**Glittershard’s End - Spells and Magic Items**

**Air:**

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| Spell | Level | Description |
| Gentle breeze | 1 | Clears away toxic air. Also allows for slow sail travel. Small action |
| Ears from afar | 1 | Can listen in to conversations up to 10 units away without revealing oneself. Lasts 60 seconds |
| Biting blast | 1 | A blast of wind that does 1d6 damage to one target |
| Air slicers | 1 | Magical short swords made of air. GIves the caster two short swords to use. Spell lasts sixty seconds |
| Echo | 1 | Creates a sound to distract a target, or talk to a target quietly. 10 units range |
| Storm of Blades | 4 | Create a cone of sharp wind in front of you, extends fifteen feet. Deals 1d6 \* (1 + lvl/10) damage to all entities in cone |
| Bubble | 4 | Create a bubble of air allowing breathing in water and mutes all sound from entity. |
| Air Drain | 4 | Removes all air from a 15 \* 15 \* 15 ft cube. Any living entity within this area will take 1d4 damage until they leave the zone |
| Implosion | 8 | Creates a void in the air that draws enemies closer. Can be cast up to 20 ft away, 15 ft radius. After one round, any close entities take 1d8 damage |
| Vibration | 8 | Forces entities within 2 units to drop weapons |
| Vacuum | 8 | Draws an item or person up to medium size to caster from up to 6 units away |
| Twister | 12 | Throws all enemies within 2 units two units away from caster |
| Thunderclap | 12 | All enemies within 10 units lose 3 accuracy |
| Slicers of speed | 12 | Weapons made of wind can gain an additional +2 accuracy and ignore 2 points of armor |
| Return Spell | 16 | Once prepared, can catch one spell cast within 3 units which can be used next turn or discarded. |
| Swirling Defense | 16 | Wind swirls around, granting +3 armor |
| Gale | 16 | Reduces accuracy for all incoming attacks. Can be applied to other entities. |
| Hurricane | 20 | Every entity within 3 units of the target square must make a Str check. Any that fail to beat a DC of 25 will be swept 4 units away from the caster. Does 4d6 damage regardless |
| Black hole | 20 | Create a hole in space that sucks in entities up to 6 units away, and binds movement. All creature within 1 unit after 10 seconds takes 3d10 damage |
| Cutting Force | 20 | Weapons made of wind can knock enemies 1 unit away when an attack connects |

**Biology:**

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| Spell | Level | Description |
| Stitch | 1 | 1d6 HP healed |
| Triage | 1 | Stops an unconscious entity from bleeding out |
| Improved Splint | 1 | When splinting a limb, it sets in eight hours |
| Cleanse | 1 | Stops a wound from getting diseased without poultices |
| Recycler | 1 | Reuse bandages and splints without risk of infection |
| Mend | 4 | 2d6 HP healed |
| Soothing words | 4 | +1 accuracy for all allies within 4 units |
| Improved Bandages | 4 | Bandages stop bleeding twice as fast |
| Repair | 8 | 3d6 HP healed |
| Inspiring word | 8 | +2 armor for all allies within 4 units |
| Blood Bag | 8 | Sacrifice own hit points to heal ally in within 2 units. Uses Small action to create blood bag, attack action to use it. |
| Make whole | 12 | 4d6 HP healed |
| Quick Healing | 12 | Any wound healed by you heals in half the time |
| Recovery | 12 | Gain regeneration +3 |
| Reforged | 16 | 5d6 HP healed |
| Medicinal skills | 16 | Can make medicines for common and uncommon diseases given other medicines or herbal remedies. Heals 5d4. |
| Blessing of the Healers | 16 | Entities healed by you within the last 24 hours have a twice as much bleedout time |
| Perfect Reversal | 20 | 6d6 HP healed |
| Aura of the medic | 20 | 3d6 HP healed for all allies closer than 3 units |
| Healing Infusion | 20 | Grant regeneration +3 to an ally for 60 seconds |

**Cold:**

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| Spell | Level | Description |
| Icicle Swords | 1 | Can create twin short swords out of ice. |
| Ice path | 1 | Create a path of ice across water. 6 units of path per cast. |
| Frost blast | 1 | Does 1d6 damage |
| Resist cold | 1 | Takes half damage from cold damage sources |
| Burst Vase | 1 | Destroy a small vessel of liquid as a distraction |
| Skating Rink | 4 | Halve enemy speed 2 x 2 area 30 seconds |
| Frost Mirror | 4 | While up, illusions are twice as likely to fail. 30 seconds |
| Icy Caltrops | 4 | Make a 2 x 2 area unpassable |
| Flash Freeze | 8 | Bind an enemy for thirty seconds |
| Pot of Ice | 8 | Throw a pot of water and freeze the water inside, exploding pottery. 2d8 damage 2 x 2 |
| Drop Ice | 8 | Spike of ice falls, 3d8 damage |
| Icicle Burst | 12 | When ice weapons are destroyed or dispelled, a burst of spike in all directions hit enemies. 2d6 damage |
| Hail | 12 | Does 3d4 damage |
| Permafrost | 12 | Create a wall of Ice 1 x 3 x 3 |
| Snowstorm | 16 | Blind all entities in 3 units for 30 seconds |
| Ice Prisms | 16 | 3 x 3 area, accuracy is reduced to half |
| Hailstorm | 16 | 3d6 damage |
| Icicle Longswords | 20 | The short swords can be swapped for longswords, with an additional damage die per sword |
| Blizzard | 20 | Blind all enemies within 10 units for 30 seconds, and does 3d6 damage |
| Ice Clone | 20 | Copy an enemy out of ice, control like familiar. Has one quarter HP of original, weak to fire, and can only make basic attacks |

**Earth:**

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| Spell | Level | Description |
| Coat of Earth | 1 | Increases Armor by 2 |
| Fist of Rock | 1 | Does 1d6 damage |
| Wall of Earth | 1 | 1 x 3 x 3 wall of earth, does not decay |
| Tremor sense | 1 | Can feel when large, entities or |
| Gravel path | 1 | Create road to travel, decreasing travel time by 20% |
| Rockskin | 4 | Improves Coat of earth a further +2 |
| Falling Stalactites | 4 | Spears of rock fall from the sky. 2d6 damage, 2x2 area |
| Quicksand | 4 | Ensnares an entity, knocking them down |
| Wall of Stone | 8 | 1 x 5 x 5 wall |
| Swallow | 8 | Pit with spikes is created, any entities above take 2d6 damage |
| Deflect | 8 | One attack is completely negated |
| Stoneskin | 12 | With Coat of earth active, ignore throw weapons |
| Sudden Stalagmites | 12 | Spikes of stone leap from the ground, 2 x 2 3d6 damage |
| Sandy Blindness | 12 | Can blind three enemies for 20 seconds |
| Barrier or Iron | 16 | 1 x 7 x 5 Wall |
| Geode Shell | 16 | Gain invincibility for one turn. |
| Bracing Strikes | 16 | Additional 6 damage to all melee hits, and |
| Ironskin | 20 | Bladed weapons do half damage when coat of earth active |
| Crushing grip | 20 | Hand of stone grabs entity, restrains, and does 3d8 of damage |
| Maw of the earth | 20 | Creates a deep pit, 3 x 3 x 6 units. Entities over the hole when created take fall damage |

**Enchantment:**

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| Spell | Level | Description |
| Brew potion | 1 | Requires Brew Potion |
| Tiny Construct | 1 | Tiny. 2 claws. |
| Quick Infuse | 1 | Uses move action. Creates small volatile object. Can be thrown. Does 1d6 damage. |
| Infuse weapon | 1 | Increases Accuracy and Damage by 1. Melee range |
| Infuse Armor | 1 | Increase armor by 2 for 60 seconds. Melee range |
| Small Construct | 4 | Small, beak, talons. Flight. |
| Sensory Augment | 4 | Increases one sense to Enhanced sense for 60 seconds |
| Enchant item | 4 | Permanently enchant a weapon or armorwith an enchantment off the list. Enchantment must be under caster level. Can only be performed once per week. |
| Humanoid Construct | 8 | Medium. Has either two shortswords or shortbow. +10 health |
| Locking | 8 | A magic lock can be made or undone. |
| Dispel Enchantment | 8 | Removes enchantment of equal or lesser level. Only gets rid of one spell. Can be cast as a reaction to a spell |
| Quadruped Construct | 12 | Large, can be ridden. 4 hooves, teeth - herbivore. Speed +2 |
| Improved Potion | 12 | Can brew potions that are twice as effective |
| Spot Weld | 12 | Can heal constructs for 3d6 health |
| Four-Armed Construct | 16 | Has four weapons of choice, can make two attacks with one attack action. |
| Superior Enchant Item | 16 | A second enchantment may be applied to a weapon or armor. |
| Superior Sensory Augment | 16 | Enhances all senses for 60 seconds for up to five entities within three units |
| Battlemaster Construct | 20 | Can make two attacks per turn. Has twin longswords. Increased health |
| Superior Potion | 20 | Can brew potions that are three times as effective. |
| Overload | 20 | Force pure magic into item on the battlefield, causing it to explode. 2d12 damage, 1 unit all around object. +7 accuracy |

**Fire:**

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| Spell | Level | Description |
| Tinder | 1 | Set a small amount of combustible material of fire. |
| Fireball | 1 | Does 1d8 damage |
| Torch | 1 | Creates light for 5 minutes |
| Hearthfire | 1 | Heats a enclosed area to comfortable levels |
| Melt | 1 | Render a stone doorway impassible |
| Heat Haze | 4 | 3 x 1 x 3 wall, any ranged attack going through it takes -3 accuracy |
| Instant Campfire | 4 | Create a fire that lasts eight hours. Does not need fuel to create. |
| Steam | 4 | Causes a billow of steam that blocks sight. 3 x 1 area. |
| Ignite | 8 | Everything flammable within 3 units catches fire. Entities within range take 2d8 damage |
| Heat Stress | 8 | Destroys a unit of cover |
| Oven | 8 | 1 x 5 x 3 wall of heat, slows movement and reduced accuracy of ranged attacks going through. |
| Grand Fireball | 12 | Does 2d8 damage. Any adjacent enemies to primary target take 2d4. |
| Lava Field | 12 | 3 x 3 zone of 3d4 damage when starting turn in area |
| Trail of Fire | 12 | A trail of fire winds its way down the path ahead, branching at intersections. Finds hidden paths, blocked by doors, goes for 1 mile down all branches. Light up areas. Alerts enemies. |
| Broil | 16 | Does 3d8 damage, Ranged |
| Wildfire | 16 | Destroy all flammable materials within 4 units. Does 2d6 damage to all entities |
| Blaze of Glory | 16 | When brought down to zero HP, a corona of fire shoots out 1 unit. Does 3d6 damage |
| Dust Explosion | 20 | Knocks down all of the enemies within 4 units, disarms them, and does 2d6 damage. |
| Second Sun | 20 | An area is lit up as if in broad daylight. Blinds all unaware entities. |
| Inferno | 20 | 3 x 3 x 3 cube of flames. Does 4d6 to anything starting inside |

**Force:** Impact spells, weapon creation, magical constructs

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| Spell | Level | Description |
| Blades of Force | 1 | Twin shortswords of force. Last sixty seconds |
| Wall of force | 1 | 1 x 3 x 3 wall |
| Shield of force | 1 | Creates a buckler shield for you or an ally |
| Reinforced Strikes | 1 | +2 accuracy for 60 seconds |
| Stairs of Magic | 1 | Creates stairs with small action 2 units high |
| Mystic Elevator | 4 | Can carry the entities up to 6 units upwards |
| Path of the Enlightened | 4 | Creates path of force, 1 x 6 area |
| Armor of Force | 4 | Armor +3 for 30 seconds |
| Perfect wall | 8 | 1 x 5 x 3 wall of force |
| Glass House | 8 | Creates shelter for 8 hours |
| Bolt of Force | 8 | Ranged, does 2d8 damage |
| Porkupine | 12 | Any entity within 1 unit takes 4d6 damage |
| Force Heater | 12 | Creates a heater shield for you or an ally, lasts 60 seconds |
| Iron Maiden | 12 | Binds and does 3d8 damage |
| Palms of Blasting | 16 | Reinforced Strikes do additional die of damage. |
| Glass Tower | 16 | Create a tower that appears to be made of clear glass. 4 units tall, lasts 8 hours |
| Arsenal | 16 | Create two small melee weapons that fight as dancing weapons |
| Infinite Sharpness | 20 | Force blades gain AP effect. |
| Magical Border | 20 | 1 x 5 x 7 Wall of force. invisible |
| Impervious | 20 | Armor increases by +6 for 60 seconds |

**Health:**

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| Spell | Level | Description |
| Kiss of life | 1 | 1d6 healing. |
| Bolt of life | 1 | 1d4 healing, ranged |
| Stasis | 1 | Stops an ally from falling unconscious. Must be applied beforehand. 60 seconds. |
| Unbreak | 1 | Fix a broken limb for 60 seconds |
| Simple meal | 1 | Creates a simple meal. Meal disappears after three hours if not eaten. Fully nutritious, filling. |
| Rouse | 4 | Forcefully wake up an unconscious or sleeping entity. |
| Shield | 4 | Create a small shield in your or an ally's hands |
| Boosted healing | 4 | All healling spells does additional 3 healing |
| Mend Bones | 8 | Heal broken limbs without braces |
| Healing touch | 8 | 2d6 Healing, Melee |
| Peaceful rest | 8 | Let an entity sleep without dreaming, and cannot be woken for eight hours unless by magic. |
| Magical Feast | 12 | Create a feast for 30 people out of magic. Fully nutritious, filling. |
| Blast of Health | 12 | 3d6 Healing, Ranged |
| Mass Stasis | 12 | All allies within 4 units are protected from falling unconscious for 60 seconds |
| Blessed land | 16 | Heals 3d6 HP for each entity that starts its turn in the 3 x 3 zone. Lasts 20 seconds |
| Regeneration | 16 | Grants +10 regeneration for 30 seconds |
| Armor of the Fey | 16 | All allies within 4 units get +3 armor for 30 seconds |
| Wave of Relief | 20 | Heal all allies within 3 units by 4d8 |
| Blessed Hands | 20 | Heal 5d6 HP Melee |
| Perfect Ressurection | 20 | Any entity that has died withon the past 24 hours can be resurrected without turning them into any form of undead. |

**Illusion:**

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| Spell | Level | Description |
| Lantern | 1 | A ball of light appears. Can be dismissed at any time. Lasts ten minutes |
| Hidden object | 1 | An object up to medium in size can be hidden from senses |
| Hide doorway | 1 | Disguise a doorway as part of a wall |
| Trick step | 1 | Trips an entity next time they attempt to move |
| Poker Face | 1 | Increases Speechcraft by 2 for 60 seconds |
| Confuse | 4 | Target loses 3 accuracy for ten seconds |
| Invisibility | 4 | Disappear from sight for thirty seconds. Can be applied to allies |
| Dispel Illusion | 4 | Remove an illusion of equal or lesser level |
| Hypnosis | 8 | Stops one sapient entity for one turn |
| Monstrous Appearance | 8 | Causes fear in a target of choice |
| Deprivation | 8 | Blinds all senses of one target for 20 seconds |
| Fearless charge | 12 | Fear effects cannot work on target |
| Sunbeam | 12 | Creates a pillar of light visible for a mile. Lights up an area of 10 units in all directions. Lasts Level minutes |
| Spectral Image | 12 | Create an image of a ally in a unit within 3 units. Has one quarter health, no actions. Enemies treat it as a real threat regardless |
| Mind Control | 16 | Take control of a sapient entity and use like a familiar |
| Confusion | 16 | Convince an enemy to attack another enemy on their turn |
| Rest | 16 | Force an entity to fall asleep |
| Perfect Disappearance | 20 | You or an ally within ten units are unable to be detected for 30 seconds. Enhanced senses do not reveal. Attacking will reveal caster |
| Mental cage | 20 | Incapacitate a sapient entity for five minutes, fooling all of their senses completely. |
| Modified Battlefield | 20 | Battlefield appears different to enemies, reducing their movement by half for 30 seconds. Enemies cannot fly. |

**Lightning:**

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| Spell | Level | Description |
| Stinging Armor | 1 | Your armor crackles with lightning. Any attack that connects returns 1d6 damage to the attacker. |
| Crackling Light | 1 | Creates ball of lightning that lights up the area. |
| Snap Reflexes | 1 | You gain +1 accuracy for 30 seconds. Swift action. |
| Static Charge | 1 | Weapons can be charged so that the next entity who grabs it takes 1d4 damage and drops it. |
| Bug Zapper | 1 | 1d10 damage |
| Reflexive boost | 4 | An ally within 6 units gains +1 accuracy for thirty seconds |
| Disarm | 4 | Zap an entity and disarm them |
| Doorway of Shock | 4 | Entities trying to enter doorway take 2d6 damage |
| Lightning Blast | 8 | Attacks two targets within 4 units for 2d8 damage |
| Ball lightning | 8 | Create a sphere of lightning that sits in one place and zaps anything within 1 unit. 2d6 damage |
| Short Taser | 8 | 2d10, Melee |
| Crackling Cloak | 12 | An enemy that makes an attack against you or an ally within 1 unit takes 2d6 upon connecting |
| Tingling Nerves | 12 | +5 dodge for 30 seconds |
| Taser | 12 | Does 2d10 damage, Ranged |
| Destroy weapon | 16 | Can target a weapon to destroy it. Does not work on magical weapons |
| Crackling Blade | 16 | Blade is covered by electricity, doing additional 2d8 damage. Lasts 20 seconds |
| Strike of God | 16 | Lightning blast, 3d10 damage |
| Stormcloak | 20 | Accuracy of incoming attacks is reduced by 2, and damage reduced by 2 |
| Overclock | 20 | Doubles dodge for 30 seconds for self or ally |
| Lightning Cage | 20 | Traps a creature in a cage of lightning. It takes 4d10 damage if they decide to push through. Lasts 60 seconds. Does not block line of sight. |

**Nature:**

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| Spell | Level | Description |
| Fly Trap | 1 | A small plant, stationary. Attacks anything within one unit. Does 1d6 damage. |
| Herbal Salve | 1 | Create salves with magic. Can be cast three times per week, creates four salves each. Salves decay after three days |
| Plant Armor | 1 | +2 armor |
| Brambles | 1 | Slows a target for 30 seconds |
| Clear Path | 1 | Brush will move itself out of your way. |
| Herbal - Fever | 4 | Create a herbal remedy that reduces fever. Can be cast three times per week, creates four salves each. Herbal decay after three days |
| Tumbleweed | 4 | Conjured Familiar |
| Path obscuration | 4 | Plants cover your tracks, making you harder to locate visually, and delay any pursuit. |
| Herbal - Cough | 8 | Create an herbal remedy that cures cough. Can be cast three times per week, creates four salves each. Herbal decay after three days |
| Vine Snake | 8 | Conjured Familiar |
| Fade away | 8 | Blend into the greenery and halve accuracy for ten seconds |
| Entangling roots | 12 | 2 x 2 units area, any entity within is ensnared and cannot move |
| Poisonous growth | 12 | Grow a plant that can be harvested for poison. Any entity that touches the plant without knowledge of the plant will be poisoned. Any entity moving through this summons square wil be poisoned. |
| Creeper | 12 | Conjured Familiar |
| Grasping vines | 16 | Anything within a 3 x 3 x 3 unit is grabbed and restrained |
| Field of Plenty | 16 | Can force a field to grow, all at once. Will be harvestable within an hour. Seeds will grow to full height in twenty seconds providing cover. |
| Ent | 16 | Unintelligent, Conjured Familiar |
| Dryad | 20 | Unintelligent, Conjured Familiar |
| Grip of the Forest | 20 | Does 4d6 of damage, constricts movement 2 x 2 |
| Mossy Tangle | 20 | Halves movement speed for enemies in an area 4 x 4 units. |

**Necrosis:**

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| Spell | Level | Description |
| Rotting Defense | 1 | For 60 seconds, any attack made against the caster causes 1d4 necrotic damage against attacker |
| Kiss of Death | 1 | 1d6 Necrotic, melee |
| Bolster Undead | 1 | Undead allies gain +2 accuracy for 20 seconds |
| Poisoned Food | 1 | Can create poisoned food out of magic. Can only create one meal at a time. |
| Spurt of dark | 1 | Destry a light source within 10 units |
| Bolt of Death | 4 | 1d8 Necrotic, ranged |
| Ill Omen | 4 | Give one entity an illness |
| Toxic cloud | 4 | Anything within 2 x 2 x 2 area starts choking. Lasts four turns. |
| Demon’s Respite | 8 | 2d6 Necrotic damage, melee attack. |
| Zone of Decay | 8 | Any entity within the zone (2 x 2 units) is damaged by 2d4 at the start of their turn |
| Rotting Armor | 8 | When Rotten Defense is up, Ignore thrown weapons. |
| Puppet Strings | 12 | Uncontrolled mindless undead will not attack you. |
| Induced Decay | 12 | Causes all terrain to decay within 3 x 3 x 3 cube. |
| Poisoned Feast | 12 | Can create an entire poisoned feast to feed 30 people out of magic. Takes 1 hour |
| Wrath of the Dead | 16 | 3d6 Necrotic |
| Conscription | 16 | 1 Uncontrolled Mindless undead may be controlled as a summon |
| Plague Bringer | 16 | Give all entities within 3 x 3 an illness |
| Death Armor | 20 | When Rotten Defense is up, Gain half HP drained |
| Premature Graveyard | 20 | 3 x 3 area of necrotic field, 3d6 damage for any entity that starts its turn in the zone |
| Touch of the Reaper | 20 | 4d6 necrotic damage |

**Resurrection:**

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| Spell | Level | Description |
| Undead Rat | 1 | Conjured Familiar |
| Undead Wolf | 1 | Conjured Familiar |
| Undead Cat | 1 | Conjured Familiar |
| Reset | 1 | Heals Undead 1d6 |
| Halt Decay | 1 | Magically stop a corpse from decaying. Lasts 1 week. |
| Undead Snake | 4 | Conjured Familiar |
| Undead Boar | 4 | Conjured Familiar |
| Undead Falcon | 4 | Conjured Familiar |
| Remend | 8 | Heals Undead 2d6 |
| Undead Giant Spider | 8 | Conjured Familiar |
| Undead Bear | 8 | Conjured Familiar |
| Rejuice | 12 | Heals undead 3d6 |
| Undead Salamander | 12 | Conjured Familiar |
| Animated Skeleton | 12 | Unintelligent, Conjured Familiar |
| Wight | 16 | Unintelligent, Conjured Familiar |
| Revitalize | 16 | Heals undead for 4d6 |
| Zombie | 16 | Unintelligent, Conjured Familiar |
| Restore | 20 | Heals undead for 5d6 |
| Vampire | 20 | Unintelligent, Conjured Familiar |
| Lich | 20 | Unintelligent, Conjured Familiar |

**Spatial:**

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| Spell | Level | Description |
| Explosive Script | 1 | 1d6 damage to any entity who attempts to read script |
| Magical Snare | 1 | Restrict movement of one entity for 10 seconds. Can be set up beforehand |
| Intercept | 1 | Prepare a block of force to block one attack within the next ten seconds. Must be within 2 units. |
| Steps | 1 | Create a stairway climbing up 2 units. Lasts 60 seconds |
| Spasm | 1 | Causes any entity in zone to drop weapon if they start their turn in zone. Lasts ten seconds, 2 x 2 |
| Dispel Spatial | 4 | Dispel a spatial effect of lesser or equal level. |
| Encased object | 4 | An medium or smaller inanimate object is completely covered and cannot be damaged or moved. |
| Zone of focus | 4 | Any ally within gains +2 accuracy |
| Impassible door | 8 | A doorway can be completely blocked |
| Vampiric zone | 8 | Zone drains 2d4 for any entity starting it’s turn inside the zone. 2 x 2 x 2 |
| Teleport | 8 | Can use attack action to move 6 units, ignoring terrain and magical barriers |
| Zone of Heroism | 12 | Any ally starting turn within within zone gains an attack. Lasts ten seconds, 3x3 units |
| Spike Floor | 12 | Spikes sprout out of the floor 2 x 2 3d6 |
| Healing space | 12 | Any ally regains 1d8 HP per 10 seconds. Attacks cannot be made across boundry. 3 x 3 |
| Impassible wall | 16 | 1 x 3 x 3 units, cannot be attacked through. Any creature within is shoved away from caster. Lasts 30 seconds |
| Explosive floor | 16 | 2 x 2 floor space, hidden, does 3d6 damage to anything entering area or starting turn there. Lasts 10 seconds after first activation |
| Will-sapping room | 16 | All entities starting turn within zone move half speed and dodge is cut in half. 2 x 3 |
| Invisible Prison | 20 | Creates a prison that blocks all attacks. 3 x 3 x 3 units. Lasts 3 minutes or until dispelled. |
| Invert gravity | 20 | 3 x 3 x 5. Any entity within drops to the ceiling, taking fall damage. When zone ends, entities take fall damage in reverse. If no ceiling withing 5 units, entity is considered down. Lasts 10 seconds. |
| Zone of invincibility | 20 | Any ally within 5 units of target unit is invincible for ten seconds |

**Water:**

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| Spell | Level | Description |
| Water Slicers | 1 | A small bladed melee weapon of choice is created. Lasts 60 seconds. Creates two swords |
| Water Armor | 1 | Armor is increased by +2 for 60 seconds |
| Current Driver | 1 | Manipulate currents to push boats and directs streams |
| Water Wall | 1 | 3 x 1 x 3 unit wall. Does not block line of sight |
| Purify | 1 | Purify liquid for drinking. Removes poison of equal or lower level. |
| Water Breathing | 4 | Can breath underwater for five minutes. Can be cast on allies |
| Water bash | 4 | Does 2d4 damage |
| Strider’s Grace | 4 | Can walk on water for 3 minutes. Can be cast on allies |
| Muddy Patch | 8 | Triples movement cost for 3 x 3 area |
| Breakers | 8 | Knocks over entities in 3 x 3 area |
| Water Shield | 8 | One attack that hits is completely Negated |
| Slicer Multiplication | 12 | Any attacks with water blades do double damage. |
| Hard Water | 12 | AP effects do not work when water Armor is active |
| Rapids | 12 | Does 4d4 damage |
| Drowning on dry land | 16 | 3 x 3 x 3 cube of water, any entity within that starts its turn within the cube takes 2d8 damage |
| Swift blows | 16 | Two attacks can be made with one attack |
| Flush | 16 | A 3 unit wide wall of water heads forward, revealing anything in its path for all to see. |
| Flood | 20 | Wash all entities within 4 units away from caster |
| Clinging Slicer | 20 | When slicers decay or break, they blind adjacent enemies for 10 seconds |
| Impenetrable torrent | 20 | Blunt weapons do half damage when water armor is active |

**Item enchantments:**

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| Name | Description |
| Accuracy +/++/+++ | Increases accuracy on weapon +1 for every + |
| Damage +/++/+++ | Increases damage by one additional die for every + |
| Dancing | The weapon can be sent out to fight independently. Melee only |
| Air - Weapon only | When nat 20 is rolled, Target is knocked down |
| Cold - Weapon only | When nat 20 is rolled on accuracy, binds target for 10 seconds. |
| Earth - Armor only | When enemies roll nat 20, this armor does 1d6 damage to entities within 5 ft. |
| Fire - Weapon only | When nat 20 is rolled, target takes 1d4 ongoing fire damage for thirty seconds |
| Lightning - Armor only | Once per day, +1 Dex for a minute |
| Water - Armor only. | Once per day, |
| Lucky | Weapon does an extra die of damage on a nat 20 |
| Soul Sucking - weapon only | Transfers ¼ damage dealt back to the user as health. |

**Potions and poisons:**

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| Item | Price | Effect | Description |
| Potion of Armor | 25 | +2 armor | 5 minute duration |
| Potion of Dragonkin (Type) | 250 | Grants use of Breath weapon | Type of breath weapon is determined by potion |
| Potion of Flight | 150 | Grants flight | 5 minute duration |
| Potion of Healing | 100 | Restores ¼ health | Counts as non-magical heal |
| Potion of Invisibility | 200 | Invisible for duration | 2 minute duration |
| Potion of Magic Stamina | 75 | Restores half of magic stamina |  |
| Potion of Speed | 25 | +2 movement speed | 5 minute duration |
| Potion of Speech | 150 | +2 to Speechcraft | 5 minute duration |
| Potion of Water Breathing | 125 | Can breath in water | 5 minute duration |
| Basilisk Venom | 250 | Petrifies target | Lasts 2 Min, Level 18 |
| Spider Venom | 200 | Damages target 10 HP | Lasts 30 sec, Level 15 |
| Mudberry Poison | 20 | Damages target 1 HP | Lasts 60 sec, Level 3 |
| Snake poison | 90 | Damages target 3 HP | Lasts 60 sec Level 7 |
| Tarweed Poison | 200 | Slows target to 2 movement, stops flight | Lasts 60 sec, Level 10 |