conjuration / 2+ Intellect points

You create a 20-foot radius sphere of fog centered on a point within long range. The sphere spreads around corners, and its area is heavily obscured. It lasts for ten minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or until you cast the spell again.

When you cast this spell using Effort, the radius of the fog increases by 20 feet for each level. Action.

Forbiddance

High tier abjuration / 8 Intellect points

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For one day, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadow Plane, or the *plane shift* spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 7 radiant or necrotic damage (your choice when you cast this spell, ignores Armor).

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *forbiddance* spell. If you cast *forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting. Action to initiate, 1 hour to cast. 1000gp component, consumed on making the spell permanent.

Forcecage

High tier evocation / 9 Intellect points

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within long range for one hour. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by non-magical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first defend against an Intellect attack. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by *dispel magic*. Action.

Foresight

High tier divination / 11 Intellect points

You touch a willing creature and bestow a limited ability to see into the immediate future. For 8 hours, the target can't be surprised and has attack

rolls, defense rolls, and skills eased two steps (not considered assets). Additionally, other creatures have attack rolls against the target hindered two steps for eight hours.

This spell immediately ends if you cast it again before its duration ends. Action.

Freedom of Movement

Mid tier abjuration / 5+ Intellect points

You touch a willing creature. For one hour, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend an action to automatically escape from non-magical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

For every two levels of Effort, the caster can affect one more creature. Action.

Freezing Sphere

High tier evocation / 8+ Intellect points

A frigid globe of cold energy streaks from your fingertips to a point of your choice within long range, where it explodes in a short radius sphere. Each creature within the area must defend against a Might attack. On a failure, a creature takes 9 cold damage. On a successful save, it takes 5 cold damage (ignores Armor).

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a level 6 Athletics check to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you can throw the globe (short range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

When you cast this spell Effort, for every two levels spent on attacking or damage, the level of the Athletics check to break free increases by one.

Spells (G)

Gaseous Form

Mid tier transmutation / 4+ Intellect points

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for one hour. The spell ends if

the creature drops to debilitated or dead status on the damage track. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of immediate. The target can enter and occupy the space of another creature. The target has Armor 5 to non-magical damage, and it has Might and Speed defense rolls eased. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

For every two levels of Effort, the caster can affect one more creature. Action.

Gate

High tier conjuration / 15 Intellect points

You conjure a portal linking an unoccupied space you can see within short range to a precise location on a different plane of existence, including extra-dimensional planes, alternate prime material planes, and even other universes. The portal is a sphere of energy, which you can make 5 to 20 feet in diameter. In the sphere, one can clearly see what is on the other side in an inverted and mirrored fish-eye image. The portal lasts for up to one minute. You must concentrate on maintaining the spell by concentrating, and therefore unable to cast other spells or use magical items while concentrating.

Anything that enters the sphere from either side is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

The forked metal rod used in casting the spell is tuned to the vibrations of a particular extra-dimensional plane, as well as being made from materials from that plane itself. Forked rods for some planes may be more expensive or be harder to make due to the rarity of the materials needed. The forked rod required is worth at least 25,000 gp for an alternate Prime Material Plane, and at least 100,000gp for another universe. They are the same component used in the plane shift spell.

You can create a permanent portal with this spell by casting gate in the same location, as well as leading to the same location, every day for one year, consuming an additional 1,000gp in diamond dust per day, as well as consuming the forked rod for the portal on the last casting. You need not use the portal to travel when you cast the spell in this way. Portals to alternate prime material planes and other universes need large infusions of mana to be made permanent. Action to initiate, 10 minutes to complete casting.

Geas

Mid tier enchantment / 8+ Intellect points

You place a magical command on a creature that you can see within short range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it

must defend against an Intellect attack or become charmed by you for one week. While the creature is charmed by you, it takes 8 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

When you cast this spell using two levels of Effort, the duration is 1 month. When you cast this spell using four levels of Effort, the spell lasts until it is ended by one of the spells mentioned above. Action to initiate, 10 minutes to cast.

Gentle Repose

Low tier necromancy / 3 Intellect points

You touch a corpse or other remains. For ten days, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. Action.

Giant Insect

Mid tier transmutation / 5 Intellect points

You transform centipedes, spiders, wasps, or scorpions within short range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. They become up to five level 3 creatures.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for 10 minutes, until it drops to 0 health, or until you use an action to dismiss the effect on it.

The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Glibness

High tier transmutation / 10 Intellect points

For one hour, you have two assets for Intellect defense and skill rolls. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful. Action.

Globe of Invulnerability

High tier abjuration / 8 Intellect points

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for one minute.

Any low or mid spell cast from outside the barrier can't affect creatures or objects within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. Action.

Glitterdust

Low tier conjuration / 3+ Intellect points

A cloud of golden particles covers everyone and everything in an immediate spread, within long range, causing creatures to become blinded if they fail a Speed defense roll, and visibly outlining invisible things for one minute. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new Intellect defense rolls to end the blindness effect.

Glyph of Warding

Mid tier abjuration / 6+ Intellect points

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful level 5 Investigation check to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must defend against a Speed attack. A creature takes 5 acid, cold, fire, lightning, or thunder damage on

a failure (your choice when you create the glyph), or 1 point (ignores Armor) on a successful one.

Spell Glyph. You can store a prepared low tier spell in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

When you spend Effort, the damage increases by 2 for every level. Additionally, you can increase the difficulty of the Investigation check by 1 level for every level of Effort. Action to initiate, one hour to cast. 200gp in components, which the spell consumes.

Goodberry

Low level transmutation / 2 Intellect points

Up to ten berries appear in your hand and are infused with magic for 24 hours. A creature can use its action to eat one berry. Eating a berry restores 1 point to a Might pool and the berry provides enough nourishment to sustain a creature for one day. A person is only affected by the first 3 berries he eats in a 24-hour period.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell. Action.

Grease

Low tier conjuration / 2 Intellect points

Slick grease covers the ground in a 10-foot square centered on a point within short range and turns it into difficult terrain for one minute.

When the grease appears, each creature standing in its area must defend against a Speed attack or fall prone. A creature that enters the area or ends its turn there must also defend against a Speed attack or fall prone. Action.

Greater Invisibility

Mid tier illusion / 6+ Intellect points

You or a creature you touch becomes invisible for one minute. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

For every two levels of Effort, you can affect one additional creature. Action.

Greater Restoration

Mid tier abjuration / 10 Intellect points

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's Might, Speed, or Intellect pool maximum.

Action to initiate, 10 minutes to cast. 100gp components, which the spell consumes.

Guards and Wards

High tier abjuration / 8 Intellect points

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares) for 24 hours. The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and wards creates the following effects within the warded area.

Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the *minor illusion* spell) to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as the *web* spell. These strands regrow in 10 minutes if they are burned or torn away while *guards and wards* lasts.

Other Spell Effect. You can place your choice of one of the following magical effects within the warded area of the stronghold.

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as *guards and wards* lasts.
- Place *magic mouth* in two locations.
- Place *stinking cloud* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while *guards and wards* lasts.

- Place a constant *gust of wind* in one corridor or room.
- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

You can create a permanently guarded and warded structure by casting this spell there every day for one year. Action to initiative, 1 hour to complete casting.

Guidance

Low tier divination / 1 Intellect points

You touch one willing creature. For up to one minute, the target gains an asset to one non-combat check of its choice. The spell then ends. A target can only be affected by this spell once every 24 hours. Action.

Guiding Bolt

Low tier evocation / 2 Intellect points

A flash of light streaks toward a creature of your choice within long range. The target must defend against a Speed attack. On a hit, the target takes 3 radiant damage (ignores Armor), and the next attack made against this target before the end of your next turn is eased, thanks to the mystical dim light glittering on the target until then. Action.

Gust of Wind

Low tier evocation / 3 Intellect points

A line of strong wind a short distance long and 10 feet wide blasts from you in a direction you choose for up to one minute. Each creature that starts its turn in the line must defend against a Might attack or be pushed an immediate distance away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a standard action on each of your turns before the spell ends, you can change the direction in which the line blasts from you. Action.

Spells (H)

Hallow

Low tier evocation / 7+ Intellect points

You touch a point and infuse an area around it with magical power and permanence, using either arcane, divine (holy/unholy), or druidic magics. The area can have a radius up to 60 feet or ten 10-foot cubes, and the spell

fails if the radius includes an area already under the effect a *hallow* spell. The affected area is subject to the following effects as chosen by the caster.

You can bind an effect or effects to the area. The character Tier determines how many effects can be chosen, as well as which effects can be used and their cost.

Tier 1 - 1 effect, 1 extra Intellect point: Everlasting Rest, Detect Magic, Darkness, Daylight, Silence (1,000 gp)

Tier 2 - 1 effect, 1 extra Intellect point: Energy Protection, Tongues, Zone of Truth (2,000 gp)

Tier 3 - 2 effects, 2 extra Intellect points: Courage, Fear, Private Sanctum (3000 gp)

Tier 4 - 2 effects, 2 extra Intellect points: Energy Vulnerability, Forbiddance (4,000 gp)

Tier 5 - 3 effects, 3 extra Intellect points: Extra-dimensional Interference (5,000 gp)

Tier 6 - 3 effects, 4 extra Intellect points: Mirage Arcana, Regenerate (6,000 gp)

Choose the effect from the following list, or choose an effect offered by the DM. Each effect has a minimum character Tier required to be able to be selected. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as ogres or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can defend against an Intellect attack. On a success, the creature ignores the extra effect until it leaves the area. Action to initiate, 24 hours to cast. Action.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower tier than you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness created by spells of a lower tier than you used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have Armor 5 for one damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area lose up to 5 Armor for one damage type of your choice, except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Extra-dimensional Interference. Affected creatures can't move or travel using teleportation or by extra dimensional or interplanar means.

Forbiddance. Celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the

area. You can exclude one or more of those types of creatures from this effect.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Hallucinatory Terrain

Mid tier illusion / 5+ Intellect points

You make natural terrain in a 150-foot cube within very long range look, sound, and smell like some other sort of natural terrain for 24 hours. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt a level 5 Investigation check to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. Action to initiate, 10 minutes to cast.

For every level of Effort, the duration of the spell increases by 24 hours.

Harm

High tier necromancy / 8 Intellect points

You unleash a virulent disease on a creature that you can see within short range. The target must defend against a Might attack. On a failure, it takes 9 necrotic damage (ignores Armor) and moves one step down the damage track, or 4 necrotic damage (ignores Armor) on a successful defense.

If the target fails the defense, its Might pool point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes. Action.

Haste

Mid tier transmutation / 5+ Intellect points

Choose a willing creature that you can see within short range. For one minute, the target's movement rolls are eased two steps, and it gains an asset to Speed attack and defense rolls and other Speed tasks.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

For every two levels of Effort, you can affect one more creature. Action.

Heal

High tier evocation / 10 Intellect points

Choose a creature that you can see within short range. A surge of positive energy washes through the creature, causing it to restore its Might pool to maximum and raise one step on the damage track. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead. Action.

Healing Word

Low tier evocation / 2 Intellect points

A beam of healing energy springs from your hand, and you restore $1d3 +$ your Tier in points to one stat Pool of any creature. This ability is a difficulty 2 Intellect task. Each time you attempt to heal the same creature, the task is hindered by an additional step. The difficulty returns to 2 after that creature rests for ten hours. Attempts of healing from *Cure Wounds* stack with these castings. Action.

Heat Metal

Low tier transmutation / 3+ Intellect points

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within short range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 3 fire damage (bypasses Armor) when you cast the spell. For one minute, you can use an action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must defend against a Might attack, or drop the object if it can. If it doesn't drop the object, it is hindered on Might and Speed checks until the start of your next turn.

When you cast this spell using Effort, the damage increases by 1 for each level. Action.

Hellish Rebuke

Low tier evocation / 2 Intellect points

You point your finger, and the last creature that damaged you is momentarily surrounded by hellish flames. The creature must defend against a Speed attack. It takes 4 fire damage, or 1 point (ignores armor) on a successful defense. Action.

Heroes' Feast

High tier conjuration / 8 Intellect points

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and eases all Intellect defense rolls against mind effects. Its

Might pool maximum raises by 5, and it gains the same number of Might pool points. These benefits last for 24 hours. Action to initiate, 10 minutes to cast. 1000 gp components, which the spell consumes.

Heroism

Low tier enchantment / 3 Intellect points

A willing creature you touch is imbued with bravery. For one minute, the creature is immune to being frightened and gains temporary 5 Might points. When the spell ends, the target loses any remaining temporary Might points from this spell.

When you cast this spell using Effort, you can target one additional creature for each level.

Hideous Laughter

Low tier enchantment / 2 Intellect points

A creature of your choice that you can see within short range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target defend against an Intellect attack or fall prone, becoming incapacitated and unable to stand up for one minute. A creature with an animal-like intelligence isn't affected.

At the end of each of its turns, and each time it takes damage, the target can defend against another Intellect attack. The target's defense is eased if it's triggered by damage. On a success, the spell ends. Action.

Holy Aura

High tier abjuration / 10 Intellect points

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have all Defense rolls eased, and other creatures are hindered on attack rolls against them for one minute. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must defend against a Might attack or be blinded for one minute. Action.

Holy Smite

Mid tier evocation / 5 Intellect points

You draw down holy power to smite your enemies. Only evil creatures are harmed by the spell. The spell creates a 20 foot radius burst of pure white energy within short range.

The spell deals 7 good damage and blinds them for 3 rounds (see the *blindness* spell). A successful Intellect defense reduces the damage to 1 lawful damage (ignores Armor) and negates the slow effect.

Holy Strike

Low tier evocation / 3 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon glows with holy radiance, and does an additional 4

radiant damage to the target, which becomes visible if it was invisible, and the target glows with a dim light and cannot use invisibility magics for one minute. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Hold Monster

Mid tier enchantment / 7+ Intellect points

Choose a creature level 5 or lower that you can see within long range. The target must defend against an Intellect attack or be paralyzed for one minute. This spell has no effect on undead. At the end of each of its turns, the target can defend against another Intellect attack. On a success, the spell ends on the target.

For every level of Effort, you can affect a creature 1 level higher. Action.

Hold Person

Low tier enchantment / 3 Intellect points

Choose a humanoid level 3 or lower that you can see within short range. The target must defend against an Intellect attack or be paralyzed for up to one minute. At the end of each of its turns, the target can defend against another Intellect attack. On a success, the spell ends on the target. Additionally, the spell ends if the target takes damage, it can again attempt to defend against the effect.

When you cast this spell using Effort, you can target one additional humanoid for every two levels. The humanoids must be within immediate range of each other when you target them. Additionally, for every level of Effort, you can affect a creature 1 level higher. Action.

Holy Weapon

Mid tier abjuration / 6 Intellect points

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30 foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 4 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for one hour.

As a action on your turn, you can end this

spell and cause the weapon to release a burst of holy energy. Each creature of your choice that you can see within short range of you must defend against a Might attack. On a failure, a creature takes 6 radiant damage, and it is blinded for 1 minute. On a successful defense, a creature takes 1 radiant damage (ignores Armor) and isn't blinded. At the end of each of its turns, a blinded creature can defend against another Might attack, ending the effect on itself on a success.

Horrid Wilting

High tier necromancy / 11 Intellect points

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within long range. Each creature in that area must defend against a Might attack. Constructs and undead aren't affected, and plants and water elementals are hindered in their defense. A creature takes

10 necrotic damage (ignores Armor) on a failure, or 4 necrotic damage (ignores Armor) on a successful defense.

Non-magical plants in the area that are n't creatures, such as trees and shrubs, wither and die instantly.

Hunter's Mark

Low tier divination / 2+ Intellect points

You choose a creature you can see within long range and mystically mark it as your quarry. For up to one hour, you deal an extra point of damage to the target whenever you hit it with a weapon attack, and you have an asset on any Perception or Survival check you make to find it. If the target drops to 0 health before this spell ends, you can use an action on a subsequent turn of yours to mark a new creature.

When you cast this spell with one level of effort, you can cast or switch the hunter's mark to another target as a free action. When you cast this spell using one level of Effort, you can maintain your spell for up to 8 hours. When you use two levels of effort, you can maintain your spell for up to 24 hours. Action.

Hypnotic Pattern

Mid tier illusion / 4 Intellect points

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within short range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must defend against an Intellect attack. On a failure, the creature becomes charmed for one minute. While charmed by this spell, the creature is incapacitated and has a speed of 0. Each round, the creature can defend against an Intellect attack. On a success, the spell ends for that creature.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. Action.

Spells (I)

Ice Dagger

Low tier evocation / 3 Intellect points

You create a dagger of ice and fire it at one creature within short range. The target must defend against a Speed attack. On a failure, the target takes 4 cold damage. Hit or miss, the dagger then bursts. The target and each creature within 5 feet of the point where the ice burst must defend against a Speed attack or take 2 cold damage (apply as Speed damage, ignores Armor).

Ice Storm

Mid tier evocation / 5 Intellect points

A hail of rock-hard ice pounds to the ground in a 20-foot radius, 40-foot high cylinder centered on a point within long range. Each creature in the cylinder must defend against a Speed attack. A creature takes 6 cold damage on a failure, or 1 (bypasses Armor) on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. Action.

Identify

Low tier divination / 5 Intellect points

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its level, its properties and how to use them, and if it is a depletion item and if so its rate. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it. Action to initiate, ten minutes to cast. 10 gp of materials consumed in the casting.

Illusory Script

Low tier illusion / 2+ Intellect points

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for 10 days.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

When you spend two levels of Effort, you make the duration of the spell permanent unless dispelled. Action to initiate, one minute to complete casting. 10gp of materials consumed in the casting.

Implosion

High tier evocation / 11 Intellect points

This spell causes a destructive resonance in a corporeal creature's body. For five rounds, each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 bludgeoning damage (ignores Armor) and moving the target down a step on the damage track on a failed Might Defense, and 5 damage (ignores Armor) on a successful defense. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

High tier abjuration / 11 Intellect points

You create a magical restraint to hold a creature that you can see within short range. The target must defend against an Intellect attack or be

bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of imprisonment.

Burial. The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it.

The special component for this version of the spell is a small mithril orb.

Chaining. Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then.

The special component for this version of the spell is a fine chain of precious metal.

Hedged Prison. The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.

The special component for this version of the spell is a miniature representation of the prison made from jade.

Minimus Containment. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect.

The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby.

Slumber. The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs.

Ending the Spell. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the GM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

A *dispel magic* spell can end the spell only if it is cast with at least 4 levels of Potency, targeting either the prison or the special component used to create it.

You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding. Action to initiate, 1 minute to cast.

Incendiary Cloud

High tier conjuration / 10 Intellect points

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot radius sphere centered on a point within long range. The cloud spreads around corners and is heavily obscured. It lasts for one minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must defend against a Speed attack. A creature takes 9 fire damage on a failure, or 4 fire damage (ignores Armor) on a successful one. A creature must also defend against a Speed attack when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns. Action.

Inflict Wounds

Low tier necromancy / 3 Intellect points

Make a ranged attack against a creature you can see within short range. On a hit, the target takes 4 necrotic damage (ignores Armor)..

Insect Plague

Mid tier conjuration / 6 Intellect points

Swarming, biting locusts fill a 20-foot radius sphere centered on a point you choose within long range. The sphere spreads around corners. The sphere remains for one minute, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must defend against a Might attack. A creature takes 7 piercing damage on a failure, or 2 points (bypasses Armor) damage on a successful one. A creature must also defend against a Might attack when it enters the spell's area for the first time on a turn or ends its turn there (once a round maximum). Action.

Instant Summons

High tier conjuration / 8 Intellect points

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect. Action to initiate, 1 minute to cast.

Invisibility

Low tier illusion / 3 Intellect points

A creature you touch becomes invisible for one minute. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

When you spend Effort to cast this spell, you can affect one additional person for every level. Action.

Invisibility Purge

Mid tier abjuration / 4 Intellect points

You surround yourself with a sphere of power for 10 minutes with a radius of 30 feet that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

Irresistible Dance

High tier enchantment / 8 Intellect points

Choose one creature that you can see within short range. The target must defend against an Intellect attack, and this defense is hindered by two steps. The target begins a comic dance in place: shuffling, tapping its feet, and capering for one minute. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has all Speed tasks, attacks, and defense rolls hindered. While the target is affected by this spell, other creatures' attack rolls against it are eased. As an action, a dancing creature defends against an Intellect attack to regain control of itself. On a successful defense, the spell ends. Action.

Spells (J)

Jump

Low tier transmutation / 2+ Intellect points

You touch a creature. The creature's jump distance is tripled for one minute.

When you cast this spell with Effort, for each additional level of Effort you can affect two more creatures. Action.

Spells (K)

Knock

Low tier transmutation / 4 Intellect points

Choose an object that you can see within short range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. Action. 10gp worth of material components consumed in the casting.

Spells (L)

Lawful Blast

Mid tier evocation / 5 Intellect points

You unleash the powers of law to blast your enemies. The blast takes the form of a blue and yellow teardrop-shaped bolt of pure law. Only chaotic creatures are harmed by the spell. The bolt explodes in a 20 foot radius sphere within short range.

The spell deals 7 lawful damage and slows them for 3 rounds (see the *slow* spell). A successful Intellect defense reduces the damage to 1 lawful damage (ignores Armor) and negates the slow effect.

Legend Lore

Mid tier divination / 8 Intellect points

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word *Rudnogg* on the lips." Action to initiate, 10 minutes to cast. 250gp of components, which the spell consumes.

Lesser Restoration

Low tier abjuration / 5 Intellect points

You touch a creature and can attempt to end either one disease or one condition afflicting it by making an Intellect check. The condition can be blinded, deafened, frightened, paralyzed, or poisoned, with its level determined by the creature or item that caused the condition. Action to initiate, 10 minutes to cast.

Levitate

Low tier transmutation / 3 Intellect points

One creature or loose object of your choice that you can see within short range rises vertically, up to 20 feet, and remains suspended there for ten minutes. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that defends against a Might attack is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within short range.

When the spell ends, the target floats gently to the ground if it is still aloft. Action.

Light

Low tier evocation / 1 Intellect point

You touch one object that is no larger than 10 feet in any dimension. For one hour, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. You cannot target an unwilling creature or object. Action.

Lightning Bolt

Mid tier evocation / 4 Intellect points

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must defend against an Intellect attack. This defense is hindered for those in metal armor or for creatures made of metal. A creature takes 5 lightning damage on a failure, or 1 point (ignores Armor) on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried. Action.

Locate Animals or Plants

Low tier divination / 3 Intellect points

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature

Mid tier divination / 5 Intellect points

Describe or name a creature that is familiar to you. The creature defends against an Intellect attack, and if failed, you sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement for one hour.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close-within 30 feet-at least once. If the creature you described or named is in a different form, such as being under the effects of a *polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature. Action.

Locate Object

Low tier divination / 3 Intellect points

Describe or name an object that is familiar to you. You sense the direction to the object's location for up to 10 minutes, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close-within short range -at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object. Action.

Longstrider

Low tier transmutation / 2+ Intellect points

You touch a creature. The target's speed increases, easing movement checks by one step for 10 minutes.

When you cast this spell using Effort, you can target one additional creature for each level. Action.

Spells (M)

Mage Armor

Low tier abjuration / 2+ Intellect points

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it for 24 hours. The target's base armor increases by 1. Multiple castings of Mage Armor do not stack, even from different casters.

When you cast this spell with Effort, the armor bonus increases by 1 for each additional level of Effort, max +3. Action.

Mage Hand

Low tier conjuration / 1 Intellect point

A spectral, floating hand appears at a point you choose within short range. The hand lasts for one minute or until you dismiss it as an action. The hand vanishes if it is ever more than a short distance away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to an immediate distance each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds. Action.

Magic Aura

Low tier illusion / 3 Intellect points

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for 24 hours. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled. Action. to initiate, one minute to cast.

False Aura. You change the way the target appears to spells and magical effects, such as *detect magic*, that detect magical auras. You can make a non-magical object appear magical, a magical object appear non-magical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

Mask. You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

Magic Circle

Mid tier abjuration / 4 Intellect points

You create a 10-foot radius, 20-foot tall cylinder of magical energy centered on a point on the ground that you can see within immediate range. Glowing runes appear wherever the cylinder intersects with the floor or other surface for one hour.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by non-magical means. If the creature tries to use teleportation or interplanar travel to do so, it must first defend against an Intellect attack.
- The creature is hindered on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving

the cylinder and protecting targets outside it. Action. 100gp of components, which the spell consumes.

Magic Fang

Low tier transmutation / 5+ Intellect points

You touch a creature. For one hour, that creature's natural attacks become as potent as a magic weapon, which gives an asset to attacks and does 2 additional points of damage.

When you cast this spell using Effort, you can enchant one additional weapon for each level. Additionally, you can instead focus Effort on your one weapon, and for two levels of Effort the bonus to assets increases to two, and the damage increases to 4 additional points of damage. Action.

Magic Jar

High tier necromancy / 8 Intellect points

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use actions. The only action you can take is to project your soul up to long range out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid body.

You can attempt to possess any humanoid within long range of you that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must defend against an Intellect attack.. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Might pool and Speed pool are replaced by the pools of the creature, though you retain your alignment and your Intellect as well as all types of Edge. You retain the benefit of your own class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within long range of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must defend against an level 6 Intellect attack . On a success, you return to the container if it is within short of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than long range away from you or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within long range. Otherwise, that creature dies.

When the spell ends, the container is destroyed. Action to initiate, one minute to cast.

Magic Missile

Low tier evocation / 2 Intellect points

You create a glowing dart of magical force. The dart tries to hit a creature of your choice that you can see within long range. A dart deals 4 force damage to its target. Action.

Magic Mouth

Low tier illusion / 3 Intellect points

You implant a message within an object in immediate range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within short range of the object. For example, you could instruct the mouth to speak when any creature moves within short range of the object or when a silver bell rings within short range of it. Action, up to ten minutes to cast. 10gp in components, which are consumed in casting.

Magic Resistance

Mid tier abjuration / 6+ Intellect points

For 10 minutes, you or a creature you touch have Defense rolls against magical effects eased by one step. This does not count as an asset. Abilities like Spell Penetration thwart this magic.

When you cast this spell with two levels of Effort, your Defense rolls against magical effects are eased by an additional step (two total). Additionally, you can cast this spell with Effort, adding one additional target for each level.

Magic Weapon

Low tier transmutation / 5+ Intellect points

You touch a non-magical weapon. For one hour, that weapon becomes a magic weapon which gives an asset to attacks or does 2 additional points of force damage. This damage does not stack with *Align Weapon*.

When you cast this spell using Effort, you can have a bonus to both attack and damage, or you can enchant one additional weapon for each level. Additionally, you can instead focus Effort on your one weapon, and for three levels of Effort the bonus to assets increases to two, or the damage increases to 4 additional points of damage. Action.

Magnificent Mansion

High tier conjuration / 9 Intellect points

You conjure an extradimensional dwelling in long range that lasts for 24 hours. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within short range of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance. Action to initiate, one minute to complete casting.

Major Image

Mid tier illusion / 4+ Intellect points

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within long range and lasts for 10 minutes. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within long range of the illusion, you can use your action to cause the image to move to any other spot within long range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful level 4 Investigation check. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

When you cast this spell using two levels of Effort, the spell lasts until dispelled, without requiring your concentration. Additionally, for every additional level of Effort, the level of the Investigate check increases.

Mass Suggestion

High tier enchantment / 8 Intellect points

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within short range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must defend against an Intellect attack. On a failure, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to 24 hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

When you cast this spell using Effort, the duration is 10 days. When you use two levels of Effort, the duration is 30 days. Four levels of Effort, the duration is a year and a day.

Maze

High tier conjuration / 10 Intellect points

You banish a creature that you can see within short range into a labyrinthine demiplane. It must defend against an Intellect attack. The target remains there for 10 minutes or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a level 7 Intellect check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. Action.

Meld into Stone

Mid tier transmutation / 4 Intellect points

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for up to eight hours. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by non-magical senses.

While merged with the stone, you can't see what occurs outside it, and any Perception checks you make to hear sounds outside it are hindered. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6 bludgeoning damage (bypasses Armor) to you. The stone's complete destruction (or transmutation into a different substance) expels you and drops you two steps on the damage track. If expelled, you fall prone in an unoccupied space closest to where you first entered. Action.

Mending

Low tier transmutation / 1 Intellect point

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object. Action to initiate, one minute to complete casting.

Message

Low tier transmutation / 1 Intellect point

You point your finger toward a creature within long range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings. Action.

Meteor Swarm

High tier evocation / 11 Intellect points

Blazing orbs of fire plummet to the ground at a point you can see within long range. Each creature in a 40-foot radius sphere centered on the point you chose must defend against a Speed attack. The sphere spreads around corners. A creature takes 12 fire damage on a failure, or 6 fire damage (ignore Armor) on a successful one.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried. Action.

Mind Blank

High tier abjuration / 10 Intellect points

For 24 hours, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. Action.

Minor Illusion

Low tier illusion / 1 Intellect point

You create a sound or an image of an object within short range that lasts for one minute. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion unless the caster succeeds at a Deception check. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Mirage Arcane

High tier illusion / 9 Intellect points

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain for 10 days. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion. Action to initiate, 10 minutes to cast.

Mirror Image

Low level illusion / 3 Intellect points

Three illusory duplicates of yourself appear in your space. For one minute, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

When defending, if you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. Area effect spells are considered successful attacks if they still do damage on a successful defense task. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. Additionally, creatures are unaffected by subsequent castings of this spell within the same battle, having learned how to spot which duplicates are illusions. If you use Effort on the subsequent casting, this restriction is alleviated. Action.

Misdirection

Low tier illusion / 3 Intellect points

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within short range. For 24 hours, the subject of misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on an Intellect defense. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

Mislead

Mid tier illusion / 6 Intellect points

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for 10 minutes, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as an action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings. Action.

Misty Step

Low tier conjuration / 3 Intellect points

Briefly surrounded by silvery mist, you teleport up to long range to an unoccupied space that you can see. Action.

Modify Memory

Mid tier enchantment / 6+ Intellect points

You attempt to reshape another creature's memories. One creature that you can see must defend against an Intellect attack. If you are fighting the creature, it has this defense eased. On a failure, the target becomes charmed by you for one minute. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

If you cast this spell using Effort, you can alter the target's memories of an event that took place up to 7 days ago (1 level), 30 days ago (2 levels), 1 year ago (3 levels), or any time in the creature's past (5 levels). Action.

Moonbeam

Low tier evocation / 3 Intellect points

A silvery beam of pale light shines down in a 5-foot radius, 40-foot high cylinder centered on a point within short range. For one minute, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must defend against a Might attack. It takes 4 radiant damage (ignores Armor) on a failed defense, or 1 (ignores armor) if successful.

A shapechanger defends on the attack hindered. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam up to an immediate distance in any direction. Action.

Move Earth

High tier transmutation / 8 Intellect points

Choose an area of terrain no larger than 40 feet on a side within long range. You can reshape dirt, sand, or clay in the area in any manner you choose for two hours. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it. Action.

Spells (N)

Nondetection

Low tier abjuration / 6+ Intellect points

For 24 hours, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than an immediate distance in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

When you cast this spell using Effort, you can affect one additional creature for every level. Action. 25gp of components, which the spell consumes.

Spells (O)

Obscure Object

Low tier abjuration / 3 Intellect points

For 24 hours, with a touch you cast a spell that hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Order's Wrath

Mid tier evocation / 5 Intellect points

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic creatures are harmed by the spell. This grid is a 20 foot radius, and appears within short range.

The spell deals 7 lawful damage to chaotic creatures (or 10 lawful damage to chaotic outsiders) and causes them to be dazed for 1 round. A successful Intellect defense reduces the damage to 1 lawful damage (ignores Armor) and negates the daze effect.

Spells (P)

Pass without Trace

Low tier abjuration / 3 Intellect points

A veil of shadows and silence radiates from you, masking you and your companions from detection. For up to one hour, each creature you choose within short range of you (including you) has an asset to Stealth checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage. You can only have one instance of this spell active at a time. Action.

Passwall

Mid tier transmutation / 6 Intellect points

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within short range, and lasts for 1 hour. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell. Action.

Phantasmal Killer

Mid tier illusion / 5 Intellect points

You tap into the nightmares of a creature you can see within long range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must defend against an Intellect attack. On a failure, the target becomes frightened for one minute. At the end of each of the target's turns before the spell ends, the target must defend against an Intellect attack or take 5 psychic damage (applies to Intellect pool). On a success, the spell ends.

Phantom Steed

Mid tier illusion / 4+ Intellect points

A Large quasi-real, horse-like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the

equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For one hour, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

For every level of Effort, you can create an additional steed. Action to initiate, 1 minute to complete casting.

Planar Ally

High tier conjuration / 8 Intellect points

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within short range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice).

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Non-hazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded. Action to initiate, 10 minutes to complete casting.

Planar Binding

Mid tier abjuration / 8+ Intellect points

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within short range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must defend against an Intellect attack. On a failure, it is bound to serve you for 24 hours. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

When you cast this spell using Effort, the duration increases to 10 days with two levels, to 30 days with three levels, to 180 days with 5 levels, and to a year and a day with 6 levels. Action to initiate, one hour to complete casting.

Plane Shift

High tier conjuration / 12 Intellect points

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, and you appear near that destination. This plane must be an extra-dimensional plane, such as the Astral Plane, Heaven, Hell, the Plane of Fire, or the Ethereal Plane.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

The forked metal rod used in casting the spell is tuned to the vibrations of a particular extra-dimensional plane, as well as being made from materials from that plane itself. Forked rods for some planes may be more expensive or be harder to make due to the rarity of the materials needed. They are the same component used in the gate spell.

When you cast this spell using three levels of Effort, you can travel to an alternate prime material plane. When you cast this spell six levels of Effort, you can travel to a different universe. The forked rod required is worth at least 25,000 gp for an alternate Prime Material Plane, and at least 100,000 gp for another universe. Action to initiate, 1 minute to cast. 5000+ gp component, keyed to destination plane, not consumed in the casting.

Plant Growth

Mid tier transmutation / 4 Intellect points

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within long range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested. Action.

Poison Spray

Low tier conjuration / 1 Intellect point

You extend your hand toward a creature you can see within immediate range and project a puff of noxious gas from your palm. The creature must defend against a Might attack or take 3 poison damage (ignores Armor).

Polar Ray

High tier evocation / 10 Intellect points

A blue-white ray of freezing air and ice springs from your hand. The target must defend against a Speed attack. The ray deals 11 cold damage on a failure, and 5 cold damage (ignores Armor) on a success. Additionally, if the attack hits, the target loses 1 point of Speed Edge for one minute.

Polymorph

Mid tier transmutation / 5+ Intellect points

This spell transforms a creature that you can see within short range into a new form. An unwilling creature must defend against an Intellect attack to avoid the effect. The spell has no effect on a shapeshifter.

The transformation lasts for up to 1 hour, or until the target drops to debilitated status or dies. The new form can be any beast whose level is equal to or less than the target's level or tier. It retains its alignment and personality.

Each form has two modifications reflecting the creature chosen. For example, a hawk might have an asset to Perception and can fly. A bloodhound might have an asset to Perception and Survival.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

When you cast this spell with Effort, for every two additional levels of Effort you can affect one more creature. Action

Power Word Kill

High tier enchantment / 11+ Intellect points

You utter a word of power that can compel one creature you can see within short range to die instantly. If the creature you choose is level 6 or lower, it dies. If it is a PC, the character must defend against a Might attack. If it fails, it takes 12 necrotic damage (ignores Armor) and moves two steps down the damage track.

When you cast this spell using Effort, the level of the target increases for every three levels of Effort. Action.

Power Word Stun

High tier enchantment / 10+ Intellect points

You speak a word of power that can overwhelm the mind of one creature you can see within short range, leaving it dumbfounded. If the target is level 6 or lower, it is stunned. If it is a PC, the character must defend against a Might attack. If it fails, it is stunned.

The stunned target must defend against a Might attack at the end of each of its turns. On a successful defense, this stunning effect ends.

When you cast this spell using Effort, the level of the target increases for every three levels of Effort. Action.

Prayer of Healing

Mid tier conjuration / 6 Intellect points

Up to six creatures of your choice that you can see within short range each regain 1d6 + your Tier in pool points. This spell has no effect on undead or constructs. Action to initiate, ten minutes to cast.

Prestidigitation

Low tier transmutation / 1 Intellect point

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within an immediate distance:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a non magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action. Action.

Prismatic Spray

High tier evocation / 9 Intellect points

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a short distance cone must defend against a Speed attack. For each target, roll a d8 to determine which color ray affects it. Action.

- **Red.** The target takes 9 fire damage on a failure, or 4 fire damage (ignores armor) on a successful one.
- **Orange.** The target takes 9 acid damage on a failure, or 4 fire damage (ignores Armor) on a successful one.
- **Yellow.** The target takes 9 lightning damage on a failure, or 4 lightning damage (ignores Armor) on a successful one.
- **Green.** The target takes 9 poison damage (applies to Speed pool) on a failure, or 4 poison damage (applies to Speed pool) on a successful one.
- **Blue.** The target takes 9 cold damage on a failure, or 4 cold damage (ignores Armor) on a successful one.
- **Indigo.** On a failure, the target is restrained. It must then defend against a Might attack at the end of each of its turns. If it successfully defends three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
- **Violet.** On a failure, the target is blinded. It must then defend against an Intellect attack at the start of your next turn. A successful defense ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
- **Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

Prismatic Wall

High tier abjuration / 11 Intellect points

A shimmering, multicolored plane of light forms a vertical opaque wall up to 90 feet long, 30 feet high, and 1 inch thick centered on a point you can see within short range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within short range. The wall remains in place for 10 minutes. If you position the

wall so that it passes through a space occupied by a creature, the spell fails, and your action and the Intellect points are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must defend against a Might attack or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must defend against a Speed attack or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. An *antimagic field* has no effect on it. Action.

- **Red.** The creature takes 12 fire damage on a failure, or 5 fire damage (ignores Armor) on a successful one. While this layer is in place, non-magical ranged attacks can't pass through the wall. The layer can be destroyed by dealing cold damage to it.
- **Orange.** The creature takes 12 acid damage on a failure, or 5 acid damage (ignores Armor) on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.
- **Yellow.** The creature takes 12 lightning damage on a failure, or 5 lightning damage (ignores Armor) on a successful one. This layer can be destroyed by dealing force damage to it.
- **Green.** The creature takes 12 poison damage (applies to Speed pool) on a failure, or 5 poison damage (applies to Speed pool) on a successful one. A *passwall* spell, or another spell that can open a portal on a solid surface, destroys this layer.
- **Blue.** The creature takes 12 cold damage on a failure, or 5 cold damage (ignores Armor) on a successful one. This layer can be destroyed by dealing fire damage to it.
- **Indigo.** On a failure, the creature is restrained. It must then defend against a Might attack at the end of each of its turns. If it successfully defends three times, the spell ends. If it fails to defend three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a *daylight* spell or a similar spell.
- **Violet.** On a failure, the creature is blinded. It must then defend against an Intellect attack at the start of your next turn. A successful defense ends the blindness. If it fails that defense, the creature is transported to another plane of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a *dispel magic* spell or a similar spell that can end spells and magical effects.

Private Sanctum

Mid tier abjuration /7+ Intellect points

You make an area within long range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for 24 hours or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area. Casting this spell on the same spot every day for a year makes this effect permanent.

When you cast this spell using Effort, you can increase the size of the cube by 100 feet for each level. Action to initiate, ten minutes to complete casting.

Produce Flame

Low tier conjuration / 1 Intellect point

A flickering flame appears in your hand. The flame remains there for up to 10 minutes and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within short feet of you. On a hit, the target takes 3 fire damage. Action.

Programmed Illusion

High tier illusion / 8+ Intellect points

You create an illusion of an object, a creature, or some other visible phenomenon within long range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within

30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful level 6 Investigation check. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

When you spend Effort, you can raise the level of the Investigation check by one for every two levels of Effort. Action.

Project Image

High tier illusion / 9+ Intellect points

You create an illusory copy of yourself that lasts for one day. The copy can appear at any location within 500 miles that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as an action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful level 7 Investigation check. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

When you spend Effort, you can raise the level of the Investigation check by one for every two levels of Effort. Action.

Protection from Energy

Mid tier abjuration / 4 Intellect points

For one hour, the willing creature you touch has Armor 5 to one damage type of your choice: acid, cold, fire, lightning, or thunder. Action.

When you cast this spell with Effort, for each additional level of Effort you can affect one more creature. Action

Protection from Evil and Good

Low tier abjuration / 2 Intellect points

For up to ten minutes, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types are hindered on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has any future defenses eased against the relevant effect.

When you cast this spell with Effort, for each additional level of Effort you can affect one more creature. Action.

Protection from Poison

Low tier abjuration / 4 Intellect points

You touch a creature. If it is poisoned, you can try to neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For 1 hour, the target has an asset on Might defense checks against being poisoned, and it has Armor 2 for poison damage.

When you cast this spell with Effort, for each additional level of Effort you can affect one more creature. Action

Purify Food and Drink

Low tier transmutation / 2 Intellect points

All non-magical food and drink within a 5-foot radius sphere centered on a point of your choice within immediate range is purified and rendered free of poison and disease. Action.

Spells (Q) **Spells (R)**

Raise Dead

High tier necromancy / 12+ Intellect points

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with half all his pool points and debilitated status on the damage track.

This spell also neutralizes any poisons and cures non-magical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a 4 step penalty to all attacks, defenses, and checks. Every time the target finishes a 10-hour rest, the penalty is reduced by 1 until it disappears. Action to initiate, eight hours to complete. 500gp of components, which the spell consumes.

Ray of Enfeeblement

Low tier necromancy / 3 Intellect points

A black beam of enervating energy springs from your finger toward a creature within short range. The target must defend against a Speed attack. On a hit, the target deals only half damage with weapon attacks that use Might and is hindered on Might tasks for one minute.

At the end of each of the target's turns, it can defend against a Might attack. On a success, the spell ends. Action.

Ray of Frost

Low tier evocation / 1 Intellect point

A frigid beam of blue-white light streaks toward a creature within short range. The target must defend against a Speed attack. On a hit, it takes 3 cold damage, and its Athletics checks are hindered until the start of your next turn. Action.

Regenerate

High tier transmutation / 12 Intellect points

You touch a creature and stimulate its natural healing ability. For 1 minute, the target regains 2 pool points at the start of each of its turns (20 points total).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump. Action to initiate, 1 minute to complete casting.

Reincarnate

High tier transmutation / 10 Intellect points

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body.

If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the GM chooses a form.

Table- Reincarnate Race

d100	Race
01-04	Dragonborn
05-13	Dwarf, hill
14-21	Dwarf, mountain
22-25	Elf, dark
26-34	Elf, high
35-42	Elf, wood
43-46	Gnome, forest
47-52	Gnome, rock
53-56	Half-elf
57-60	Half-orc
61-68	Halfling, lightfoot
69-76	Halfling, stout
77-96	Human
97-00	Tiefling

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Action to initiate, eight hours to complete. 1000gp of components, which the spell consumes.

Remove Curse

Mid tier abjuration / 6 Intellect points

At your touch, you try to end all curses affecting one creature or object. The check is against the level of the creature or object that initiated the curse. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded. Action to initiate, ten minutes to cast. 50 gp components, which the spell consumes.

Resilient Sphere

Mid tier evocation / 5 Intellect points

A sphere of shimmering force encloses a creature or object of Large size or smaller within short range. An unwilling creature must defend against a Speed attack. On a failure, the creature is enclosed for one minute.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A *disintegrate* spell targeting the globe destroys it without harming anything inside it. Action.

Resistance

Low tier abjuration / 1 Intellect point

You touch one willing creature. Once before the spell ends, the target has an asset to its next Defense roll. The spell then ends. A target can only be affected by this spell once every 24 hours. Action.

Reverse Gravity

High tier transmutation / 9 Intellect points

This spell reverses gravity in a 50-foot radius, 100-foot high cylinder centered on a point within long range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can defend against a Speed attack to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down. Action.

Revivify

Mid tier necromancy / 9 Intellect points

You touch a creature that has died within the last day. That creature returns to life with half of its pool points and debilitated on the damage track. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. Action to initiate, one minute to cast. 250gp of components, which the spell consumes.

Rope Trick

Low tier transmutation / 3 Intellect points

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts for one hour.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends. Action.

Spells (S)

Sacred Flame

Low tier evocation / 2 Intellect points

Flame-like radiance descends on a creature that you can see within short range. The target must defend against a Speed attack or take 3 radiant damage. The target gains no benefit from cover for this check. Action.

Sacred Immolation

Mid tier evocation / 4 Intellect points

Flames of holy (or unholy) fire wreath one creature you can see within short range. The target must defend against a Speed attack. It takes 4 radiant or necrotic damage (ignores Armor) on a failure, or 1 radiant (or necrotic) damage on a successful one. On a failure, the target also burns for one minute. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target attempts a Might defense. It takes 3 radiant (or necrotic) damage (ignores Armor) on a failure, and the spell ends on a successful one. These magical flames can't be extinguished through non-magical means.

Sanctuary

Low tier abjuration / 2 Intellect points

You ward a creature within short range against attack. For one minute, any creature who targets the warded creature with an attack or a harmful spell must first defend against an Intellect attack. On a failure, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends. Action.

Scare

Low tier necromancy / 2 Intellect Points

You awaken the sense of mortality in one creature you can see within short range. A construct or an undead is immune to this effect. The target must defend against an Intellect attack or become frightened of you for one minute. The frightened target can repeat the Intellect defense at the end of each of its turns, ending the effect on itself on a success.

When you cast this spell Effort, you can target one additional creature for level. The creatures must be within 30 feet of each other when you target them.

Scorching Ray

Low tier evocation / 3+ Intellect points

You create three rays of fire and hurl them at targets within long range. You can hurl them at one target or several. Make a ranged attack for each ray. On a hit, the target takes 3 fire damage.

When you apply Effort, damage is increased by 1 on each ray for each level. Action.

Scrying

Mid tier divination / 6 Intellect points

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must defend against an Intellect attack, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can choose to accept the scrying if it wants to be observed.

Table- Scrying Save Modifier

Knowledge	Modifier
Secondhand (you have heard of the target)	hindered
Firsthand (you have met the target)	none
Familiar (you know the target well)	eased
Connection	Modifier
Likeness or picture	eased
Possession or garment	eased 2
Body part, lock of hair, bit of nail, or the like	eased 3

On a successful defense, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed defense, the spell creates an invisible sensor within immediate range of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within immediate range of it for up to 10 minutes. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move. Action.

Searing Strike

Low tier evocation / 2 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon grows red hot and catches on fire, and does an additional 3 fire damage to the target. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Secret Chest

Mid tier conjuration / 5 Intellect points

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within immediate range of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost. Action.

See Invisibility

Low tier divination / 3 Intellect points

For one hour, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. Action.

When you use Effort, you can affect an additional creature for each level.

Seeming

Mid tier illusion / 6 Intellect points

This spell allows you to change the appearance of any number of creatures that you can see within short range for 24 hours. You give each target you choose a new, illusory appearance. An unwilling target can defend against an Intellect attack, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for 24 hours, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make a level 5 Investigation check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

If you spend Effort, the level of the Investigation check increases by one for every level of Effort. Action.

Sending

Mid tier evocation / 4 Intellect points

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like

manner immediately. The spell enables creatures with animal intelligence to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. Action.

Sequester

High tier transmutation / 9 Intellect points

By means of this spell, a willing creature or an object can be hidden away, safe from detection until the spell is dispelled. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage. Action. 1000 gp component, which the spell consumes.

Shadow Walk

High tier conjuration / 11 Intellect points

You step into the border regions of the Shadow Plane, in the area where it overlaps with your current plane. You are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Shadow Plane. The effect is largely illusory, but the path is quasi-real.

You can remain in the Shadow Plane for the duration or until you use your action to dismiss the spell, or you can attempt to transit to the Hells, detailed below. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Shadow Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Shadow Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Shadow Plane, allowing you to move through objects you perceive on the plane you originated from.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Shadow Plane but much more rapidly relative to the Prime Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Shadow Plane, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Shadow Plane and the Prime Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

When the spell ends, if you are on the Shadow Plane you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. This spell has no effect if you cast it while you are on any plane other than the Prime Material Plane or Hell, as they are not coexistent with the Shadow Plane.

This spell can be used to attempt a transit to the Hells via the Deep Shadow. Once you begin the journey, the duration of the spell no longer applies and you are unable to return to the Prime Material plane instantaneously in the same manner as with a normal casting of the spell. The trip takes you through the Deep Shadow to reach the Hells, and can be hazardous, with appropriate planar challenges present at the option of the DM.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target up to three willing creatures (including you) for each slot level above 6th. The creatures must be within 10 feet of you when you cast the spell.

Shapechange

High tier transmutation / 11 Intellect points

You assume the form of a different creature for one hour. The new form can be of any creature with a level equal to your tier or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without the Spellcasting trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intellect. You also retain all of your skill and Defense proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours.

You retain the benefit of any features from your type, race, focus, and descriptor, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your action to assume a different form. Action.

Shatter

Low tier evocation / 3 Intellect points

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within short range. Each creature in a 10-foot radius sphere centered on that point must defend against a Might attack. A creature takes 4 thunder damage on a failure, or one point (bypasses Armor) on a successful one. A creature made of inorganic material such as stone, crystal, or metal is hindered on this check.

A non-magical object that isn't being worn or carried also takes the damage if it's in the spell's area. Action.

Shield

Low tier abjuration / 2 Intellect points

An invisible barrier of magical force in the shape of a shield appears and protects you. For one minute, you gain an asset to Speed defense rolls, and you take no damage from *magic missile*. Action.

Shield of Faith

Low tier abjuration / 2 Intellect points

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it for 24 hours. The target's base armor increases by 1. Multiple castings of Shield of Faith do not stack, even from different casters.

When you cast this spell with Effort, the armor bonus increases by 1 for each additional level of Effort, max +3. Action.

Shillelagh

Low tier transmutation / 2 Intellect points

The wood of a club or quarterstaff you are holding is imbued with nature's power. For one minute, you can use your Intellect pool instead of your Might pool for the attack and damage Effort of melee attacks using that weapon, and the weapon does damage as a heavy weapon. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon. Action.

Shocking Grasp

Low tier evocation / 1 Intellect point

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee attack against the target. Your attack roll is eased if the target is wearing armor made of metal. On a hit, the target takes 3 lightning damage. Action.

Silence

Low tier illusion / 3 Intellect points

For 10 minutes, no sound can be created within or pass through a 20-foot radius sphere centered on a point you choose within long range. Any creature or object entirely inside the sphere is immune to thunder

damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. Only one instance of this spell can be active at once time. Action.

Silent Image

Low tier illusion / 2 Intellect points

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within short range and lasts for up to 10 minutes. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within short range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a Investigation check. If a creature discerns the illusion for what it is, the creature can see through the image. Action.

Simulacrum

High tier illusion / 9 Intellect points

You shape an illusory duplicate of one beast or humanoid that is within short range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's health maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per health point it regains. The simulacrum lasts until it drops to 0 health, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed. Action to initiate, 12 hours to complete casting. 500 gp component, which the spell consumes.

Sleep

Low tier enchantment / 2 Intellect points

This spell sends creatures into a magical slumber. Choose three creatures within immediate distance of a point you choose within long range that are below level 4. They must defend against an Intellect attack.

Each creature affected by this spell falls unconscious for one minute, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

When you cast this spell using Effort, you can affect creatures one level higher for every two levels of Effort. Action.

Sleet Storm

Mid tier conjuration / 4 Intellect points

For one minute, freezing rain and sleet fall in a 20-foot tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must defend against a Speed attack. On a failure, it falls prone.

If a creature starts its turn in the spell's area and is casting on a spell, the creature must make a successful level 4 Concentration check or lose the spell. Action.

Slow

Mid tier transmutation / 4 Intellect points

You alter time around up to three creatures of your choice in a 20-foot cube within short range. Each target must defend against an Intellect attack, or be affected by this spell for one minute.

An affected target's movement checks are hindered two steps, and it is hindered on Speed defense rolls and other Speed tasks. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

A creature affected by this spell defends against another Intellect attack at the end of each of its turns. On a successful defense, the effect ends for it.

Speak with Animals

Low tier divination / 2 Intellect points

You gain the ability to comprehend and verbally communicate with beasts for 10 minutes. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion. Action.

Speak with Dead

Mid tier necromancy / 4 Intellect points

You grant the semblance of life and intelligence to a corpse of your choice within immediate range, allowing it to answer the questions you pose.

The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

For ten minutes, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants

Mid tier transmutation / 4 Intellect points

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands for ten minutes. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the *entangle* spell to release a restrained creature.

Spectral Guardian

Mid tier conjuration / 5 Intellect points

A Large spectral guardian, an obvious representation of your deity, appears and hovers for the duration in an unoccupied space of your choice that you can see within short range. The guardian occupies that space and is indistinct except for a gleaming weapon of your deity.

Any creature hostile to you that moves to a space within an immediate distance of the guardian for the first time on a turn must defend against a Speed attack. The creature takes 7 radiant damage on a failure, or 1 radiant damage (ignores Armor) on a successful one. The guardian vanishes after 1 hour, or after when it has dealt a total of 28 damage. Action.

Spider Climb

Low tier transmutation / 2+ Intellect points

For one hour, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while

leaving its hands free. The target also gains a climbing speed equal to its walking speed.

When you spend Effort, you can affect one additional target for each level. Action.

Spike Growth

Low tier transmutation / 3 Intellect points

The ground in a 20-foot radius centered on a point within long range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for 10 minutes. When a creature moves into or within the area, it takes 1 piercing damage for every 5 feet it travels. This damage is not prevented with Armor.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a level 2 Perception check to recognize the terrain as hazardous before entering it. Only one instance of this spell can be active at one time. Action.

Spirit Guardians

Mid tier conjuration / 4 Intellect points

You call forth spirits to protect you. They flit around you to a distance of 15 feet for 1 minute. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must defend against an Intellect attack. On a failed save, the creature takes 5 radiant damage (if you are good or neutral) or 5 necrotic damage (if you are evil). On a successful defense, the creature takes 1 point (ignores Armor).

When you cast this spell using Effort, the damage increases by 1 for each level.

Spiritual Weapon

Low tier evocation / 3 Intellect points

You create a floating, spectral weapon within short range that lasts for one minute. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes 5 force damage.

As an action on your turn, you can move the weapon up to 10 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon make this spell's effect resemble that weapon. Action.

Staggering Strike

Mid tier evocation / 5 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon assaults the target both physically and mentally, and the attack deals an extra 4 psychic damage (apply to Intellect pool, ignores Amor) to the target. The target must defend against an Intellect attack. On a failure, it is hindered on attack rolls and skill checks until the end of its next turn. Action.

Stinking Cloud

Mid tier conjuration / 4 Intellect points

You create a 20-foot radius sphere of yellow, nauseating gas centered on a point within long range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for one minute.

Each creature that is completely within the cloud at the start of its turn must defend a Might attack. On a failure, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed against the attack.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. Action.

Stone Shape

Mid tier transmutation / 5 Intellect points

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. Action.

Stoneskin

Mid tier abjuration / 6 Intellect points

This spell turns the flesh of a willing creature you touch as hard as stone. For one hour, the target has Armor 5 against non-magical bludgeoning, piercing, and slashing damage. This protection does not extend to spells, magical effects, environmental hazards, or magical weapons. Action.

Storm of Vengeance

High tier conjuration / 12 Intellect points

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must defend against a Might attack. On a failure, a creature takes 6 thunder damage (ignores Armor) and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces different effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 3 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must defend against a Speed attack. The creature takes 6 lightning damage on a failure, or 3 lightning damage (ignores Armor) on a successful one.

Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 4 bludgeoning damage.

Round 5-10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 3 cold damage (ignores Armor). Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

When you use Effort, increase the damage of each effect by one for every level. Action.

Suggestion

Low tier enchantment / 3 Intellect points

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within short range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must defend against an Intellect attack. On a failure, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to eight hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends. Action.

Sunbeam

High tier evocation / 8 Intellect points

A beam of brilliant light flashes out from your hand in a 5-foot wide, 60-foot long line. Each creature in the line must defend against a Might attack. On a failure, a creature takes 8 radiant damage (ignores Amor) and is blinded until your next turn. On a successful defense, it takes 4 radiant

damage (ignores Armor) and isn't blinded by this spell. Undead and oozes are hindered on this defense roll.

You can create a new line of radiance as your action on any turn for one minute.

For one minute, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight. Action.

Sunburst

High tier evocation / 10 Intellect points

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within long range. Each creature in that light must defend against a Might attack. On a failure, a creature takes 10 radiant damage (ignores Armor) and is blinded for 1 minute. On a successful defense, it takes 5 radiant damage (ignores Armor) and isn't blinded by this spell. Undead and oozes are hindered on this defense roll.

A creature blinded by this spell defends against another Might attack at the end of each of its turns. On a successful defense, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell. Action.

Symbol

High tier abjuration / 9 Intellect points

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible, requiring a level 7 Investigation check to find it.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a short distance radius sphere with dim light for 10 minutes, after which time the spell ends.

Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Action to initiate, 1 minute to cast. 1000 gp component, which the spell consumes upon completion.

Death. Each target must defend against a Might attack, taking 9 necrotic damage (ignores Armor) on a failure, or 4 necrotic damage (ignores Armor) on a successful defense.

Discord. Each target must defend against a Might attack. On a failure, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and attack rolls and skill checks are hindered.

Fear. Each target must defend against an Intellect attack and becomes frightened for 1 minute on a failure. While frightened, the target drops whatever it is holding and must move at least a short distance away from the glyph on each of its turns, if able.

Hopelessness. Each target must defend against an Intellect attack. On a failure, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. Each target must defend against an Intellect attack. On a failure, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

Pain. Each target must defend against a Might attack and becomes incapacitated with excruciating pain for 1 minute on a failed defense.

Sleep. Each target must defend against an Intellect attack and falls unconscious for 10 minutes on a failure. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must defend against an Intellect attack and becomes stunned for 1 minute on a failure.

Spells (T)

Telekinesis

Mid tier transmutation / 6 Intellect points

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for 10 minutes, you can exert your will on one creature or object that you can see within short range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. Once activated, your power has an effective Might Pool of 20, a Might Edge of 3, and an Effort of 4, or the strength of a powerful man.

Creature. You can try to move a Huge or smaller creature. Make an Might attack contested by the creature's level, accounting for modifications in Athletics. If you win the contest, you move the creature up to a short distance in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 250 pounds. If the object isn't being worn or carried, you automatically move it up to a short distance in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make a Might attack contested by the creature's level, accounting for modifications in Athletics. If you succeed, you pull the object away from that creature and can move it up to a short distance in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial. Action.

Telepathic Bond

Mid tier divination / 6+ Intellect points

You forge a telepathic link among up to eight willing creatures of your choice within short range, psychically linking each creature to all the others for one hour. Creatures with animal-like intellects aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

If you spend two levels of Effort, the bond extends over planar distances. Action.

Teleport

High tier conjuration / 9 Intellect points

This spell instantly transports you and three willing creatures of your choice that you can see within immediate range to a destination you select.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines how close you arrive to your destination (DM choice).

When you spend Effort, for every level you can transport two additional creatures. Action.

Teleportation Circle

Mid tier conjuration / 8 Intellect points

As you cast the spell, you draw a 10-foot diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering spherical portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within an

immediate distance of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence-a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 hour.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way. Action to initiate, one minute to cast.

Thaumaturgy

Low tier transmutation / 1 Intellect point

You manifest a minor wonder, a sign of supernatural power, within short range. You create one of the following magical effects within immediate range. Action.

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Thundering Strike

Low tier evocation / 2 Intellect points

The next time you hit a creature with a melee weapon attack for up to one minute, your weapon lets a tremendous thunderclap ring out that can be heard at a very long distance, and does an additional 3 thunder damage to the target. If the target is a creature, it must defend against a Might attack or be pushed an immediate distance away from you and knocked prone. Action to initiate with a single attack (cannot be cast in the same round that multiple attacks are used).

Thunderwave

Low tier evocation / 2 Intellect points

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must defend against a Might attack.

On a failure, a creature takes 3 thunder damage and is pushed 10 feet away from you. On a success, the creature takes 1 thunder damage (ignores Armor) and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed an immediate distance away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. Action.

Time Stop

High tier transmutation / 12 Intellect points

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take $1d4 + 1$ turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it. Action.

Tiny Hut

Mid tier evocation / 5 Intellect points

An immediate radius immobile dome of force springs into existence around and above you and remains stationary for eight hours. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The dome is considered to have 15 health and Armor 2, and if brought to 0 health it collapses. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside. Action.

Touch of Idiocy

Mid tier enchantment / 4+ Intellect points

With a touch, you reduce the target's mental faculties. The target must defend against a Speed attack. On a failure, the target loses 1 point of Intellect Edge for 1 minute. On each of the target's subsequent turns, it can defend against an Intellect attack (with reduced Edge) to shake off the effect as an action.

When you cast this spell with Effort, you can increase the amount of Edge lost by one for every level.

Tongues

Mid tier divination / 4+ Intellect points

This spell grants the creature you touch the ability to understand any spoken language it hears for one hour. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

When you spend Effort on this spell, for every level you can affect one more creature. Action.

Transport via Plants

High tier conjuration / 8 Intellect points

This spell creates a magical link between a Large or larger inanimate plant within an immediate distance and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For one minute, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Tree Stride

Mid tier conjuration / 6 Intellect points

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for one minute. You must end each turn outside a tree. Action.

True Polymorph

9th-level transmutation / 11 Intellect points

Choose one creature or non-magical object that you can see within short range. You transform the creature into a different creature, the creature into a non-magical object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for one hour, or until the target drops to debilitated on the damage track, or dies. If you concentrate on this spell for the full hour, the transformation lasts until it is dispelled.

This spell has no effect on a shapechanger or a creature with 0 health. An unwilling creature can defend against an Intellect attack and if it succeeds, it isn't affected by this spell. Action.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose level is equal to or less than the target's (or its Tier, if the target doesn't have a level). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech, unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's level is 7 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The GM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

True Seeing

High tier divination / 8 Intellect points

This spell gives the willing creature you touch the ability to see things as they actually are. For one hour, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a long range.

When you use Effort to cast this spell, for every level you can affect one more creature. Action. 25gp component, which the spell consumes upon casting.

True Strike

Low tier divination / 2 Intellect points

You extend your hand and point a finger at a target within short range. Your magic grants you a brief insight into the target's defenses. On your next turn, your first attack roll against the target is eased, provided that this spell hasn't ended. Action.

Spells (U)

Undeath to Death

High tier conjuration / 8 Intellect points

A sphere of positive energy ripples out in a short radius sphere from a point within long range. Each undead creature in that area must defend against a Might attack. A target takes 8 radiant damage (ignores Armor) on a failed defense, or 4 radiant damage (ignores Armor) on a successful one.

Undetectable Alignment

Low tier abjuration / 3 Intellect points

For 24 hours, with a touch you conceal the alignment of an object or a creature from all forms of divination.

Unholy Blight

Mid tier evocation / 5 Intellect points

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good (not evil) creatures are harmed by the spell. This darkness is a 20 foot radius sphere, cast within short range.

The spell deals 7 evil damage to a good creature (or 10 evil damage to a good outsider) and causes it to be sickened for 4 rounds. A successful Intellect defense reduces damage to 1 evil damage (ignores Armor) and negates the sickened effect. The effects cannot be negated by *remove disease*, but *remove curse* is effective.

Unseen Servant

Low tier conjuration / 2 Intellect points

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command for one hour. The servant springs into existence in an unoccupied space on the ground within short range. It is level 1, has 1 hit point, and it can't attack. If it drops to 0 health, the spell ends.

Once on each of your turns as an action, you can mentally command the servant to move up to an immediate distance and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

Unsettling Darkness

High tier conjuration / 10 Intellect points

Magical shadows and darkness spread from a point you choose within short range to fill a foot radius sphere for one minute. The inky darkness spreads around corners. A creature with darkvision can't see through this darkness. Non-magical light, as well as light created by low or mid tier spells, can't illuminate the area. Despair, wailing, and evil cackles can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must defend against an Intellect attack, taking 9 psychic damage (ignores Armor) on a failure, or 4 psychic damage (ignores Armor) on a successful defense.

Spells (V)

Vampiric Touch

Mid tier necromancy / 4 Intellect points

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make an attack against a creature within your reach. On a hit, the target takes 4 necrotic damage (ignores Armor), and you regain Might equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action. Action.

Vicious Mockery

Low tier enchantment / 1 Intellect point

You unleash a string of insults laced with subtle enchantments at a creature you can see within short range. If the target can hear you (though it need not understand you), it must defend against an Intellect attack or take 2 psychic damage (applies to Intellect pool). Action.

Vitriolic Sphere

Mid tier evocation / 5 Intellect point

You point at a place within short range, and a small emerald sphere of acid streaks there and explodes in a 20-foot radius. Each creature in that area must defend against an Intellect attack. On a failure, a creature takes 6 acid damage and 3 acid damage (ignores Armor) at the end of its next turn. On a successful defense, a creature takes 1 acid damage (ignores Armor) and no damage at the end of its next turn. Action.

Spells (W)

Wall of Fire

Mid tier evocation / 5 Intellect points

You create a wall of fire on a solid surface within long range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for one minute.

When the wall appears, each creature within its area must defend against a Speed attack. On a failure, a creature takes 6 fire damage, or 2 fire damage (ignores Armor) on a successful defense.

One side of the wall, selected by you when you cast this spell, deals 4 fire damage (ignores Armor) to each creature that ends its turn within an immediate distance of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

When you cast this spell using Effort, the damage increases by 1 for each level. Action.

Wall of Force

Mid tier evocation / 7 Intellect points

An invisible wall of force springs into existence at a point you choose within long range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for 10 minutes. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall. Action.

Wall of Ice

High tier evocation / 8 Intellect points

You create a wall of ice on a solid surface within long range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for 10 minutes.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must defend against a Speed attack. On a failure, the creature takes 8 cold damage, or 4 cold damage (ignores Armor) on a successful defense.

The wall is an object that can be damaged and thus breached. It has 30 health and Armor 3, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 health destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must defend against a Might attack. That creature takes 8 cold damage on a failure, or 4 cold damage (ignores Armor) on a successful defense. Action.

Wall of Stone

Mid tier evocation / 6 Intellect points

A non magical wall of solid stone springs into existence at a point you choose within long range for ten minutes. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can defend against a Speed attack. On a success, it can move so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly

supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. The wall disappears after 10 minutes.

Wall of Thorns

High tier conjuration / 8 Intellect points

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within long range on a solid surface and lasts for 10 minutes. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must defend against a Speed attack. On a failure save, a creature takes 8 piercing damage, or 4 piercing damage on a successful defense.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must defend against a Speed attack. It takes 8 slashing damage (ignores Armor) on a failure, or 4 slashing damage (ignores Armor) on a successful one. Action.

Warding Bond

Low tier abjuration / 3 Intellect points

This spell wards a willing creature you touch and creates a mystic connection between you and the target for one hour. While the target is within short range of you, it gains an asset to all Defense rolls and it has a +1 to Armor. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Might points or if you and the target become separated by more than a short distance. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action. Action.

Water Breathing

Mid tier transmutation / 4+ Intellect points

This spell grants three creatures you can see within range the ability to breathe underwater for 24 hours. Affected creatures also retain their normal mode of respiration.

When you spend Effort on the spell, for every level you can affect two more creatures. Action.

Water Walk

Mid tier transmutation / 4 Intellect points

This spell grants the ability to move across any liquid surface-such as water, acid, mud, snow, quicksand, or lava-as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to three willing creatures you can see within short range gain this ability for one hour.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

When you spend Effort on the spell, for every level you can affect two more creatures. Action.

Wave of Destruction

Mid tier evocation / 5 Intellect points

With a tremendous thunderclap, you unleash a wave of incredible power in every direction around you. Every creature within short range of you must defend against a Might attack. On a failure, a creature takes 7 thunder damage, and falls prone. On a successful defense, a creature takes 1 thunder damage (ignores Armor) and isn't knocked prone. Action.

Web

Low tier conjuration / 3 Intellect points

You conjure a mass of thick, sticky webbing at a point of your choice within short range. The webs fill a 20-foot cube from that point for 10 minutes. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must defend against a Speed attack. On a failure, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to defend against a Might attack. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2 fire damage to any creature that starts its turn in the fire. Action.

Weird

High tier illusion / 11 Intellect points

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot radius sphere centered on a point of your choice within long range must defend against an Intellect attack. On a failure, a creature becomes frightened for one minute. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must defend against another

Intellect attack, hindered. On a failure the target takes 10 psychic damage (applies to Intellect pool). On a successful defense, the spell ends for that creature. Action.

Whispering Wind

Low tier transmutation / 3 Intellect points

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within 5 miles that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

High tier transmutation / 8 Intellect points

You and up to ten willing creatures you can see within range assume a gaseous form for 8 hours, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has Armor 5 to damage from non-magical weapons. The only actions a creature can take in this form are to move or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends a short distance per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance. Action to initiate, one minute to cast.

Wind Wall

Mid tier evocation / 4 Intellect points

A wall of strong wind rises from the ground at a point you choose within long range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for one minute.

When the wall appears, each creature within its area must defend against a Might attack. A creature takes 4 bludgeoning damage on a failure, or 1 bludgeoning damage (ignores Armor) on a successful defense.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

When you use Effort, for every level increase the damage by 1 point. Action.

Word of Recall

High tier conjuration / 8 Intellect points

You and up to five willing creatures within immediate range of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect. Action.

Spells (X)

Spells (Y)

Spells (Z)

Zone of Truth

Low tier enchantment / 3 Intellect points

You create a magical zone that guards against deception in a 15-foot radius sphere centered on a point of your choice within short range. For ten minutes, a creature that enters the spell's area for the first time on a turn or starts its turn there must defend against an Intellect attack. On a failure, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its Intellect defense.

Appendix 1: Spellcasting Foci

The following foci can be used to give a PC more spellcasting abilities. They are equally good for enemies and creatures.

Bargains with... are foci that emulate Warlock pacts.

Bargains with Aberrations

- Tier 1: Magical Training
- Tier 1: Discordant Whispers
- Tier 2: Detect Thoughts
- Tier 3: Phantasmal Force
- Tier 4: Sending
- Tier 5: Black Tentacles
- Tier 6: Telekinesis

Bargains with the Archfey

- Tier 1: Magical Training
- Tier 1: Faerie Fire
- Tier 2: Calm Emotions
- Tier 3: Plant Growth
- Tier 4: Blink
- Tier 5: Greater Invisibility
- Tier 6: Seeming

Bargains with Celestials

- Tier 1: Magical Training
- Tier 1: Cure Wounds
- Tier 2: Guiding Bolt
- Tier 3: Lesser Restoration
- Tier 4: Daylight
- Tier 5: Spectral Guardian
- Tier 6: Flame Strike

Bargains with the Sea

- Tier 1: Magical Training
- Tier 1: Create or Destroy Water
- Tier 2: Thunderwave
- Tier 3: Gust of Wind
- Tier 4: Lightning Bolt
- Tier 5: Control Water
- Tier 6: Arcane Hand (appears as a tentacle)

Bargains with Fiends

- Tier 1: Magical Training
- Tier 1: Command
- Tier 2: Burning Hands
- Tier 3: Fireball
- Tier 4: Stinking Cloud
- Tier 5: Fire Shield
- Tier 6: Wall of Fire

Bargains with Geniekind

- Tier 1: Magical Training
- Tier 1: Detect Evil and Good
- Tier 2: Phantasmal Force
- Tier 3: Create Food and Water
- Tier 4: Phantasmal Killer
- Tier 5: Creation
- Tier 6: Geas

Bargains with Shadows

- Tier 1: Magical Training
- Tier 1: Pass without Trace
- Tier 2: Darkness
- Tier 3: Invisibility
- Tier 4: Blindness
- Tier 5: Black Tentacles
- Tier 6: Shadow Walk

Bargains with Undead

- Tier 1: Magical Training
- Tier 1: Bane
- Tier 2: False Life
- Tier 3: Blindness
- Tier 4: Speak with Dead
- Tier 5: Animate Dead
- Tier 6: Death Ward

Is Descended From... are foci that emulate Sorcerer bloodlines, although they are a good fit for any PC wanting to role-play an origin.

Is Descended From Aberrations

- Tier 1: Magical Training
- Tier 1: Enlarge/Reduce
- Tier 2: See Invisibility
- Tier 3: Black Tentacles
- Tier 4: Polymorph
- Tier 5: Feeblemind
- Tier 6: Shapechange

Is Descended From Arcana

- Tier 1: Magical Training
- Tier 1: Identify
- Tier 2: Invisibility
- Tier 3: Dispel Magic
- Tier 4: Fly
- Tier 5: Dimension Door
- Tier 6: Teleport

Is Descended From Celestials

- Tier 1: Magical Training
- Tier 1: Hold Person
- Tier 2: Spike Growth
- Tier 3: Slow
- Tier 4: Sleet Storm
- Tier 5: Commune with Nature
- Tier 6: Ice Storm

Is Descended From Demons

- Tier 1: Magical Training
- Tier 1: Cause Fear
- Tier 2: Enhance Ability
- Tier 3: Fireball
- Tier 4: Stoneskin
- Tier 5: Banishment
- Tier 6: Power Word Stun

Is Descended From Devils

- Tier 1: Magical Training
- Tier 1: Protection from Evil / Good
- Tier 2: Scorching Ray
- Tier 3: Suggestion
- Tier 4: Charm Person
- Tier 5: Power Word Stun
- Tier 6: Dominate Person

Is Descended From Dragons

- Tier 1: Magical Training
- Tier 1: Mage Armor
- Tier 2: Protection From Energy
- Tier 3: Fly
- Tier 4: Dispel Magic
- Tier 5: Fear
- Tier 6: Shapechange

Is Descended From Elementals

- Tier 1: Magical Training
- Tier 1: Burning Hands (as chosen element)
- Tier 2: Scorching Ray (as chosen element)
- Tier 3: Fireball (as chosen element)
- Tier 4: Conjure Minor Elemental
- Tier 5: Ice Storm (as chosen element)
- Tier 6: Conjure Elemental

Is Descended From Fey

- Tier 1: Magical Training
- Tier 1: Sleep
- Tier 2: Entangle
- Tier 3: Hideous Laughter
- Tier 4: Tree Stride
- Tier 5: Commune with Nature
- Tier 6: Irresistible Dance

Is Descended From Undead

- Tier 1: Magical Training
- Tier 1: Chill Touch
- Tier 2: False Life
- Tier 3: Vampiric Touch
- Tier 4: Animate Dead
- Tier 5: Finger of Death
- Tier 6: Horrid Wilting

Is One with the... are foci that emulate Druid circles, although they are a good fit for Rangers as well.

Is One with the Arctic

- Tier 1: Magical Training
- Tier 1: Hold Person
- Tier 2: Spike Growth
- Tier 3: Slow
- Tier 4: Sleet Storm
- Tier 5: Commune with Nature
- Tier 6: Ice Storm

Is One with the Coast

- Tier 1: Magical Training
- Tier 1: Misty Step
- Tier 2: Water Breathing
- Tier 3: Water Walk
- Tier 4: Control Water
- Tier 5: Commune with Nature
- Tier 6: Scrying

Is One with Deserts

- Tier 1: Magical Training
- Tier 1: Blur
- Tier 2: Create Food and Water
- Tier 3: Protection from Energy
- Tier 4: Hallucinatory Terrain
- Tier 5: Commune with Nature
- Tier 6: Insect Plague

Is One with Forests

- Tier 1: Magical Training
- Tier 1: Barkskin
- Tier 2: Spider Climb
- Tier 3: Plant Growth
- Tier 4: Divination
- Tier 5: Commune with Nature
- Tier 6: Tree Stride

Is One with Grasslands

- Tier 1: Magical Training
- Tier 1: Pass Without Trace
- Tier 2: Daylight
- Tier 3: Dispel Magic
- Tier 4: Haste
- Tier 5: Commune with Nature
- Tier 6: Insect Plague

Is One with the Mountains

- Tier 1: Magical Training
- Tier 1: Spike Growth
- Tier 2: Spider Climb
- Tier 3: Meld Into Stone
- Tier 4: Stone Shape
- Tier 5: Commune with Nature
- Tier 6: Wall of Stone

Is One with Swamps

- Tier 1: Magical Training
- Tier 1: Acid Arrow
- Tier 2: Stinking Cloud
- Tier 3: Water Walk
- Tier 4: Freedom of Movement
- Tier 5: Commune with Nature
- Tier 6: Scrying

Is One with Caves

- Tier 1: Magical Training
- Tier 1: Spider Climb
- Tier 2: Web
- Tier 3: Gaseous Form
- Tier 4: Remove Curse
- Tier 5: Stone Shape
- Tier 6: Greater Invisibility

Studies... are modeled after the classic Wizard schools. Additional schools could easily be made to add to this list.

Studies Abjuration

- Tier 1: Magical Training
- Tier 1: Protection from Evil and Good
- Tier 2: Protection from Energy
- Tier 3: Dispel Magic
- Tier 4: Remove Curse
- Tier 5: Stoneskin
- Tier 6: Banishment

Studies Conjunction

- Tier 1: Magical Training
- Tier 1: Grease
- Tier 2: Acid Arrow
- Tier 3: Stinking Cloud
- Tier 4: Black Tentacles
- Tier 5: Dimension Door
- Tier 6: Teleportation Circle

Studies Divination

- Tier 1: Magical Training
- Tier 1: Detect Magic
- Tier 2: Detect Thoughts
- Tier 3: See Invisibility
- Tier 4: Locate Creature
- Tier 5: Scrying
- Tier 6: Contact Other Plane

Studies Enchantment

- Tier 1: Magical Training
- Tier 1: Charm Person
- Tier 2: Hideous Laughter
- Tier 3: Suggestion
- Tier 4: Hold Person
- Tier 5: Confusion
- Tier 6: Hold Monster

Studies Evocation

- Tier 1: Magical Training
- Tier 1: Burning Hands
- Tier 2: Scorching Ray
- Tier 3: Lightning Bolt
- Tier 4: Fireball
- Tier 5: Wall of Fire
- Tier 6: Ice Storm

Studies Illusion

- Tier 1: Magical Training
- Tier 1: Silent Image
- Tier 2: Invisibility
- Tier 3: Mirror Image
- Tier 4: Major Image
- Tier 5: Phantasmal Killer
- Tier 6: Mirage Arcane

Studies Necromancy

- Tier 1: Magical Training
- Tier 1: Ray of Enfeeblement
- Tier 2: False Life
- Tier 3: Animate Dead
- Tier 4: Inflict Wounds
- Tier 5: Blight
- Tier 6: Finger of Death

Studies Transmutation

- Tier 1: Magical Training
- Tier 1: Feather Fall
- Tier 2: Enlarge / Reduce
- Tier 3: Enhance Ability
- Tier 4: Darkvision
- Tier 5: Magic Weapon
- Tier 6: Haste

Worships... emulate Cleric domains, giving each deity a few choices for their divine followers.

Worships Arcana

- Tier 1: Magical Training
- Tier 1: Detect Magic
- Tier 2: Magic Missile
- Tier 3: Magic Weapon
- Tier 4: Dispel Magic
- Tier 5: Arcane Eye
- Tier 6: Teleportation Circle

Worships Chaos

- Tier 1: Magical Training
- Tier 1: Discordant Whispers
- Tier 2: Align Weapon (Chaos only)
- Tier 3: Shatter
- Tier 4: Fear
- Tier 5: Confusion
- Tier 6: Mislead

Worships Darkness

- Tier 1: Magical Training
- Tier 1: Fog Cloud
- Tier 2: Darkness
- Tier 3: Invisibility
- Tier 4: Blindness
- Tier 5: Greater Invisibility
- Tier 6: Shadow Walk

Worships Death

- Tier 1: Magical Training
- Tier 1: False Life
- Tier 2: Ray of Enfeeblement
- Tier 3: Animate Dead
- Tier 4: Blight
- Tier 5: Cloudkill
- Tier 6: Finger of Death

Worships Destruction

- Tier 1: Magical Training
- Tier 1:
- Tier 2: Shatter
- Tier 3: Fireball
- Tier 4: Staggering Strike
- Tier 5: Ice Storm
- Tier 6: Wave of Destruction

Worships Elementals: Fire

- Tier 1: Magical Training
- Tier 1: Burning Hands
- Tier 2: Flame Blade
- Tier 3: Conjure Minor Elementals
- Tier 4: Fireball
- Tier 5: Wall of Fire
- Tier 6: Conjure Elemental

Worships Elementals: Air

- Tier 1: Magical Training
- Tier 1: Fog Cloud
- Tier 2: Wind Wall
- Tier 3: Conjure Minor Elementals
- Tier 4: Gaseous Form
- Tier 5: Wind Walk
- Tier 6: Conjure Elemental

Worships Elementals: Earth

- Tier 1: Magical Training
- Tier 1: Acid Arrow
- Tier 2: Spike Growth
- Tier 3: Conjure Minor Elementals
- Tier 4: Vitriolic Sphere
- Tier 5: Move Earth
- Tier 6: Conjure Elemental

Worships Elementals: Water

- Tier 1: Magical Training
- Tier 1: Ice Dagger
- Tier 2: Water Breathing
- Tier 3: Conjure Minor Elementals
- Tier 4: Control Water
- Tier 5: Cone of Cold
- Tier 6: Conjure Elemental

Worships Entropy

- Tier 1: Magical Training
- Tier 1: Detect Magic
- Tier 2: Inflict Wounds
- Tier 3: Dispel Magic
- Tier 4: Blight
- Tier 5: Death Ward
- Tier 6: Finger of Death

Worships Forge

- Tier 1: Magical Training
- Tier 1: Identify
- Tier 2: Heat Metal
- Tier 3: Magic Weapon
- Tier 4: Align Weapon
- Tier 5: Fabricate
- Tier 6: Creation

Worships Grave

- Tier 1: Magical Training
- Tier 1: Gentle Repose
- Tier 2: False Life
- Tier 3: Revivify
- Tier 4: Death Ward
- Tier 5: Antilife Shell
- Tier 6: Raise Dead

Worships Hunt

- Tier 1: Magical Training
- Tier 1: Hunter's Mark
- Tier 2: Animal Senses
- Tier 3: Conjure Animals
- Tier 4: Elemental Arrow
- Tier 5: Locate Creature
- Tier 6: Freedom of Movement

Worships Knowledge

- Tier 1: Magical Training
- Tier 1: Identify
- Tier 2: Augury
- Tier 3: Speak with Dead
- Tier 4: Arcane Eye
- Tier 5: Scrying
- Tier 6: Legend Lore

Worships Life

- Tier 1: Magical Training
- Tier 1: Cure Wounds
- Tier 2: Bless
- Tier 3: Lesser Restoration
- Tier 4: Revivify
- Tier 5: Death Ward
- Tier 6: Raise Dead

Worships Light

- Tier 1: Magical Training
- Tier 1: Faerie Fire
- Tier 2: Flaming Sphere
- Tier 3: Daylight
- Tier 4: Fireball (radiant)
- Tier 5: Wall of Fire (radiant)
- Tier 6: Flame Strike (radiant)

Worships Luck

- Tier 1: Magical Training
- Tier 1: Bane
- Tier 2: Calm Emotions
- Tier 3: Bestow Curse
- Tier 4: Enhance Ability
- Tier 5: Divination
- Tier 6: Scrying

Worships Moon

- Tier 1: Magical Training
- Tier 1: Sanctuary
- Tier 2: Guiding Bolt
- Tier 3: Moonbeam
- Tier 4: Spirit Guardians
- Tier 5: Polymorph
- Tier 6: Dream

Worships Nature

- Tier 1: Magical Training
- Tier 1: Animal Friendship
- Tier 2: Speak with Animals
- Tier 3: Plant Growth
- Tier 4: Wind Wall
- Tier 5: Dominate Beast
- Tier 6: Tree Stride

Worships Order

- Tier 1: Magical Training
- Tier 1: Command
- Tier 2: Heroism
- Tier 3: Zone of Truth
- Tier 4: Hold Person
- Tier 5: Commune
- Tier 6: Slow

Worships Pacifism

- Tier 1: Magical Training
- Tier 1: Sanctuary
- Tier 2: Charm Person
- Tier 3: Calm Emotions
- Tier 4: Beacon of Hope
- Tier 5:
- Tier 6: Dispel Evil and Good

Worships Protection

- Tier 1: Magical Training
- Tier 1: Bless
- Tier 2: Aid
- Tier 3:
- Tier 4: Faithful Guardian
- Tier 5:
- Tier 6: Heal

Worships Shamanism

- Tier 1: Magical Training
- Tier 1: Faerie Fire
- Tier 2: Earthbind
- Tier 3: Gaseous Form
- Tier 4: Haste
- Tier 5: Blight
- Tier 6: Reincarnate

Worships Shugenjaism

- Tier 1: Magical Training
- Tier 1: Detect Magic
- Tier 2: Magic Missile
- Tier 3: Gust of Wind
- Tier 4: Flaming Sphere
- Tier 5: Lightning Bolt
- Tier 6: Wall of Stone

Worships Strength

- Tier 1: Magical Training
- Tier 1: Divine Favor
- Tier 2: Shield of Faith
- Tier 3: Enhance Ability
- Tier 4: Heroism
- Tier 5: Haste
- Tier 6: Stoneskin

Worships Survival

- Tier 1: Magical Training
- Tier 1: Create or Destroy Water
- Tier 2: False Life
- Tier 3: Create Food and Water
- Tier 4: Fear
- Tier 5: Dominate Beast
- Tier 6: Greater Restoration

Worships Tempest

- Tier 1: Magical Training
- Tier 1: Thunderwave
- Tier 2: Shatter
- Tier 3: Call Lightning
- Tier 4: Sleet Storm
- Tier 5: Control Water
- Tier 6: Wave of Destruction

Worships War

- Tier 1: Magical Training
- Tier 1: Shield of Faith
- Tier 2: Divine Favor
- Tier 3: Magic Weapon
- Tier 4: Mantle of Protection
- Tier 5: Freedom of Movement
- Tier 6: Hold Monster

Worships Time

- Tier 1: Magical Training
- Tier 1: Feather Fall
- Tier 2: Blur
- Tier 3: Slow
- Tier 4: Haste
- Tier 5: Dimension Door
- Tier 6: Hold Monster

Worships Travel

- Tier 1: Magical Training
- Tier 1: Longstrider
- Tier 2: Pass Without Trace
- Tier 3: Fly
- Tier 4: Freedom of Movement
- Tier 5: Passwall
- Tier 6: Teleportation Circle

Worships Trickery

- Tier 1: Magical Training
- Tier 1: Charm Person
- Tier 2: Disguise Self
- Tier 3: Blink
- Tier 4: Polymorph
- Tier 5: Dimension Door
- Tier 6: Dominate Person

Worships Undeath

- Tier 1: Magical Training
- Tier 1: False Life
- Tier 2: Ray of Sickness
- Tier 3: Animate Dead
- Tier 4: Bestow Curse
- Tier 5: Blight
- Tier 6: Slay Living

Worships Unity

- Tier 1: Magical Training
- Tier 1: Shield of Faith
- Tier 2: Heroism
- Tier 3: Aid
- Tier 4: Warding Bond
- Tier 5: Beacon of Hope
- Tier 6: Telepathic Bond

Appendix 2: Revised Adept

For those who want the ability to switch out spells in a classic D&D style, the Adept is a robust option.

The crafting abilities listed below are explained in detail in the companion volume Cypher System Magical Item Compendium. They can just as easily just be placeholders to give access to standard crafting or a crafting system a GM has already designed.

Adept

You are a spellcaster, one who studies many spells and is able to change the spells they are able to cast every day. Some call you a wizard or sorcerer, others a cleric or druid.

Adept Stat Pools

Stat Pool	Starting Value
Might	7
Speed	9
Intellect	12

You get 6 additional points to divide among your stat Pools however you wish.

First Tier Adept

First-tier adepts have the following abilities:

Effort: Your Effort is 1.

Edge: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Artifact Use: You can bear three artifacts at a time.

Starting Equipment: Appropriate clothing, plus two expensive items, two moderately priced items, and up to four inexpensive items of your choice.

Weapons: You can use light weapons without penalty. You have an inability with medium weapons and heavy weapons; your attacks with medium and heavy weapons are hindered.

Armor: You are not proficient in the use of armor. If you are not experienced with a certain type of armor but wear it anyway, the cost for using Speed Effort is further increased by 1 and you cannot cast spells. Enabler.

Skills: Choose three of the following skills: Appraise, Craft (choose one), Insight, Investigation, Knowledge (choose one), Language (choose one), Navigation, Perception, Profession (choose one), Research, Spellcraft, Vehicle.

Magic Training: You are trained in the basics of magic (including the operation of magic artifacts and cyphers) and can attempt to understand and identify its properties. Your magical abilities are considered spells. All spells require somatic components, needing at least one hand to cast and denying spellcasters the ability to cast spells in any sort of physical armor they are not trained in using (armor from spells like Ward are not subject to this restriction). All spells require verbal components, requiring the caster to be able to speak in the forceful, strange syllables of Draconic. You are trained in Spellcraft. Enabler.

Spellcasting: Your character has learned how to cast additional spells using formulas, Draconic words of power, dramatic gestures, and strange material components. You require a spellbook, holy text, animal skin scroll or tattoos, or other means of recording your spells. You gain spell slots as you increase your character's tier, according to your character type. You may memorize spells recorded in your spellbook in those spell slots, and you may swap out these spells for others as long as you have your spellbook with you. To do so, you must spend at least one uninterrupted hour studying your spellbook. This is something that requires a fresh mind, and must be done soon after a ten-hour recovery. Enabler.

Spell List: Choose one of the following spell lists to pick your spell from: Mage, Priest, or Druid. You can only pick spells from that list from then on, and your character is considered a spellcaster appropriate to the setting related to your choice. If you choose Priest, you are practiced in light and medium armor, and light and medium weapons. If you choose Druid, you are practiced in light armor, and light and medium weapons. When an ability below names a spell list after its name, it can only be chosen if this is your spell list.

Spell Slots: You have four spell slots with which you can memorize spells. Pick six spells from your chosen spell list, you have these in your spellbook.

Special Abilities: Choose **Cantrip** and three of the abilities listed below. You can't choose the same ability more than once unless its description says otherwise.

- **Cantrip:** (1 Intellect point): From your extensive study of magic, you have learned a number of minor spells called cantrips. You can cast these spells to perform minor magical effects as you choose, though the effects cannot harm or damage creatures or objects. Possible uses of this ability include clearing a small area of dirt and dust, mending fractures or breaks in an object, preparing a tasty meal from raw food, tightening a tourniquet around an injured limb, causing an object to change color, producing a tiny flame in the palm of your hand, creating the illusory sound of bells chiming to fill the air, and so on. Effects that you create with a cantrip last only a few moments, though changes to the world are permanent (for example, food remains prepared and broken objects remain mended). This power includes the Light, Mage Hand, and Message spells. Additionally, it includes Prestidigitation for Mages, Thaumaturgy for Priests, and Druidcraft for Druids. Action.

- **Brew Potion:** You know how to brew potions, oils, and elixirs. Creating potions requires time, gold, and a place to work. The creator must meet any minimum tier requirements or material component requirements. Enabler.

- **Critter Companion (123)**

- **Enlarge Spell:** You can spend a level of Effort to increase the range of a spell one step (touch to immediate, immediate to short, short to long, long to very long). Enabler.

- **Extend Spell:** You can spend a level of Effort to change the duration of a spell from one minute or ten minutes to one hour, one hour to eight hours, or eight hours to twenty-four hours. Enabler.

- **Knowledge Skills:** Choose two of the following skills in which you are not already trained: Appraise, Animal Handling, Craft (choose one), Knowledge (choose one), Language, Profession (choose one), Research, Spellcraft. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

- **Investigative Skills:** You are trained in two skills in which you are not already trained. Choose two of the following: Insight, Investigation, Navigation, Perception, Survival. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

- **Scribe Scroll:** You know how to scribe spells onto scrolls. Inscribing scrolls requires time, gold, a place to work, and must meet any minimum tier requirements or material component requirements. Enabler.

- **Resonance Field (176)**

Second Tier Adept

Choose one of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may bear four artifacts. You gain two additional spell slots. Pick three spells from your list below, you have these in your spellbook.

- **Battlecaster:** When you spend a level of Effort on a spell attack, you gain a free level on damage. Enabler.

- **Closed Mind (119)**

- **Combat Casting:** Your spellcasting concentration and your defensive casting rolls are eased one step. Enabler.

- **Craft Wondrous Item:** You know how to create miscellaneous magical items. Creating magical items requires time, gold, and a place to work. The creator must meet any minimum tier requirements or material component requirements. Enabler.

- **Spell Focus:** Choose one spell school. You are trained in spells of this school. You may take this ability multiple times, each time choosing a new spell school. Enabler.

- **Spell Penetration:** If the target of your spell has magic resistance, this ability negates one level of this protection. Enabler.

Third Tier Adept

Choose two of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You gain two additional spell slots. Pick three spells from your spell list below, you have these in your spellbook.

- **Adroit Artifact Use:** You gain the ability to wield an additional artifact. Enabler.

- **Augment Summoning:** When you cast a summoning spell and spend a level of Effort, the summons is one level higher, has +1 Armor, and has one more point of Health per level. Enabler.

- **Craft Arms and Armor:** You know how to create magical weapons and armors. Creating magical items requires time, gold, and a place to work. The creator must meet any minimum tier requirements or material component requirements. Enabler.

- **Craft Wand:** You know how to create magical wands, items that cast spells but have limited charges. Creating magical items requires time, gold, and a place to work. The creator must meet any minimum tier requirements or material component requirements. Enabler.

- **Enhanced Intellect (135)**

- **Natural Spell:** You can cast spells while in wildshape, polymorph, shapeshift, or other altered shape that disallows spellcasting. Enabler.

- **Spell Potency:** Your spells gain a level of Potency, making them harder to dispel. When you spend a level of Effort on a spell attack, you gain an additional level of Potency. Enabler.

- **Spell Power:** Choose one spell school or damage type. Your spells from this school do one additional point of damage. You may take this ability

multiple times, each time choosing a new spell school or damage type. Enabler.

- **Subtle Spell:** You can spend one level of Effort to cast a spell without either verbal or somatic components, or two levels of Effort to cast a spell without both verbal and somatic components. Enabler.

Fourth Tier Adept

Choose one of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may bear five artifacts. You gain two additional spell slots. Pick three spells from your spell list below, you have these in your spellbook.

- **Energy Substitution:** You can spend a level of Effort to change the damage type of a spell. The original spell and new damage type must be from the following list: fire, lightning, cold, acid, or thunder. Enabler.

- **Greater Spell Penetration:** If the target of your spell has magic resistance and you have the Spell Penetration ability, this ability negates two levels of this protection. Enabler.

- **Greater Spell Focus:** Choose one spell school you already have Spell Focus. You are specialized in spells of this school. You may take this ability multiple times, each time choosing a new spell school. Enabler.

- **Improved Counterspell:** When you cast *dispel magic*, *counterspell*, or other similar magic, you gain a free level of Effort. Enabler.

- **Widen Spell:** You can spend two levels of Effort to double the area of a spell. Enabler.

Fifth Tier Adept

Choose two of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You gain two additional spell slots. Pick three spells from your spell list below, you have these in your spellbook.

- **Craft Rods and Staves:** You know how to create magical rods, items of power that have unique enabler abilities. You know how to create magical staves, items of power that add spells to a spellcaster's list of prepared spells. Creating magical items requires time, gold, and a place to work. The creator must meet any minimum tier requirements or material component requirements. Enabler.

- **Enhanced Intellect Edge (135)**

- **Greater Spell Power:** Choose one spell school or damage type you have Spell Power in. Your spells from this school do two additional points of damage. You may take this ability multiple times, each time choosing a new spell school or damage type. Enabler.

- **Resist Magic:** You gain an asset in all types of defense actions to resist magical effects. Enabler.

- **Skill With Attacks (183)**

- **Skill With Defense (183)**

Sixth Tier Adept

Choose one of the abilities listed below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may bear six artifacts. You gain two additional spell slots. Pick three spells from your spell list below, you have these in your spellbook.

- **Divide Your Mind (130)**

- **Experienced in Armor (136)**

- **Greater Enhanced Intellect (146)**

- **Greater Resist Magic**

- **Usurp Artifact (195)**

Appendix 3: Conditions

Blinded

- A blinded creature can't see and automatically fails any task or check that requires sight.
- Attack and Defense tasks by the creature are hindered by two steps.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- A charmed creature's Intellect defense tasks against the charmer that involve social interactions are hindered.

Deafened

- A deafened creature can't hear and automatically fails any task or check that requires hearing.

Frightened

- A frightened creature's skill checks and attacks are hindered while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated

- An incapacitated creature can't take actions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured.
- Attack and defense tasks against an invisible creature are hindered two steps.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Might and Speed tasks.
- Attack rolls against the creature are eased two steps.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature are eased two steps.
- The creature automatically fails Might and Speed tasks.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature is hindered on all tasks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature is hindered on attack rolls.
- A defense roll against the creature is hindered if the attacker is within 5 feet of the creature. Otherwise, the defense roll is eased.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack and defense rolls by the creature are hindered.
- Spellcasters cannot cast spells with somatic components while restrained.
- It is impossible to attack with weapons unless they have the light property.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Might and Speed tasks.
- Defense tasks by the creature are hindered.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Might and Speed tasks.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

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