

The lost GRIMOIRE

A compilation of spells by class converted from other grimoires
to C & C and created by go0gleplex

Wizard

0 – Level: Count
Sober
Spark
Wash

1 – Level: Chill Touch
Disrupt Undead
Ray of Frost
Sticky Floor

2 – Level: Compression
Glue
Malachi's Blood Siphon
Shadow Abyss
Stun Bolt

3 – Level: Double Arrow
Ethereal Bolt
Faerie Circle
Mothball
Nature's Ladder

Quicken Vessel
Shadow Halo
Sizzleskin
Water to Acid

4 – Level: Black Tentacles
Bug
Featherweight
Fire Damp
Overburden
Shadow Step
Stones to Spiders
Store Life
Trace

5 – Level: Animate Element
Bridge
Firebane
Firebird
Ray of Rust
Sailor's Favor
Sand Scour

Strangle

6 – Level: Acid Fog
Arcane Vigor
Bone Wand
Flesh to Ice Zombie
Ice Garden
Shadow Guard

7 – Level: Floating Sword
Icy Curse
Martyr's Justice
Summon Nature Guardian

8 – Level: Bone Shatter
Invasive Weave of Carnage
Vise of the Deep

9 – Level: Dominate
Doom of the Seas

ILLUSIONIST

0 – Level: Enchanting Flavor
Shadowsize

1 – Level: Chromatic Dart
Phantom Fragrance
Sculpt Shadow

2 – Level: False Witness
Heroic Delusion
Irritating Cloud
Shadow Abyss
Shadow Halo
Smoke Rope
Sticky Floor
Voice Swap

3 – Level: Featherweight
Hideous Appearance
Overburden
Shadow Coil
Shadow Step
Siren's Call

4 – Level: Five Fold Slash
Phantom Dweomer
Turnabout

5 – Level: Loose Lips
Shadow Guard
Shadow Ride
Shadow Weapon

6 – Level: Guise of the Dragonling
Mortal Vision

7 – Level: Arcane Vigor
Statue

8 – Level: Evil Twin

9 – Level: -----

CLERIC

0 – Level: Guidance
Sober
Virtue

1 – Level: Guilt
Holy Spark
Indolence
Silver Weapon

2 – Level: Gentle Repose
Holy Bolt
Holy Nimbus
Holy Strength
Soul Bend

3 – Level: Blindsight
Invisibility Purge
Righteous Fury
Searing Light
Water Doll

4 – Level: Blessed Strike
Disrupting Weapon
Saving Grace

5 – Level: Bury
Circle of Doom
Firebane

6 – Level: Holy Smite
Salt Coffin

7 – Level: Retribution
Summon Nature Guardian

8 – Level: Age*

9 – Level: Blade of Faith
Heavenly Host

Druid

0 – Level: Spark
Thunder Thump

1 – Level: Chameleon Blend
Stone Strike

2 – Level:	Blade Leaf	Quillskin
	Burrow	Salt Coffin
	Compression	Sargasso
	Floater	Squall
	Frostbite*	Swarming Wall
	Irritating Cloud	Tick Seed
	Nature’s Ladder	
	Shrapnel Seed	6 – Level: Lyffendel’s Lignation
	Sphere of Pure Air	Riptide
		Summon Nature Guardian
3 – Level:	Blindsight	Thunderclap
	Icebolt	Volcanic Breath
	Lyffendel’s Painful Path	
	Ray of Dry Rot	7 – Level: Icy Curse
	Stones to Spiders	
	Volley of Thorns	8 – Level: Bone Shatter
		Rusting Fog
4 – Level:	Animate Element	
	Bridge	9 – Level: Doom of the Seas
	Dust Storm	Implosion
	Faerie Circle	Magma Burst
	Firebane	
	Sailor’s Favor	
	Sand Scour	
	Rusting Grasp	
	Wings	
5 – Level:	Guise of the Dragonling	
	Ice Garden	

Acid Fog (*Wizard 6*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: 1 round/ level
Save None
SR: Yes

Components: V, S, M (*pinch of dried powered peas combined with powdered animal hoof*)

This spell creates a fog cloud of acid vapors 30-ft in diameter and 20-ft high centered on the target or target area. Each round, starting when the wizard casts the spell, each creature within the acidic vapors will suffer 2d6 damage.

Non-magical organic items, such as leather or wood, within the fog will be destroyed within 2 rounds. Non-magical metal items will be destroyed in 6 rounds. Magical items are allowed a saving throw with a bonus equal to each plus of the item to avoid destruction. This save must be made for each round after its exposure limit is reached.

Age* (*Cleric 8*)

CT: 1
Range: Touch
Duration: Instant
Save Negates
SR: Yes

Components: V, S, DF, M (*Half pound of corpse dust sprinkled over target. The reverse of this spell, Youth, requires 100gp worth of diamond dust.*)

The casting of this spell causes the target to age rapidly, a young man becoming

stooped, feeble, and wrinkled. This change saps the physical attributes of the character, reducing STR, DEX, and CON to four (4). The victim is not chronologically older and will not suffer a death of old age until their normal allotted life span has passed. The change is purely physical. Multiple castings are not cumulative on the target.

The reverse of this spell, Youth, will restore an aged recipient to their early years, effectively reversing the effects that aging has had upon their STR, DEX, and CON or restore a victim of the Age spell to the state prior to being victimized. As with Age, Youth does not change the biological age of the recipient and they will die when their life span has reached its actual limit. The Youth spell is prized by the gentry whom can afford its price for obvious reasons.

ANIMATE ELEMENT (*Druid 4 / Wizard 5*)

CT: 1
R: 50-feet
D: 1 round per level
SV: None
SR: None
Comp: DF, M, V, S

The caster of this spell is able to animate no more than 10 cubic feet of material corresponding to any non-gaseous or energy element be it earth, mud, snow, ice, water, wood, etc. Fire could be harnessed if the caster were to animate the fuel of the fire but the fire itself would not be animated. The animated element will conform to the general shape of a lesser elemental of that type. It must be directed by the caster since it has no intelligence of its own and will stand motionless unless ordered to do something.

ARCANE VIGOR (*Wizard 6 / Illusionist 7*)**CT:** 1**R:** Personal**D:** Instant**SV:** None**SR:** None**Comp:** V, S

When the wizard casts this spell upon themselves, the magical energy coursing through their body is converted into life energy that energizes all the cells in the body. This energy heals 4d6 points of damage immediately. The caster may also choose to sacrifice an additional memorized spell slot to further increase the amount of healing by 1d6 per slot level. Thus if the caster used Arcane Vigor and sacrificed a 4th level spell they would heal an extra 4d6 damage in addition to default amount.

Black Tentacles (*Wizard 4*)**CT:** 1**Range:** 100-ft + 10-ft/ level**Duration:** 1 turn/ level**Save** None**SR:** No**Components:** V, S, M (*A piece of giant octopus or squid tentacle.*)

The casting of this spell causes 1 black and rubbery tentacle per caster level to randomly spring forth from the earth in a 15-ft radius centered on the target point. Each tentacle is 10-ft long with an AC of 16, has 1 hit point/ caster level, has a Base to Hit of

+1/ caster level, a STR of 19, and is immune to spells that do not cause damage.

Each tentacle not already wrapped around a victim can attack one random creature or object within its 10-ft reach. A creature successfully hit by a tentacle will suffer 1d3 points crush damage per round and begin to be constricted. Unless the victim can succeed in a STR check to break free or the tentacle is destroyed, they will lose consciousness within three rounds. Three rounds later, the victim is dead, crushed to death by the tentacle which does not let go of the corpse until it is destroyed or the spell duration expires. Tentacles do not attack each other nor any creature or object smaller than medium size.

Blade Leaf (*Druid 2*)**CT:** 1**Range:** Touch**AoE:** Single Target / 2 levels**Duration:** 1 hour/ level**Save/ SR:** No / no**Components:** V, S, & M (tree leaf)

The druid is able to make a single tree leaf of at least 3-inches in length as hard as steel. Leaves thus enchanted may be thrown as darts, daggers, or shuriken at enemies. Each leaf is treated as a +1 magical weapon for purposes of attack, do 1d3 points of damage, and have a range of 20-feet. Once a leaf is thrown and hits a target or the ground, it reverts to normal immediately.

Blade of Faith (*Cleric 9*)**CT:** 1**Range:** Touch

Duration: 1 round/ level

Save None

SR: No

Components: V, S, DF

This spell blesses an expert weapon or magical weapon, granting it a +5 bonus to hit and damage against creatures of alignment opposite that of the caster. Creatures of opposite alignment within a 10-ft radius of such a weapon are also at a minus two (-2) to hit, saving throws, and attribute checks.

Only the caster may wield this weapon with one exception. The spell may be cast upon the weapon of a paladin of the same alignment and faith as the caster. Should this weapon leave the hands of the paladin, the spell ends after one round.

If the spell is cast upon a magical weapon, any abilities and bonuses of that weapon are replaced by those imbued by the spell until the spell duration expires.

Blessed Strike (*Cleric 4*)

CT: 1

Range: Touch

Duration: 1 turn/ level

Save None

SR: No

Components: V, S, DF

The casting of this spell blesses any weapon touched causing it to glow with a brilliant blue nimbus. A successful hit against undead creatures causes an extra point (+1) of damage per level of caster to a maximum of 20.

Weapons with *bane* abilities are unable to be so blessed. A person wielding a blessed

blade may not hide while holding the weapon.

Blindsight (*Cleric 3 / Druid 3*)

CT: 1

Range: Touch

Duration: 1 turn/ level

Save None

SR: Yes

Components: V, S, M (powdered bat or nose of a mole)

A creature touched by the caster of this spell is granted the ability to see despite being blinded by any means, including when within spells such as darkness. The range of this magical vision is 60-feet. The recipient of the blindsight is proof against the gaze attack effects of such creatures as basilisks and medusa as long as their eyes remained closed or normal vision is otherwise blocked.

Bone Shatter (*Wizard 7, Druid 8*)

CT: 1

Range: 60-feet

AoE: One target / 3 levels

Duration: Permanent

Save/ SR: Negates / Yes

Components: V, S, & M (chicken leg bone)

Casting this spell causes the arm and leg bones in the target to spontaneously break rendering the victim(s) unable to move, attack, or defend and in excruciating pain until healed. Because of

the extent of the damage to the bones, only magical healing is effective. The target suffers 4d8 points of damage as their bones break in addition to being rendered immobile and helpless. The target is entitled to a saving throw vs death magic, success negating the effects of the spell. This spell is useless against targets without bones, including but not limited to, most constructs, oozes, and ethereal-type undead. The material component is consumed, or broken rather, during the casting of the spell.

Bone Wand (*Wizard 6*)

CT: 1
Range: Touch
Duration: Permanent until discharged
Save Negates
SR: Yes

Components: V, S, M (*leg bone of a medium sized creature.*)

The casting of this spell creates a single use wand from the bone with a successful CHA check, the CL equal to the level of the spell being stored.

The spell allows the caster to store one spell that they are normally able to cast within an ordinary leg bone. Components used by the spell to be stored are consumed when the spell is stored within the wand. The stored spell does not count against the daily spell limit of the caster and may be cast from the wand as if it were part of the daily allotment. The caster may not have more than one bone wand at any given time.

Bridge (*Druid 4 / Wizard 5*)

CT: 1
Range: 50 feet

Duration: 2 rounds per level

SV: None

SR: None

Comp: M, V, S, DF

The exact effects of this spell depend upon the natural conditions of the area it is cast upon. If containing plant life or fungus, it will cause some of those plants to grow and weave together and extend out to cross a river or chasm up to 40-feet wide plus 10-feet per level of caster with a width of 10-feet. If only stone or ice is present, then such material will elongate to cross a distance of 30-feet plus only 5-feet per level with a width of 6-feet. The bridge created will be strong enough to support 1000 pounds at one time and will crumble into dust upon the duration of the spell. If more than 1000 pounds of weight is placed upon this conjured bridge the spell will end prematurely and it will crumble to dust within the same round. Those unlucky enough to be on the bridge when it vanishes will plunge into whatever danger that the bridge was created to traverse with appropriate results.

Bug (*Wizard 4*)

CT: 1
Range: Touch
AoE: Single non-living target

Duration: 10 minutes per caster level

Save/ SR: No / Yes

Components: V, S, & M (small hearing trumpet)

The spell allows the caster to touch a single non-living object of any type after casting of the spell. Thereafter, the caster is able to hear everything within 10-yards of the “bugged” object as long as it is within 300-yards of the caster's location. Such conversations will be relayed through the hearing trumpet and heard by anyone holding it. This spell does not allow the caster to understand any language they do not already know.

The bugged object will radiate magic if examined by arcane means such as Detect Magic. If the object touched is already magical, then the “bug” is masked by the greater magical aura of the item. Should the object that the caster is attempting to bug have an innate spell resistance, the bug spell will automatically fail. If the “bugged” object enters an area protected from scrying or other such magics then it is rendered mute until such time as the object exits the protected area or the spell expires, whichever comes first.

Burrow (*Druid 2*)

CT: 1
Range: Self
Duration: 1 round / level
Save None
SR: Yes

Components: V, S, DF

The druid under the influence of this spell has their hands grow larger with powerful claws. They may burrow through soft earth at a rate of 10-feet per round or stone at a rate of ½-foot per round.

Bury* (*Cleric 5*)

CT: 1
Range: Touch

Duration: Instant
Save Negates
SR: Yes

Components: V, S, DF

Any creature touched by the caster after this spell is cast must make a DEX save or be instantly sucked into the earth six-feet deep to an impromptu grave. Creatures buried in this manner may not move or speak and begin to suffocate due to lack of air and the weight of soil pressing down upon them. If the victim is not exhumed by digging or the reverse of this spell (*exhume*) within six (6) turns, they suffocate and die.

Creatures that make their saving throw are only buried to their waist, losing any DEX bonus to their AC, are unable to move from the spot they are buried in, and suffer 2d4+2 damage per round as the ground crushes their lower extremities. They may attack and speak normally.

When casting the reverse of this spell, the caster only has to touch the ground above where the victim or body is buried. The earth will instantly spit them out onto the surface. Neither spell works if the body is within a coffin or the ground is solid stone.

Chameleon Blend (*Druid 1*)

CT: 1
Range: Self
Duration: 10 minutes/ level
Save None
SR: Yes

Components: V, S, M (*A lizard tail that must be swallowed.*)

The casting of this spell allows the druid and all of their equipment to blend into whatever background is behind them. This effect

allows the druid to make a Hide check at +1. At 3rd level, the Hide check is made at +2, at 6th level it is made at +3, at 9th level it is made at +4, and at 12th level it is made at +5.

Chill Touch (*Wizard 1*)

CT: 1
Range: Touch
Duration: Instant
Save Yes
SR: Yes

Components: V, S

The casting of this spell sheathes the caster's hands in a blue-black glow. Any creature touched by the caster suffers 1d6 cold damage and must make a saving throw or suffer one (1) point of temporary STR damage. STR lost in this manner will return in 1d3 hours.

Common type undead touched by the caster suffer no STR damage, but are instead turned as if by a cleric, moving away for 1d4+1 rounds if they fail their saving throw.

Chromatic Dart (*Illusionist 1*)

CT: 1
Range: 30-feet + 5-feet per level of caster
AoE: Single Target
Duration: Special (see below)
Save/ SR: Special / Yes
Components: V, S, & M (crystal prism)

The illusionist creates a single dart of colored light per round if they are of sufficient skill as shown on the chart below, which they may throw at a target of their choice. A successful to hit roll against the target must be made by the illusionist with a +2 to hit bonus applying. Any target struck by the dart suffers the effects of the dart immediately. Darts are thrown in chromatic order, with the previous dart needing to be thrown before the next may manifest. The spell lasts until the illusionist throws the last dart available to them or undertakes any action not related to the spell other than movement. Only one dart of each color may be created by a single casting of the spell, each inflicting a different effect upon its target. Based on the dart striking the target, a saving throw or spell resistance check may be required and if successful, nullify the effect in part or in full. The effects of each dart do not extend beyond the round of impact. The prism used is consumed in the casting of the spell.

Caster Level	Dart Color	Effect / Save
1	white	1d4 +1 pt per level of caster / No save
2	red	1d6 +1 pt per level of caster – fire damage / No
3	orange	Diseased, -2 to hit and damage rolls / CON save negates
5	yellow	2d10 +1 pt per level of caster – electrical damage / DEX save for half
7	green	3d4 +2 pts per level of caster – acid damage / No
10	blue	Paralysis 1 round per level of caster / WIS save negates
13	violet	Instant Death / CHA save negates

Circle of Doom *(Cleric 5)*

CT: 1
Range: 0-ft
Duration: Instant
Save Yes
SR: Yes

Components: V, S

The casting of this spell sends a blast of negative energy 20-ft in all directions centered on the caster. Any living creature within this area suffers 1d8 points of damage +1 per level of caster (maximum 20), CON save for half damage. Any undead within this area are instead healed for a like number of points.

COMPRESSION *(Druid 2 / Wizard 2)*

CT: 1
R: 50-feet +10-feet per level
D: Instant
SV: Half
SR: Yes

Comp: DF, V, S

The spell causes water surrounding the target to compress, crushing the victim as if they were in the deepest depths of the ocean. The victim may make a STR save for half damage, resisting the effects of the compression. Failure indicates they suffer the full 1d4+2 per level. This spell may only be cast in water of 5-feet or greater depth.

Count *(Wizard 0)*

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant
Save None
SR: No

Components: S

The casting of this spell allows the caster to know the exact number of objects of a similar nature instantly, such as gold coins, scrolls on a shelf, bottles of wine, and so forth. The spell will not identify what type of scrolls, or specifics beyond a general similarity. Only items that are obvious and in plain site to the caster are counted by the spell.

Disrupt Undead *(Wizard 1)*

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant
Save None
SR: Yes

Components: V, S, M *(a drop of holy water.)*

The casting of this spell causes a ray of positive energy to lance out at the target undead striking it for 1d6 points of damage +1 per 2 levels of caster (maximum +5).

Disrupting Weapon *(Cleric 4)*

CT: 1
Range: Touch
Duration: 1 round / level

Save None

SR: No

Components: V, S, DF, M (a drop of holy water anointing the weapon)

This spell affects a single, non-magical weapon infusing it with divine power. The weapon will glow with a nimbus of pure light providing illumination up to five (5) feet away. The weapon gains a +2 to damage vs evil (good) creatures, though against undead it will do double the normal damage of the weapon in lieu of the +2 damage bonus. If the wielder rolls 6 or better above their required to hit roll when fighting undead, the weapon will do 4x its normal damage if the undead fails a CHA save to resist its effects.

Dominate (*Wizard 9*)

CT: 1

Range: 100-ft + 10-ft/ level

Duration: 1 day/ level

Save Negates

SR: Yes

Components: V, S

The casting of this spell forges a telepathic link with any one creature visible to the caster. The creature is allowed a saving throw to resist this link and if successful the spell is aborted and the creature is aware of the caster's presence and location. If the creature fails its saving throw, it falls under the influence of the caster whom controls its actions and mind. Once control is established, the range at which it may be carried out is unlimited as long as the caster and creature are on the same plane. The caster does not need to see the creature to control it.

If a common language is shared, the caster can generally force the creature to perform as desired, within the limits of its abilities. If no common language is shared, only basic commands such as "Stay", "Come", "Go There", "Fight", and such may be given. The caster knows what the dominated creature is feeling but receives no sensory input.

Dominated creatures resist this control, those forced to take actions against their nature are allowed a new saving throw with a modifier of +1 to +3 as determined by the CK. Self-destructive actions such as leaping off a cliff, are not carried out and the creature is given a +5 bonus to their new saving throw. The spell *Protection from Evil/Good/Law/Chaos* or similar spells do not prevent domination from occurring but they do prevent the caster from exercising control or utilizing the telepathic link while the creature is so warded.

DOOM OF THE SEAS (*Wizard 9 / Druid 9*)

CT: 1 minute

R: Special

D: 1 round per level

SV: None

SR: None

Comp: DF, V, M

The caster of this spell may target an object or person within 1,000 feet of their position as long as it is within ocean water. Once the spell is cast it summons a monstrous Kraken from the depths which will appear at the designated target. The Kraken may be a summons but make no mistake. It is not under the control of the caster or any other force of the prime material. It will attack anything near it that moves or attracts its attention. This means making sure there is

plenty of distance between the caster and the kraken when it is done with its target, unless of course the caster is on land and away from the shore.

Double Arrow (*Wizard 3*)

CT: 1
Range: Touch
Duration: 1 hour/ level
Save None
SR: No

Components: V, S, M (*arrow or bolt.*)

This spell enchants a normal arrow or bolt so that when fired, a duplicate missile appears alongside the original in mid-flight. The archer is allowed two separate to hit rolls with no magical bonuses and normal damage. However, both missiles are treated as if they were +1 magical weapons for purposes of damaging creatures only hit by such. Both missiles are consumed by the spell after being used for an attack.

Dust Storm (*Druid 4*)

CT: 1
Range: 200-ft + 20-ft/ level
Duration: 1 round/ level
Save None
SR: No

Components: V, S, M (*a pinch of dust blown from the hand.*)

This spell creates a 40-ft diameter, 20-ft high cloud of billowing and blowing dust centered on the target point. The billowing dust and wind blocks all vision and extinguishes light sources such as torches

and lanterns. Creatures not protected by some sort of shelter choke on the dust suffering 1d3 points of damage per round within the cloud.

Enchanting Flavor (*Illusionist 0*)

CT: 1
Range: Touch
Duration: Instant
Save None
SR: No

Components: V, S, M (*a pinch of spice.*)

This spell causes one meal for up to four people to have an intense and pleasant flavor, masking whatever the true flavor of the meal was.

Ethereal Bolt (*Wizard 3*)

CT: 1
Range: See below
Duration: Instant
Save Half
SR: Yes

Components: V, S, M (*eye of a basilisk or medusa.*)

This spell causes a blue-white bolt of force to erupt from the caster's finger tips or staff doing 5d10 points of damage to any incorporeal creature caught in its path. The bolt is 5-ft wide and 100-ft long or, 10-ft wide and 50-ft long, as desired by the caster prior to casting the spell. The target is allowed a DEX save, success indicating the creature suffered only half damage.

The bolt has no effect on corporeal creatures or objects, simply passing through

them like a chill breeze. Corporeal objects will not deflect the bolt should they be between the target and caster. However, the bolt does not grant the caster the ability to see through such objects when targeting the spell.

Evil Twin (*Illusionist 8*)

CT: 1
Range: Touch
Duration: See below
Save None
SR: Yes

Components: S, M (*a 1000gp diamond set with a 100gp black onyx cut to the exact same shape of the diamond.*)

This spell allows the caster to animate the shadow of a single creature which will then attack the creature. While the spell is in effect, the target creature will cast no other shadow so only one evil twin may be in existence per creature at a time.

The evil twin appears as a darker, slightly indistinct duplicate of the target creature with shadow copies of all the creature's gear and weapons, though magical abilities are not replicated. The evil twin disappears if one of the following conditions is met; the caster dismisses the spell; the target creature is slain; the evil twin is slain. The twin will begin attacking the target creature on the round following its creation and pursue the target relentlessly.

The evil twin has all of the abilities, up to 6th level equivalent, of the target creature and is able to cast any spell up to 6th level that the target creature has memorized if capable of casting spells. Area effect spells such as fireball may damage nearby creatures, but the target must always be the twin's original. Supernatural abilities are not replicated.

The twin does 1d6 with its shadow copies of the target's weapons. For purposes of combat, the twin has the same AC as the target creature and $\frac{3}{4}$ of the target creature's full hit points. Movement speed, base to hit, and damage bonuses are the same as the target creature.

Faerie Circle (*Druid 4 / Wizard 5*)

CT: 1
Range: 30-feet
AoE: 20-feet
Duration: 1 hour/ 2 levels
Save/ SR: Negates / Yes

Components: V, S, & M (an opal of at least 100gp value)

The caster causes a mushroom circle to grow centered around the target area. Creatures within or entering into the circle must make a saving throw vs Enchantment or be trapped within a pocket dimension. Creatures trapped find themselves floating amidst glowing and swirling colors, like those within an opal, and do not perceive movement or time. Creatures trapped are not harmed, unless they do it to themselves, and reappear in the exact same spot they vanished once the spell duration ends. If the saving throw is successful, the creature simply sees large mushrooms spring from the ground around them and their companions, if any, who failed their saves, vanish into thin air. Attempts to break the mushroom circle by those in the real world are futile, since mushrooms grow almost instantly to replace those destroyed. A dispel magic of appropriate level can negate the spell prior to the expiration of its duration, freeing those trapped within as above.

False Witness (*Illusionist 2*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 day/ level
Save Negates
SR: Yes

Components: S, M (*a small mirror left where the false meeting supposedly occurred.*)

This spell affects a number of creatures within range equal to the caster's level. Those whom fail their save will believe that the caster was in their company for 1d6 hours before the casting of the spell. These false memories will fade when the spell expires. Creatures unaffected by the spell will have no knowledge of the spell being cast and have memories conflicting with those of the enchanted.

Featherweight (*Wizard 4, Illusionist 3*)

CT: 1
Range: 40-feet + 5-ft / level
AoE: 20-feet radius
Duration: 1 round/ lvl
Save/ SR: Negates / yes

Components: V, S, & M (a feather from a small bird)

The caster targets an area within range of this spell. The spell affects one creature per level of caster within the area of effect causing their encumbrance to be reduced to a *light load* no matter what the actual weight carried up to 5x their base encumbrance (EV). Movement, DEX, and AC are all affected per the encumbrance

effects. Once the spell ends, the EV of each affected target returns to normal.

FIREBANE (*Druid 4 / Wizard & Cleric 5*)

CT: 1
R: 100-feet
D: 2 rounds per level
SV: None
SR: Special

Comp: DF, V, S

This spell creates a 20-foot radius area in which fire will not burn be it magical or non-magical in nature. Fire based creatures caught within this area will suffer 1d8 damage per round they remain within it if they fail their spell resistance check. If this spell is cast upon an object that can be carried or a person, the area of effect will be centered upon that object or creature and move with them.

Fire Damp (*Wizard 4*)

CT: 1
Range: 80-ft + 5-ft/ level
Duration: 10 turns/ level
Save Half
SR: Yes

Components: V, S

This spell creates a cloud of invisible, slightly acrid smelling vapor 30-ft in diameter and 20-ft high. These vapors are undetectable by any creature without the *scent* ability or equal. Creatures with the *scent* ability that come within 5-ft of the vapors pick up the faint odor though even

when detected, the creature will not know what the smell is from. The vapors are heavier than air and will settle into the lowest point in the passage or seep down chimneys or grates.

Any flame, such as a candle or lantern, will cause the vapor to explode violently doing 1d6 per level of the caster (maximum 10d6) with a DEX save for half.

Firebird (*Wizard 5*)

CT: 1 turn
Range: 0-ft
Duration: 1 hour/ level
Save None
SR: No

Components: V, S, M (*an eagle feather dipped in sulphur.*)

The caster conjures a quasi-real giant eagle-like creature of roaring flames with a saddle and bridle to serve as a mount. The firebird may be ridden only by the caster or by the person for whom the firebird was conjured. The firebird can bear the weight of its rider plus 10 pounds per level of caster. The rider is immune to the firebird's flame but is damaged normally by fire-based attacks that may be directed at them or the firebird if area effect.

The firebird fights as a giant eagle sharing all of the same stats from *Monsters & Treasures* with the following exceptions. The attacks of the firebird do 1d6 additional fire damage. The fire bird also is also only hit by +1 magical weapons and immune to fire and fire-based spells and attacks. Normal animals will shun the firebird, refusing to attack it. Should the firebird be slain, it simply vanishes into a shower of harmless sparks.

FIVE FOLD SLASH (*Illusionist 4*)

CT: 1
R: 20-feet + 5-feet per level
D: Instant
Save: None
SR: Yes
Comp: V, S

This spell is cast upon a generally willing subject, usually a melee combatant that is a part of the wizard's group. The spell allows the recipient to make five separate attacks at once, their blade appearing as slashes of light around them. These attacks may be made against a single opponent or a mix of multiple opponents without any penalties that might normally apply or class limitations. Furthermore, each attack is considered to have been made by a magical blade though no bonus is applied.

FLESH TO ICE ZOMBIE (*Wizard 6*)

CT: 1
R: 80-feet +10-feet per level
D: Instant
SV: Yes
SR: Yes
Comp: V, M

This spell targets a single creature. Should the target fail their saving throw then they and all of the organic gear in their physical possession will be turned to pure ice instantly. The true horror of this spell is that the victim is still alive but mindless and

under the control of the caster. A bizarre form of living death that ends with the victim melting, if not shattered in combat, unless in a freezing environment. Damage taken, limbs lost, and any other damage suffered will carry over if the victim is somehow restored. Restoration may only be accomplished through a wish or similarly powerful magic. Ice Zombies attack with their weapons normally and attack as a creature equal to their level with whatever hit points they had remaining at the time of their demise.

Floater (*Druid 2*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: 1 round/ level
Save Negates
SR: Yes

Components: V, S, M (*a palm-sized bit of net.*)

This spell causes the targeted creature or object of less than 100 pounds/ level of caster to be wrapped in a magical net of air bubbles that begins rising towards the surface at a rate of 120-ft per round. The magical nature of the net provides decompression during that ascent. Once the net and its contents reach the surface the net no longer rises but maintains the target upon the surface, unable to descend for the duration of the spell.

The target creature may of course fight the ascent, trying to dive. When this occurs the creatures swim movement rate is subtracted from the ascent rate of the net. The net does not interfere in any way with attacks by or upon the creature. This spell functions in the same manner in other liquid mediums.

Floating Sword (*Wizard 7*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 round/ level
Save None
SR: Yes

Components: V, S, M (*a miniature platinum sword worth 250gp.*)

This spell brings into existence a shimmering blade of force. The sword strikes at any single opponent within range as desired by the caster. The sword has a base to hit equal to the caster level and does 4d6 + INT modifier per successful hit against both corporeal and incorporeal creatures.

The sword always strikes from the direction of the caster and does not benefit from flanking or rear attacks. The sword will continue to attack the same target unless the caster causes it to switch targets or ceases to concentrate on the spell, at which time the sword returns to the caster's side.

If the target of the sword has Spell Resistance, then the SR is resolved upon the first attack by the sword. If the SR is successful, the sword vanishes, the spell disrupted. If the SR fails, then the sword can continue its attack upon that creature without further checks.

The sword cannot be harmed by physical attacks. However, a *dispel magic*, *disintegrate*, *rod of cancelation*, or *sphere of annihilation* will banish the sword.

Frostbite* (*Druid 2*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 2 rounds

Save Negates

SR: Yes

Components: V, S, M (*a sprinkling of mercury, silver dust, and pure water.*)

The caster causes a wave of intense cold to sweep over the target that freezes it to the core. Objects become brittle and may be susceptible to sharp blows. Creatures are numbed and their flesh suffers frost damage of 1d4 per 2 levels of the caster (maximum 10d4) instantly. The next round, the target creature suffers a -1 to AC, saves, and attribute checks from the intense cold.

Objects targeted by the frostbite spell must make a saving throw if struck at a minus two (-2) penalty or shatter.

The reverse of this spell, *scorch*, causes heat damage and blistering instead of cold damage. Against objects, it softens or burns them instead of making them brittle.

Gentle Repose (*Cleric 2*)

CT: 1

Range: Touch

Duration: 1 day/ level

Save None

SR: Yes

Components: V, S, DF

This spell preserves the remains of a dead creature so that it does not decay. The effects of this spell extend the time limit of *raise dead* by one day per day spent under the effects of the repose. This spell also works on body parts making them more pleasant to transport.

Glue (*Wizard 2*)

CT: 1

Range: 25-ft + 5-ft/ 2 levels

Duration: 1 round/ level

Save Yes

SR: No

Components: V, S, M (*a piece of pinesap.*)

This spell covers a 10-ft by 10-ft area in a viscous fluid that adheres to anything touching it. Creatures in the area of effect at the time of casting are allowed a DEX save to avoid being stuck where they stand, unable to move. Any creature that comes in contact with the glue will be stuck fast, their movement reduced to zero (0) and lose any DEX modifiers to their AC. Creatures that are stuck within the glue or that come in contact with it are entitled to a STR check to break free. Unless an arm is stuck or the creature is prone, the creature may attack normally.

Guidance (*Cleric 0*)

CT: 1

Range: 10-ft + 5-ft/ level

Duration: 3 rounds

Save None

SR: Yes

Components: V, S, DF

This target of this spell is granted a +1 bonus to one of the following; their to hit roll, a saving throw, or an attribute check. Once used for any one of these rolls the spell is discharged. The target must decide prior to rolling if they are going to use this bonus for the roll.

Guilt (*Cleric 1*)**CT:** 1**Range:** 50-ft + 5-ft/ level**Duration:** 1d4 rounds**Save** Negates**SR:** Yes**Components:** V, S, DF

This spell causes a single creature of non-good alignment to reflect upon its wrongful actions. The creature may not attack but gains a +2 AC bonus while it does nothing but defend itself and reflect.

GUISE OF THE DRAGONLING (*Druid 5 / Illusionist 6*)**CT:** 1**R:** Personal**D:** 1 round per level**SV:** None**SR:** None**Comp:** DF, M, S, V

The caster of this spell and all of their worn items will glow with a red-gold light as they shrink and morph into a small red-gold dragon approximately the same size as a fully grown pseudo dragon. (Use the stats of the pseudo dragon for physical abilities.) The caster gains all knowledge necessary to use this small body and may fly at a rate of 60-feet. However this shape has no breath weapon or ability to use magic or magic items. It may carry no more than 30 pounds in its claws when in flight and doing so reduces its speed by half. The caster also has no understanding of the draconic

language in this form unless it is a language already known to them.

Heavenly Host (*Cleric 9*)**CT:** 2**Range:** 100-ft + 10-ft/ level**Duration:** 1 round / level**Save** None**SR:** No**Components:** V, S, DF, M (a flawless diamond of at least 1000gp value)

The cleric casting this spell calls forth 10d10 holy warriors from the heavens to assist them in battle, the warriors appearing within the range of the spell. Each holy warrior fights as a 3rd level Paladin with all of the powers and abilities of that class, has a 16 AC, wields a long sword (1d8 damage) that is treated as if it were a magical weapon of +2 when attacking creatures hit only by such weapons, and has a number of hit points equal to the cleric's level. The members of the host may not stray more than 300-feet away from the caster and will vanish in a flash of pure light if "slain" as they return to their heavenly homes.

Heroic Delusion (*Illusionist 2*)**CT:** 1**Range:** Touch**Duration:** 5 rounds/ level**Save** Negates**SR:** Yes**Components:** V, S, M (a pinch of sheep wool wrapped around a miniature steel sword)

The recipient of this spell believes themselves to be more heroic and powerful than they actually are. They gain a +1 bonus to hit, CHA saves, and 1d8 temporary hit points.

Hideous Appearance (*Illusionist 3*)

CT: 1
Range: Touch
Duration: 1 day/ level
Save Negates
SR: Yes

Components: V, S, M (*a bit of fleece and an eyelash.*)

This spell creates an illusion over the target's face making them hideous beyond description. All CHA based reaction checks made by the target are at -5 for the duration of the spell. Townsfolk and the like will do their best to avoid the target to the greatest extent possible making extended conversation very unlikely.

The target cannot see the illusion and is unaware of the reason for such avoidance. Those familiar with the target are entitled to a WIS save to see through the illusion.

Holy Bolt (*Cleric 2*)

CT: 1
Range: 60-ft + 10-ft/ level
Duration: Instant
Save None
SR: Yes

Components: V, S, DF

The caster of this spell fires a bolt of divine power at a single target that is within range

of the spell. The Base to Hit roll of the caster is +1 per level in addition to any DEX modifier they might have. A successful hit does 1d10 holy damage to the target for every three (3) levels of the caster. Against undead, the bolt inflicts an additional +1 damage per level of caster.

Holy Nimbus (*Cleric 2*)

CT: 1
Range: Self
Duration: 2 rounds/ level
Save None
SR: Yes

Components: V, S, DF

The caster of this spell begins to glow with a soft, pure light that illuminates the area up to five (5) feet away. Evil creatures attacking the cleric do so at a -1 penalty to hit. Common undead will avoid attacking the cleric protected by the nimbus if there are any other victims available. Any undead that makes an unarmed attack against the cleric protected by the nimbus suffers 1d3 holy damage.

Holy Smite (*Cleric 4*)

CT: 1
Range: 60-ft + 5-ft/ level
Duration: Instant
Save Half
SR: Yes

Components: V, S, DF

This spell causes a burst of holy power to blast outwards 20-ft in all directions from the target point. All evil creatures caught in the

blast suffer 1d8 damage for every two (2) levels of caster (maximum 5d8), and are blinded for one round. Neutral creatures suffer half of this damage. A successful save reduces the damage suffered by half and negates the blinding effect.

Holy Spark (*Cleric 1*)

CT: 1

Range: 50-feet + 5-ft / level

AoE: None

Duration: See below

Save/ SR: Negates / yes

Components: V, S, M, & DF (a small piece wool rubbed against the DF)

The caster targets a single creature of opposing alignment (ie, Good cleric targets evil creature) with a spark of holy energy when casting this spell. The creature is allowed a saving throw to negate the spell. Should the creature fail, it suffers 1d4 holy damage of holy energy and the spark will jump to the nearest evil creature within 10 feet, or if there is a choice between two or more potential targets, the strongest one will be struck. The new target is allowed a saving throw to negate the spell, again if failing, will suffer 1d4 of holy damage and the spark will then jump to the next creature on the following round. The spark may jump back to creatures already struck if there are no further new targets within 10-feet to jump to.

The spark may strike one creature per round. The number of creatures able to be struck is equal to the caster's level plus one. The spell ends if negated by a successful save, there are no new targets within 10-feet, or if the maximum number of creatures able to be affected is reached. If used by a neutral cleric, the spell may affect good or evil creatures as declared prior to the spell being cast.

Holy Strength (*Cleric 2*)

CT: 1

Range: Touch

Duration: 10 turns/ level

Save None

SR: Yes

Components: V, S, DF

This spell fills the target with divine power granting them increased strength. The exact amount of STR increase is equal to the caster's WIS modifier +1.

Icebolt (*Druid 3*)

CT: 1

Range: 100-ft + 10-ft/ level

Duration: Instant

Save None

SR: Yes

Components: V, S

This spell causes a bolt of razor-sharp ice to shoot from the caster's open palm. The caster makes a normal ranged to hit roll. If the attack hits, the target suffers 3d6 damage plus one point (+1) of cold damage per level of the caster (maximum +10).

Icy Curse (*Druid 7, Wizard 7*)

CT: 1

Range: Touch

Duration: Instant

Save Yes

SR: Yes

Components: V, S, M (*a sliver of mirror.*)

This spell causes the caster's hands to be coated with a glacial rime. The caster needs only to touch their target freezing it to the bone and encasing it in solid ice should the target fail their saving throw. If the save is successful, the target does not turn to ice, but still suffers 5d8 cold damage.

The target is not dead, merely frozen in a state of suspended animation and will return to normal after the ice melts. The time it takes the ice to melt depends on the environment and weather surrounding the frozen victim as determined by the CK. Should the frozen victim be struck for more than 5 hit points, their form shatters into icy shards, slaying them instantly.

ICE GARDEN (*Druid 5 / Wizard 6*)

CT: 1

R: 60-feet plus 10-feet per level of caster

D: 1 hour

SV: Special

SR: Special

Comp: DF, V, S

This spell affects everything within a 50-foot radius around the target. A blast of icy wind descends from the sky freezing the ground and all vegetation present instantly. Jagged crystals of ice sprout and grow in random directions up to 10-feet in length. All creatures caught within the area of effect suffer 1d6 cold damage per level of caster, no saving throw (though spell resistance will negate this) and must make a DEX save to avoid being skewered by suddenly growing ice crystals. Failure to save will result in the creature being attacked by 1d3+1 lances of ice, each doing an additional 1d6 piercing

damage (not affected by spell resistance since they are not magical themselves.) Creatures that are slain by the cold blast are considered to have been instantly frozen solid and may shatter if hit with enough blunt force.

Implosion (*Druid 9*)

CT: 1

Range: 25-ft + 5-ft/ level

Duration: 1 round/ 5 levels

Save Negates

SR: Yes

Components: V, S

This spell creates a disruptive resonance within a single corporeal creature per round. This resonance causes the creature's body to collapse in on itself slaying the creature instantly should they fail their saving throw. Should the caster take any other action before the spell's duration expires, the spell will end immediately and no additional creatures can be imploded.

This spell has no effect on gaseous or incorporeal creatures.

Indolence (*Cleric 1*)

CT: 1

Range: 50-ft

Duration: 1 round/ level

Save Negates

SR: Yes

Components: V, S

This spell will affect creatures within a 10-ft radius of the target point. Creatures within

this area of effect that fail their saving throw will be overtaken by an intense feeling of laziness. They will suffer a minus one (-1) to AC and all saving throws and checks for the duration of the spell, being too lazy to put forth any sort of full effort.

INVASIVE WEAVE OF CARNAGE (*Wizard 8*)

CT: 1

R: 50-feet plus 5-feet per level

D: 1 round per level

SV: Negates

SR: Yes

Comp: M, V, S

This spell has been banned in most civilized lands and is considered among the most foul magics in existence. The target of this spell has the threads from the cloth worn literally burrow into their skin and muscles and weaving itself throughout their body doing 1d8 points of damage. The caster has full control over this cloth which literally turns the victim into a doll under the caster's control while being fully cognizant of all they do and in pain. These threads can only be removed by the will of the caster and in most cases the method the caster uses literally shreds the body of the victim. If the caster uses this option rather than simply having the threads withdraw, the victim suffers 20d10 damage. Should the victim survive, they are left a crippled mess of shredded muscles and skin with all physical stats and CHA reduced to 3 unless a full heal or wish is received.

Invisibility Purge (*Cleric 3*)

CT: 1

Range: Self

Duration: 1 turn/ level

Save None

SR: No

Components: V, S, DF

This caster of this spell begins to glow with a soft golden light, illuminating the area around them for a distance of 5-ft per level. Any invisible creature that enters into this radiance becomes visible and unable to become invisible while within it.

IRRITATING CLOUD (*Druid 2 / Illusionist 2*)

CT: 1

R: 80-feet plus 5-feet per level

D: 1 round per level

SV: Negates

SR: Yes

Comp: DF, M, V, S

The caster creates a thick yellow-orange cloud of agonizingly itchy pollen that not only causes those within that fail their saving throw to start itching uncontrollably, but also causes eyes to water, noses to run, and violent hacking and sneezing. Creatures affected by the cloud suffer a -4 to all checks, attack rolls, and have their vision reduced by half. These effects will last for 1d4+1 rounds after exiting the cloud itself or the spell expires. Creatures within the cloud will need to make a successful saving throw each round they remain, even

if they have already made a successful save.

Loose Lips (*Illusionist 5*)

CT: 1

Range: 20-feet + 2-feet per level

AoE: Single Creature

Duration: 10-minutes per level

Save/ SR: Yes / Yes

Components: V, S, & M (a tankard of alcoholic beverage)

The caster targets a single individual in the casting of this spell, the material component being consumed by the casting. The target is entitled to a CHA save to resist the spell effects when the spell is cast. If the save is failed, the target has a greater chance (+2 check modifier) of unknowingly disclosing a guarded secret or important information to whomever they may be conversing with or begin conversing with as long as the caster remains in range. Once the spell expires, the target is unaware of having said anything of any importance to whomever they were talking to. The check modifier stacks with any other modifiers the caster is allowed that apply to gathering information from the spell target. Thus, an inquisitor would gain a +2 modifier to their Track the Facts ability modifier for the conversation.

Lyffendel's Ligation (*Druid 6*)

CT: 1

Range: 60-feet

AoE: Single target

Duration: Permanent

Save/ SR: Negates / yes

Components: V, S, & M (a sprig of ash bound by mistletoe)

This spell is cast upon the target, turning them into a wooden statue of themselves, much like the wizards flesh to stone spell. The target is allowed a saving throw to resist the spell effect but if failed, the victim slowly turns to lifeless wood over the next five rounds.

On round one after the failed save, the victim begins to stiffen, their movement slows by 10-feet, and they suffer a -2 penalty to initiative rolls. On round two, their skin turns dark and begins to harden making movement difficult. The victim suffers the loss of 1/3 of their Dexterity attribute, and an additional -2 penalty to their initiative roll. On round three, the victim can barely move and their skin is solid to the touch. Movement speed is reduced to 10-feet, initiative is an automatic one (1), and Dexterity is reduced to three (3). On round four, the victim can no longer move or speak being almost completely transformed. On round five, transformation is complete and the victim is solid wood.

The transformation may be reversed by a remove curse or dispel magic of sufficient level if cast upon the victim prior to the transformation being complete. Once the transformation is complete, only powerful magic such as a wish may reverse the spell. Note, only the flesh of the victim is transformed to wood, none of their clothing, armor, weapons or gear is affected.

LYFFENDEL'S PAINFUL PATH (*Druid 3*)

CT: 1

R: 50-feet

D: 1 hour per level

SV: Special

SR: No

Comp: DF, V

This spell affects a 10-foot wide path or road outside of buildings for a distance of 10-feet per level of caster. The path becomes littered with sharp stones, hidden potholes, poisonous and noxious weeds, and all manner of other natural hindrances to walking. Those entering into the affected path have their movement rate halved or they are required to make a DEX check each round to avoid tripping and injuring ankles or rubbing up against poison ivy or poison oak. Those walking on the path without adequate footwear will suffer 1d4 points of damage per round from the sharp rocks. Those riding mounts or driving a cart or such must make an appropriate skill check to retain control of their animals. Failure will have the animals leaving the path immediately and possibly trying to shed their rider(s). This spell does not work within buildings or underground

Magma Burst (*Druid 9*)

CT: 1

Range: 100-ft + 10-ft/ level

Duration: Instant

Save Half

SR: Yes

Components: V, S

This spell causes the earth to swell and burst like a volcano vent sending rock and magma spraying upwards in a 25-ft radius around the target point. Any creature within this radius is entitled to a DEX save, success indicating only half damage is taken. Creatures failing their save suffer 10d6 of damage plus an additional 10d6 fire damage for every round they are within the area of effect. The flying magma will set fire to any flammable object they come into contact with, such as trees, undergrowth, wooden structures, and the like. The

magma pool created by this spell will last for 2d4 weeks while it cools and returns to stone.

Malachi's Blood Siphon (*Wizard 2*)

CT: 1

Range: 10 + 5-feet per level of caster

AoE: Single target

Duration: Instant

Save/ SR: Negates / yes

Components: V, S, & M (glass bottle)

The target must make a saving throw versus Death Magic or is wracked by terrible pain and the horror of watching their blood literally siphoned through their skin, flying through the air and into the bottle held by the caster. The victim suffers 1d4 damage per each level of caster, up to a maximum of 10d4, and is left dizzy and weakened for the next ten (10) minutes, fighting at -1 to hit and damage.

MARTYR'S JUSTICE (*Wizard 7*)

CT: 1

R: Personal

D: 1 round per level

SV: None

SR: Yes

Comp: M, V, S

The wizard creates a field of arcane force around themselves when this spell is cast. Any creature striking the wizard with a non-

reach melee weapon or physical attack will suffer 3 points of damage per level of the wizard per attack. If the attacker has spell resistance then the effects may be avoided with a successful check.

Mortal Vision (*Illusionist 6*)

CT: 1
Range: 100-ft + 5-ft/ level
Duration: 1 round/ level
Save Negates
SR: Yes

Components: V, S

This spell afflicts the target creature with a vision of their own death so intense and realistic that the target actually believes they have died. A target that fails their saving throw falls over, comatose, the vision of their death overcoming them. They will remain so until an attempt to wake them is made which will allow them to make a new saving throw to snap out of the vision. If physically shaken or slapped, this new saving throw is made with a +4 bonus.

Should the target not awaken by the tenth round after be affected by this spell, they must make a CHA save to avoid true death, their body being shut down by their mind. If this save is made, a new save is made each round thereafter with a cumulative CL +1 being applied until the victim dies, is awoken, or the spell duration expires.

Mothball (*Wizard 3*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 day/ level

Save None
SR: Yes

Components: V, S, M (*a pinch of salt sprinkled over the objects to be preserved.*)

This spell affects all once-living organic matter within a 10-ft cube per two (2) levels of caster, completely protecting them from the passage of time. Affected objects will not decay and gain a +1 to their saving throws versus spells, spell-like abilities, and effects that cause decay.

NATURE'S LADDER (*Druid 2 / Wizard 3*)

CT: 1
R: 10 feet
D: 1 round per level
SV: None
SR: None
Comp: DF, M,V,S

When cast upon normal vegetation, this spell will cause an explosion of growth upwards. The vegetation will wind together into a sort of lattice work ladder approximately five feet wide that reaches upwards to a height of 30-feet plus 5-feet per level. The ladder will support up to 400 pounds at a time upon it and be easily scalable by most humanoid creatures. At the end of the spell duration or should more than 400 pounds of weight be placed upon it at any given time, the ladder will crumble away into dust. The ladder does not need to be against any other structure or object in order to form but it will always only extend straight upward with no more than a 5-degree angle of lean to it.

Overburden (*Wizard 4, Illusionist 3*)

CT: 1

Range: 40-feet + 5-ft / level

AoE: 20-foot radius

Duration: 1 round/ lvl

Save/ SR: Negates / yes

Components: V, S, & M (a small lead weight)

The caster targets an area within range of this spell. The spell affects one creature per level of caster within the area of effect causing them to become *overburdened* as if by carrying a very heavy load in terms of encumbrance. Movement, DEX, and AC are all affected per the encumbrance effects for overburdened. Shedding packs, armor, weapons, and the like will not alleviate this burdened condition. Only when the spell ends are the effects lifted.

Phantom Dweomer (*Illusionist 4*)

CT: 1

Range: 25-ft + 5-ft/ 2 levels

Duration: Special

Save None

SR: No

Components: V, S, M (*a small square of silk with magic aura cast upon it.*)

This spell can be cast upon both magical and non-magical objects. When cast upon a non-magical object, the *dweomer* makes the object appear magical to spells such as *detect magic*.

When cast upon a magical object, the *dweomer* does not affect its magical aura but instead protects it against *dispel magic* and *remove curse*. If a protected item is successfully affected by a *dispel magic* or

remove curse, the phantom *dweomer* is removed but the item's original properties remain intact unless a second *dispel magic* or *remove curse* is used upon it successfully.

The *dweomer* does not protect the item against a *rod of cancellation* or *disjunction*.

Phantom Fragrance (*Illusionist 1*)

CT: 1

Range: Touch

Duration: 10 turns/ level

Save Negates

SR: Yes

Components: V, S, M (*a sample of something bearing the scent to be produced.*)

This spell causes the target to give off the odor chosen by the caster, be it something pleasant like perfume or fresh baked bread, or something foul like rotting meat or skunk.

The smell affects an area 10-ft around the target granting a bonus of plus one (+1) or penalty of minus one (-1) to reaction checks per 2 levels of caster (maximum +/- 5).

In addition if a target is being tracked by scent prior to this spell being cast upon them, further tracking will be foiled for the duration of the spell. This spell can also mask the normal odor of the target when dealing with creatures with *scent* or an enhanced sense of smell.

Creatures viewing a target under the effects of this spell gain a +4 bonus to their saving throw and skill checks as allowed by the CK.

Quicken Vessel (*Wizard 3*)

CT: 1
Range: Touch
Duration: 1 hour/ level
Save None
SR: No

Components: V, S

This spell increases the movement speed of a single water craft by one knot (nautical mile) per level of caster.

Quillskin (*Druid 5*)

CT: 1
Range: Self
Duration: 1 round / level
Save None
SR: Yes

Components: V, S, M (a porcupine quill)

The druid sprouts long, brown-banded quills from their body resembling those of a porcupine. These quills grant the druid a +2 AC bonus and will inflict 1d3 damage on any foe in melee combat with them. The druid may choose to shoot several quills at foes behind them in a 20-foot wide by 20-foot long cone, doing 1d6 damage to each target. After the third such quill burst, the spell will end even if the spell duration itself has not expired.

Ray of Dry Rot (*Druid 3*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant

Save See below

SR: Yes

Components: V, S, M (*a termite encased in amber.*)

This spell causes a ray of black energy to shoot from the caster's hand. The caster must make a ranged to hit attack against mobile wooden creatures or objects such as a treant or arrow in flight. Such wood-based creatures are allowed a saving throw to negate the effects of the spell. Immobile wood objects such as doors or trees are struck automatically. Magical items affected by this spell are granted a saving throw with a +1 bonus per magical plus of the item.

The spell affects one wooden creature or up to 10-cubic-feet of wood doing 10 points of damage and making it brittle and dry as kindling. Wood creatures and objects affected by this spell suffer an additional 50% damage from weapon attacks and are susceptible to fire.

Ray of Frost (*Wizard 1*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant
Save None
SR: Yes

Components: V, S

This spell causes a blue-white ray of air and ice to shoot from the caster's finger. The target must make a to hit roll. If successful, the target suffers 1d3 points of cold damage plus one (+1) per level of caster (maximum +10).

Ray of Rust (*Wizard 5*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant
Save See below
SR: Yes

Components: V, S, M (*a rusty nail that is broken as the spell is cast.*)

This spell causes a dull red ray to shoot from the caster's finger. The caster must make a ranged to hit roll against mobile targets or ferrous-based creatures such as an iron golem. Against immobile targets such as doors or bars no to hit roll is necessary.

The spell affects one ferrous-based creature or up to 10-cubic-feet of metal. Ferrous based creatures suffer 10 points of damage plus one (+1) per level of caster and a minus two (-2) to their AC and suffer 50% more damage from subsequent physical attacks. Ferrous-based creatures are allowed a saving throw to negate the effects of this attack. Metal objects turn to piles of useless rust similar to a rust monster attack. Magical items affected by this spell are granted a saving throw with a +1 bonus per magical plus of the item.

Retribution (*Cleric 7*)

CT: 1
Range: Self
Duration: 1 round/ level
Save See below
SR: No

Components: V, S, DF

This spell causes all those whom attack the caster, either physically or by damaging spell, to suffer the same amount of damage as they inflicted upon the caster.

In the case of spells, the spell must cause hit point damage to be reflected back upon the attacker. If the damage is fire or cold-based, then that type of damage is what is reflected back. In such instances, if the attacking spell-caster is immune or resistant to that type of damage, it is possible for no reflected damage to be suffered.

Secondary effects from spells or magical weapons will not be reflected back upon the attacker. Thus, a sword that stuns as well as damages will not stun its wielder, nor will a spell that blinds as a secondary effect to dealing damage blind its caster.

Should the caster of the retribution spell be reduced to zero hit points, then the creature making the attack must make a CON save or immediately be reduced to zero hit points as well.

Righteous Fury (*Cleric 3*)

CT: 1
Range: Self
Duration: 1 round / level
Save None
SR: Yes

Components: V, S, DF

By means of this spell, the cleric casting it is filled with divine power that manifests as a terrible implacable rage against evil (good). When battling creatures of evil (good) alignment, the cleric under the influence of this spell receives a +1 bonus to their AC, to all saves, to hit, and damage rolls. Evil (good) creatures of 1 HD within 30-feet witnessing the initial attack of the cleric

upon their fellows must save vs fear or flee for 1d4 rounds.

Riptide (*Druid 6*)

CT: 1
Range: 0-ft
Duration: Instant
Save Half
SR: Yes

Components: V, S

This spell releases a jet of water from the cupped palms of the caster with enough force to snap bone and bend steel. This water jet does 1d6 damage per level of caster (maximum 12d6), to each creature in its path. The caster may make the jet 5-ft wide by 100-ft long or 10-ft wide by 50-ft long. In all, 50-gallons of water are created by this spell which does not vanish after impacting its targets.

At the discretion of the CK, this spell may be used to break down doors or burst through other obstacles.

Rusting Fog (*Druid 8*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: 1 round/ level
Save None
SR: No

Components: V, S

This spell creates a bank of reddish fog in a 30-ft radius and 20-ft high from the target point that rusts and destroys metal objects exposed to its vapors. Metal armor within the vapors loses 1d4 points of AC bonus

per round of exposure. Metal weapons and other metal objects are destroyed after a single round within the fog. Magical items are entitled to a saving throw with a bonus for each magical plus upon initial contact with the vapors. If successful, they are immune to further contact with that fog cloud.

Metal-based creatures, such as iron golems, suffer 3d6 damage plus one (+1) per level of caster (maximum +15) per round of exposure.

Rusting Grasp (*Druid 4*)

CT: 1
Range: Touch
Duration: Until discharged
Save No
SR: No

Components: V, S

This spell causes the casters hands to be surrounded by a dull red glow. Should the caster make a successful touch attack against a metal armored foe, a metal weapon, or metallic creature, they will cause the metal to rust and corrode. Metal weapons are turned to flaking rust. Metal armor loses 1d4 points of AC bonus, and metallic creatures suffer 3d6 points of damage +1 per level of caster (maximum +10).

The caster must touch the object to be rusted. Rusting Grasp does not discharge should the caster be struck by a weapon or creature while the spell is in effect.

SAILOR'S FAVOR (*Druid 4 / Wizard 5*)

CT: 1
R: Touch

D: 1 hour per level

SV: None

SR: None

Comp: DF, V, S

The caster of this spell summons a strong wind favorable to the sailing ship they touch as part of the casting. This wind will blow steady and fill the sails of the ship to the fullest making sure the vessel is able to proceed at its best possible speed across the waves.

SALT COFFIN (*Druid 5 / Cleric 6*)

CT: 1

R: 100-feet

D: Instant

SV: Negates

SR: Yes

Comp: DF, M, S, V

This spell causes all of the salt within the target creature's body, the air around it, and the surrounding soil to begin to crystallize over the victim's skin and eventually entombing them alive. The first round after the spell is cast, the crystallization begins making it difficult for the victim to move, thereby reducing their initiative by -2 and DEX by -1. The second round the crystallization has covered most of their body and began to thicken reducing their movement by 2/3, reducing their DEX by half, and bestowing an automatic one (1) for initiative but they gain an AC bonus of +3. On the third round they are completely encased and unable to move or breathe and

begin to suffocate and go into shock due to the loss of all the salt within their body. The crystalline encasement has an AC bonus of +8 and is several inches thick at this point. Unless a Dispel Magic, Wish, or similar magic is cast before the victim suffocates their death is certain. It is impossible to chip them out of the salt crystals since the encasement will repair itself immediately while they still live.

Sand Scour (*Druid 4 / Wizard 5*)

CT: 1

Range: 60-feet

AoE: 5-feet x 20-feet cone

Duration: Instant

Save/ SR: Partial / Yes

Components: V, S, & M (handful of sand)

The caster lifts the sand to their face and blows it at the target(s), the spell magically accelerating the sand to hurricane-like force. Those caught within the cone of sand suffer 1d4 damage per level of caster to a maximum of 12d4, as their flesh is sand blasted and scoured off of bone, and even the bones are left pitted and polished clean. Victims are allowed a Dex save, suffering only half damage if successful. If a victim misses their save by a margin of 10 or greater, they not only suffer full damage, but are knocked off of their feet and sent tumbling and rolling across the ground to the extreme range of the spell effects.

Sargasso (*Druid 5*)

CT: 1
Range: 400-ft + 10-ft/ level
Duration: 1 turn/ level
Save None
SR: No

Components: V, S, M (*a bit of kelp.*)

This spell causes seaweed within a 100-ft radius of the target point to writhe and tangle around all water craft within the area of effect. Vessels within the area of effect are held fast, unable to move, by the twining and grasping seaweed. This spell has no effect on swimmers, sea creatures, or any target other than water craft.

Saving Grace (*Cleric 4*)

CT: 1
Range: Touch
Duration: 1 round/ 2 levels
Save No
SR: Yes

Components: V, S, DF

This spell places the target in a temporary state of grace, granting them a +2 bonus to all saving throws and attribute checks for the duration of the spell. Against creatures of evil alignment, the recipient gains +2 to their AC. Incorporeal and summoned creatures of evil alignment cannot make any physical contact with the recipient while this spell is in effect.

Sculpt Shadow (*Illusionist 1*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 turn/ level
Save Yes
SR: Yes

Components: S

This spell may be used to change the shape of a single natural shadow. This can be done with such precision that the caster may depict any outline of their choosing as long as the new shadow is no more or less than 50% of the original surface area. When used in conjunction with *shadowsize*, this spell can be particularly effective against those not familiar with such magic.

This spell may be used against shadow-based creatures as well. Should such a creature fail its saving throw, it will suffer 1d6 points of damage +1 per level of caster (maximum +10).

Searing Light (*Cleric 3*)

CT: 1
Range: 0-ft
Duration: Instant
Save None
SR: Yes

Components: V, S, DF

When this spell is cast, a blast of holy light, as searing as the sun lances out from the caster's hand. All creatures within the 10-ft wide by 50-ft long path of the light suffer 1d6 damage per 2 levels of caster (maximum 5d6). Undead within the path of the light suffer 1d8 damage per level of caster (maximum 10d8). Constructs and

objects suffer only 1d6 per 2 levels of caster (maximum 5d6).

Shadow Abyss (*Wizard / Illusionist 2*)

CT: 1
Range: 50 ft
Duration: 1 turn/ level
Save DEX
SR: Yes

Components: V, S

When cast upon a normal shadow, this spell turns up to 50-square feet + 5-feet per caster level into a shadowy abyss. Any creature stepping upon the area of shadow affected is entitled to a DEX save to avoid falling into it. Creatures failing their save disappear from view, falling into an inky black abyss so dark that not even a hand held to the face is visible. The sensation of falling continues until the spell expires, upon which time, the creature(s) are disgorged from the shadow in a tumbled heap upon the ground.

Shadow Coil (*Illusionist 3*)

CT: 1
Range: 50-ft + 10-ft/ level
Duration: 1 round/ level
Save Yes
SR: No

Components: V, S, M (*a piece of snake skin.*)

This spell affects a patch of shadows up to a 20-ft radius in size. The shadow erupts with writhing coils of ebon serpents that twine around legs, tripping creatures within

or passing through the area of effect. Such creatures must make a DEX save or fall into the shadowy coils where they are quickly trussed up and held immobile and crushed for 1d6 points of damage per round. Creatures that make their DEX save merely have their movement speed reduced to half.

Shadow Guard (*Illusionist 5 / Wizard 6*)

CT: 2
Range: 20-feet

AoE: 40-feet

Duration: Special

Save/ SR: No / No

Components: V, S, & M (a light source and small humanoid marionette)

The illusionist holds the marionette before the light source creating a shadow upon the ground or wall up to 20-feet away. The marionette's shadow becomes a gateway and/or template for a creature from the plane of shadow to inhabit under the complete control of the caster. The shadow guard does not attack foes but instead absorbs a number of physical attacks made against the caster equal to the caster's level. Spell attacks are unable to be blocked since they typically do not create shadows.

This shadow creature may range up to 40-feet away from the caster but no farther and is effective only while conditions exist that create shadows. Once the maximum number of physical attacks have been absorbed or the shadow guard has been enshrouded by total darkness, the spell ends and the shadow guard vanishes back to the plane of shadows. The caster may only have a single shadow guard in existence at any given time.

SHADOW HALO (*Illusionist 2 / Wizard 3*)

CT: 1

R: Touch

D: 1 hour per level

SV: None

SR: No

Comp: M, V, S

This spell creates a 30-foot diameter disc of shadow that hovers 20-feet above the creature or object the spell was cast upon. This shadow shields those below it from sunlight and reduces the ambient temperature of the area by 10 degrees. The halo is like a normal shadow and may be seen through by others as appropriate. It can be destroyed by the casting of a light spell or similar type magic. Creatures touching it are unharmed.

Shadow Ride (*Illusionist 5*)

CT: 1

Range: 30-ft + 5-ft/ level

AoE: Single Target

Duration: 1 turn / level of caster

Save/ SR: Yes / Yes

Components: V, S, & M (a smokey quartz of at least 10gp value.)

When cast upon another creature, this spell allows the caster to merge with its shadow provided it is larger than a housecat. The target creature is allowed a saving throw and any magic resistance possessed is applied to the casting of the spell. Friendly creatures may deliberately fail their save against this spell.

The caster cannot move independently of the host creature and can only be struck by magical weapons, spells and other special attacks (such as dragon breath or a shades claws). Any such attack is made against the caster as if he were corporeal.

The host creatures shadow remains the appropriate size for the host but transforms into the shape of the caster and is noticeable to onlookers or the host creature should it be of better than animal intelligence if a successful WIS check is made. CK's may add to the CL of this check in particularly dim or crowded conditions as they deem appropriate.

The caster can see, hear, and speak while he rides the shadow. The spell will end immediately should the caster attempt to cast any spells or undertake any other offensive actions. At the end of the spell the caster is expelled from the targets shadow, wherever that may be or the caster may voluntarily end the spell at any time. Should the shadow being ridden enter into an area of total darkness, the rider is expelled into the ethereal plane and the spell immediately ends.

Shadow Step (*Illusionist 3, Wizard 4*)

CT: 1

Range: Self

AoE: Single target

Duration: Instant

Save/ SR: No / No

Components: V, S, & M (natural shadow)

The spell allows the caster to step into any natural shadow and step out of any other shadow

visible to the caster up to 10-feet away per level. Typically used by the caster to avoid guards or escape pursuit, the spell affects only the caster. It may not be cast any other target.

Shadow Weapon (*Illusionist 5*)

CT: 1
Range: Touch
Duration: 1 turn/ level
Save Yes
SR: No

Components: S

When cast, this spell allows the caster to reach into any natural shadow and pull forth a weapon of shadow stuff. The weapon is a +2 magic weapon for purposes of to hit rolls and does 1d6 damage. When the weapon hits an opponent, the target must make a CHA save or have an additional Hit Die worth of hit points drained away. Creatures slain by this weapon have a 10% chance of rising as a *Shadow per Monsters & Treasures*.

This weapon has no effect against undead that cause draining effects or shadow-based creatures.

Shadowsize (*Illusionist 0*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 turn/ level
Save None
SR: Yes

Components: S

This spell allows the caster to alter the size of a single natural shadow. This shadow

may be shrunk to 1/10 of its original size or enlarged to 10 times its normal size, but it always retains its original shape.

Shrapnel Seed (*Druid 2*)

CT: 1
Range: Touch
AoE: Special

Duration: 3 rounds

Save/ SR: DEX for half / no

Components: V, S, & M (pine cone or similar large seed pod)

The druid is able to imbue a single pine cone or other large seed pod for up to three rounds when cast. During this time the druid must throw the pine cone towards the enemy or group of enemies where it will explode upon contact with the ground. If the magical pine cone is not thrown it will explode in the druid's hand on the third round after casting. The pine cone has a thrown range of 30-feet.

When it explodes the pine cone sends its seeds and husk flying in all directions within a 10-foot radius area. Any creature, regardless of armor, caught in the explosion's area of effect will suffer 1d4 damage for every two levels of the caster to a maximum of 6d4. Creatures in this area are allowed a DEX saving throw, success meaning that they suffer only half damage from the flying seeds. It is assumed that not all of the seeds will hit targets and will disperse in a much wider area. These seeds will grow normally if conditions allow having no magical abilities or effects at maturity.

Silver Weapon *(Cleric 1)*

CT: 1
Range: Touch
Duration: 1 turn/ level
Save None
SR: No

Components: V, S, M *(a silver coin.)*

This spell causes any metal weapon to be sheathed in silver. Creatures affected by silver weapons such as lycanthropes, treat the weapon as if it were pure silver for purposes of damage. The weapon retains all of its normal characteristics otherwise.

SIREN'S CALL *(Illusionist 3)*

CT: 1
R: 60-feet + 10-feet per level
D: 1 round per level
SV: Negates
SR: Yes
Comp: V, M

The caster causes the target to hear a musical voice beckoning to them from the water. The target becomes enraptured and abandons all sense as they dive into the watery depths to partake of the sweet pleasures the voice is promising them. They will shrug off all attempts at restraint unless bound or rendered unconscious and once in the water will continue swimming deeper even after they can no longer hold their own breath being totally consumed by the voice that only they can hear.

Sizzleskin *(Wizard 3)*

CT: 1
Range: Self
Duration: 1 round/ level
Save Yes
SR: Yes

Components: V, S, M *(a small spool of copper wire.)*

This spell creates a strong charge the caster's skin that will discharge should the caster make a touch attack against a victim, touches a body of water, or is touched by a metal object or unarmed attack. Contact with wooden or other non-conductive objects does not cause the spell to discharge.

Should the caster touch a victim or be touched by a metal object, such as a weapon, the spell will discharge causing 1d6 damage per level of caster (maximum 10d6). The victim receiving the electrical charge is allowed a DEX save for half damage.

Should the caster touch a body of water, all creatures within 15-ft of the point of contact will suffer damage accordingly.

Smoke Rope *(Illusionist 2)*

CT: 1
Range: 10-feet + 5-feet per level
AoE: 20-feet rope + 5-feet per level
Duration: 1 turn + 2 rounds per level
Save/ SR: No / No

Components: V, S, & M *(a pinch of soot or ash)*

This spell creates a 1" diameter torrent of rope-like smoke anywhere within the spells effect desired by the caster. The smoke gains material substance enabling it to be climbed or manipulated as a normal rope. The caster must choose at the time of casting whether the rope is to be "anchored" (equivalent of hemp rope being tied about a sturdy tree) at either or both ends or "free". The magic of this spell allows the smoke rope to be anchored in thin air if so desired. Once set, this "anchor" point cannot be moved. If not anchored, the rope can be picked up, tossed, moved etc, behaving much like normal hemp rope.

Sober (*Cleric 0, Wizard 0*)

CT: 1
Range: Touch
Duration: Instant
Save Yes
SR: Yes
Components: V, S

This spell instantly counters the effects of too much alcohol (being drunk), restoring the target to a sober state.

Soul Bend (*Cleric 2*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: 1 turn/ level
Save Negates
SR: No
Components: V, S, DF

This spell saps the targets willpower and ability to discern all but the most obvious of things should they fail their saving throw. The target will suffer a minus two (-2) to all CHA and WIS checks and saves for the duration of the spell.

Spark (*Druid 0, Wizard 0*)

CT: 1
Range: 25-ft + 5-ft/ 2 levels
Duration: Instant
Save None
SR: No
Components: V, S

This spell causes a brief spark of flame sufficient to light a candle, puddle of oil, a piece of cloth, and the like. The caster merely has to point at a target within range.

Sphere of Pure Air (*Druid 2*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: 1 turn/ level
Save None
SR: No
Components: V, S

This spell creates a 30-ft diameter sphere of fresh, pure air centered on a person, targeted object, or target point. The spell counters any gas- or scent-based attacks made within its area. It also provides an unlimited supply of fresh air within its area of effect.

Creatures with the *scent* special ability may not detect creatures within the sphere, and

those traveling within the sphere do not leave a trail of scent.

This spell does not function underwater.

Squall (*Druid 5*)

CT: 1
Range: 400-ft + 40-ft/ level
Duration: 1 turn/ level
Save None
SR: Yes

Components: V, S

This spell creates a powerful storm 1000 square feet in size that sweeps across the caster's enemies, buffeting them with winds and rain, drowning out verbal spells and communication, and causing a flash flood if conditions are right.

The driving rain and wind effectively blind creatures within the area of effect and make any sort of vision-based check impossible. The verbal components of spells are drowned out making them impossible to cast. Ranged attacks into and out of the area of effect are impossible, the missiles being blown away by the wind. Unprotected flame is doused automatically. Protected flame has a 75% chance of being doused. Creatures within the area of effect have total cover from those outside.

If cast above soil or sand, the water turns the surface to a thick mud that reduces movement through it by half. If cast above solid rock (including a paved road) it creates a flash flood that flows downhill, forcing all those in its path to make a STR check or be swept away, taking 1d6 subdual damage per round at a speed of 60-ft per round with the flow of water.

This spell may only be used outdoors. It does not function indoors, underground, or underwater.

Statue (*Illusionist 7*)

CT: 1
Range: Touch
Duration: 1 hour/ level
Save Yes
SR: Yes

Components: V, S, M (*lime, sand, and a drop of water stirred by an iron bar such as a nail or iron spike.*)

This spell causes the subject and all their apparel and gear to turn to solid stone in the round following the casting. They gain the hardness of stone but retain their own hit points.

The subject can see, hear, and smell, but feeling is limited to those sensations that can affect granite. While in statue form, the subject does not need to eat or breathe. Chipping is equal to a scratch, but breaking off a limb is serious damage.

The subject under the effect of this spell can return to their normal state, act, and then return instantly to the statue state as they desire so long as the spell duration lasts.

STICKY FLOOR (*Wizard 1 / Illusionist 2*)

CT: 1
R: 25-feet plus 10-feet per level
D: 1 round per level
SV: Special
SR: Yes

Comp: V, M

This spell causes an area of stone or wood floor to become dangerously sticky. Native ground will not be affected, only areas artificially constructed. The total area affected is 200 square feet and may be of any shape desired as long as it is flat and level. Creatures attempting to cross this sticky area need to make a STR check to break free each round they are within the affected area. Creatures with a STR of 20+ are unaffected. Should a creature fall prone onto the affected area, they will be trapped and unable to move until the spell expires.

Stone Strike (*Druid 1*)

CT: 1

Range: 25-ft + 5-ft/ 2 levels

Duration: Instant

Save Yes

SR: Yes

Components: V, S

When this spell is cast, the caster strikes the ground with their weapon. A 5-ft diameter column of earth and stone slams upward beneath the target doing 1d6 damage plus one (+1) per level of caster (maximum +10). The target must also make a DEX save or be knocked prone.

This spell works only on relatively level ground and gentle inclines.

Stones to Spiders (*Druid 3 / Wizard 4*)

CT: 1

Range: 60-feet

AoE: 20-feet radius

Duration: 1 round / level of caster

Save/ SR: None / None

Components: V, S, & M (stones)

The caster transmutes normal head-sized stones within the area of effect into giant spiders. The spiders are of the "small" variety with all the attributes and abilities listed for the creature of that name in *Monsters & Treasures*, yet having only 1 hit point per level of caster. The caster has no control over these created arachnids and could be attacked by their own creations if they are too close. When slain or upon expiration of the spell, the spiders created turn back into shattered stone. The caster may transmute one stone for every other level they possess.

STORE LIFE (*Wizard 4*)

CT: 1

R: Touch

D: 1 hour per level

SV: None

SR: None

Comp: M, V, S

This spell requires the caster possess a flawless ruby of at least 250 gold pieces value. The caster may use this spell to siphon off hit points from themselves or another person being touched to store within the ruby. This leaves the person the hit points were drained from feeling weak and fatigued until either healed by another spell, potion, or an hour of rest. The ruby

takes on an inner glow while the stored life is present within it. This stored life may be used at a later date before the spell duration expires to heal the possessor, though this destroys the ruby in the process. The stored life may only be used by the person that it was drained from originally. If another person attempts to use this life it will do damage equal to half of the hit points contained in the ruby to them.

Strangle (*Wizard 5*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: See below
Save Negates
SR: Yes

Components: V, S, M (*a reed that is pinched closed as the spell is cast.*)

This spell causes all creatures within 15-ft of the target point and less than 6HD to begin to suffocate. Creatures within the area of effect are allowed a saving throw to avoid the effects. Creatures that fail their saving throw begin to gasp and choke, falling unconscious the following round. Two rounds later the creature is dead.

This spell has no effect on creatures that do not need to breathe or have no specific breathing apparatus, such as constructs, undead, jellies, oozes, and the like.

Stunbolt (*Wizard 2*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: Instant
Save None

SR: Yes

Components: V, S

This spell creates a bolt of force that unerringly strikes a single target, doing 1d8 subdual damage per every 2 levels of caster (maximum 5d8).

This spell is ineffective against creatures immune to subdual damage such as undead.

SUMMON NATURE GUARDIAN (*Druid 6 / Wizard & Cleric 7*)

CT: 1 minute
R: 25-feet + 5-feet per level
D: 1 round per level

SV: None

SR: None

Comp: DF, M, V

This spell summons forth a large being of stone, earth, wood, and vegetation in the shape of a serpentine dragon whose eyes are a bright acid green glow. Its roar is the sound of raging wind through the trees and grinding rocks in the torrent. It will follow the directions of the caster though it has an intelligence of its own and is able to create its own strategies. Should the caster desire it, the summons is able to sacrifice itself to heal the caster simply by touching them. The caster will gain a number of hit points equal to those remaining to the summoned guardian.

Stats for the Nature Guardian are as follows:

No. Appearing: 1

Size: L (15-feet long)

HD: 8 (d10)

MV: 50-feet, Climb 30', Burrow 30'

AC: 20

Attack: 2x Claw (1d8)+ poison, Bite (2d6)+poison, Tail Lash (1d6)

Special: Transport via Plants (per spell) at will, Poison Type IV

Saves: P

Intelligence: Average

Alignment: Neutral

Type: Elemental

Treasure: None

XP: 775+8

Swarming Wall (*Druid 5*)

CT: 1

Range: 100-ft + 10-ft/ level

Duration: 1 turn/ level

Save Yes

SR: Yes

Components: V, S, M (*a hornet stinger.*)

This spell creates a 5-ft thick wall of stinging flying insects 10-ft high and 5-ft long per level of caster. Creatures moving through the wall suffer 1d4 damage per three (3) caster levels (maximum 5d4). Creatures stung must also make a save versus poison or suffer an additional 1d4 poison + 1 temporary DEX damage. Should the creature be held or stuck within the wall, this damage occurs per round they are within the wall. Incorporate or gaseous creatures

are able to pass through the wall without harm. Should the a creature be standing in the location the wall is erected at, they are allowed a DEX save to avoid damage.

The wall may be erected as a straight line, a dome, or curved wall, but once formed its shape is unable to be altered. Missile fire through the wall is possible with a minus four (-4) penalty to hit the target. Spell casters will find it impossible to cast any spell while within the wall.

The wall can be dispersed by weapon, fire, and spell damage. The wall will absorb 5 hit points of damage per caster level before dispersing.

Thunder Thump (*Druid 0*)

CT: 1

Range: 25-ft + 5-ft/ 2 levels

Duration: Instant

Save Yes

SR: Yes

Components: V, S

When this spell is cast, the caster strikes the ground with their fist or weapon to send a shock wave of force towards the target. The caster makes a touch to hit roll and if successful, the target must make a DEX save or be knocked prone.

This spell only works on relatively level ground.

Thunderclap (*Druid 6*)

CT: 1

Range: 25-ft + 5-ft/ 2 levels

Duration: Instant

Save Yes

SR: Yes

Components: V, S

When this spell is cast, the caster claps their hands together. The sound of the clap is amplified by orders of magnitude, becoming a thundering burst of sound centered on the target point. All creatures with less than 4 HD within 60-ft of the target point are immediately deafened and stunned for 1d3 rounds. Creatures with 4 to 6 HD are deafened and must make a saving throw to avoid being stunned for 1 round. Creatures with greater than 6 HD are unaffected.

This spell will destroy magical silence if targeted within such. Creatures within a magical silence will not suffer the thunderclap effects, being insulated by the silence which is destroyed.

Tick Seed (*Druid 5*)

CT: 1

Range: Touch

AoE: Single Target / 2 levels

Duration: 2 rounds / level

Save/ SR: No / no

Components: V, S, & M (pine cone, acorn, or other seed from a tree)

The druid is able to transform a single pine cone, acorn, or any other type tree seed into a giant tick with a touch, be the seed on the tree or laying on the ground. Giant ticks created in this manner have all the same statistics as normally encountered and will attack until slain or the spell duration has expired. The ticks do not perceive the presence of their creator for the first 2-

minutes of their existence preventing the druid from being attacked by their own creations.

Trace (*Wizard 4*)

CT: 1

Range: 20-feet + 2-feet per level

AoE: Single Living Target

Duration: 1-hour per level

Save/ SR: Yes / Yes

Components: V, S, & M (magnifying lens)

The spell allows the caster to trace the movements of a single living target within range for a number of hours equal to their level. These movements apply only to path taken from location to location not to actions taken while at those locations. Thus if the target were to pass through a secret door the trace would lead the caster to a blank wall but not show the caster how to open the door or if one really is present. The target of the spell is allowed a WIS save to resist the spell effect and/or any spell resistance possessed by the target is applied. Regardless of success or failure, the target remains unaware that they have been subject to attempted magic unless they possess some device or ability that would alert them to such an attempt.

Turnabout (*Illusionist 4*)

CT: 1

Range: 100-ft + 5-ft/ level

Duration: 1 round/ level

Save Negates

SR: Yes

Components: V, S, M (*a drop of nightshade.*)

This spell affects a single creature whom is allowed a saving throw to resist its effects. Should the target fail their saving throw, they immediately see their allies as deadly enemies and attack them full on.

They will use all of their abilities, spells, and most damaging attacks against them until they have a clear escape route. They will then move away from their allies and the caster as quickly as possible until the spell duration expires.

Virtue (*Cleric 0*)

CT: 1
Range: Touch
Duration: 1 turn
Save None
SR: Yes

Components: V, S, DF

When this spell is cast the target gains one (1) temporary hit point.

Vise of the Deep (*Wizard 8*)

CT: 1
Range: 100-ft + 10-ft/ level
Duration: Instant
Save Yes
SR: Yes

Components: V, S, M (*a drop of merfolk blood.*)

This spell affects all creatures within a 30-ft radius of the target point, subjecting them to crushing pressure as if they were hundreds

of feet below the sea. Creatures suffer 1d6 damage per level of caster (maximum 15d6). Creatures that fail their saving throw are permanently deafened.

This spell has no effect on incorporeal, gaseous creatures, oozes, or sea creatures.

Voice Swap (*Illusionist 2*)

CT: 1
Range: 50-feet
AoE: Self and Single target
Duration: 2 rounds / level
Save/ SR: Negates / yes
Components: V, S, & M (sea snail shell and chameleon tongue)

This spell temporarily swaps the voice of the caster with that of the target. The caster has to be within hearing distance, typically 50-feet or less, and “captures” the voice of the target in the sea snail shell with the chameleon tongue inside. The caster must remove and swallow the chameleon tongue from the shell. As long as the spell is in effect, the caster speaks with the exact voice of the target. The target, however, is not as lucky, speaking with the voice of a squirrel dosed with helium. The target gets a saving throw at the initial casting of the spell, success causing the spell to fail and the sea snail shell to crumble into fragments

VOLCANIC BREATH (*Druid 6*)

CT: 1
R: Personal
D: Instant

SV: Special

SR: None

Comp: DF, M, V

The druid casting this is able to spew forth a mass of tiny burning volcanic rocks in a 60-foot long cone. All those in the area of effect may make a saving throw versus breath weapon for half damage. Creatures that fail the saving throw suffer 4d6 physical damage from the stones in addition to 8d6 fire damage. Any non-magical combustibles are ignited in the area of effect.

Volley of Thorns (*Druid 3*)

CT: 1

Range: 0-ft

Duration: Instant

Save Half

SR: Yes

Components: V, S, M (*a handful of thorns.*)

This spell causes thorns to shoot from the caster's hand in a cone shaped burst 80-ft long and 30-feet wide at its base. Creatures caught in the area of effect suffer 1d4 damage per level of caster (maximum 10d4). A saving throw is allowed for half damage.

Wash (*Wizard 0*)

CT: 1

Range: Touch

Duration: Instant

Save None

SR: Yes

Components: V, S

This spell instantly washes all dirt and grime up to an inch thick from an object or person.

WATER DOLL (*Cleric 5*)

CT: 1

R: Touch

D: Special

Save: None

SR: No

Comp: DF, V, M

This spell creates a small simulacra of solidified water despite the water not being frozen. The cleric uses a hair from the person to be represented by the simulacra to link the two. Thereafter all damage suffered by the subject so linked will be absorbed by the water doll. The water doll can absorb 4 points of damage per level of the cleric creating it and it will remain until it shatters due to damage absorbed or eight hours have passed. Whichever comes first. No person can be linked to more than one water doll and no caster may have more than two water dolls they created in existence at the same time. These are often useful for training duel allowing both opponents to go all out against each other. Wizards have tried to create their own version of this spell but seemingly fail since they lack the divine power needed for the linkage.

WATER TO ACID (*Wizard 3*)

CT: 1

R: 50-feet + 10-feet per level

D: Instant

SV: None

SR: No

Comp: M, V, S

This spell will transmute one (1) cubic foot of water per level into an equal volume of strong acid. It will only affect water in containers or natural water bodies. Water within living creatures will be unaffected.

Creatures in contact with this acid will suffer 1d6 damage per flask equivalent. The acid will dissolve metal at an equal rate but dissipates in water after a single round.

Wings (*Druid 4*)

CT: 1

Range: Touch

Duration: 1 turn / level

Save None

SR: Yes

Components: V, S, M (raven feather)

The recipient of this spell may not be wearing any armor or clothing upon their torso unless it is specifically tailored to allow for the growth of the large ebon-feathered wings that will sprout from their back. These wings allow the recipient to fly with average maneuverability at a rate of 60-feet per round. The wings may be dismissed by the recipient at any time.