

Of Manna and Magick:

I'm using a modified Magick system, which allows a mage more spells to choose from, but where the effort required to perform higher level spells increases dramatically. I believe it is more realistic in terms of the way memorization of tasks is actually done, and the game balance seems to work out well.

My rules have been updated to be based on the D20 AD&D rules, with the following changes:

- Casting spells uses a type of magical energy called Manna, present in the environment and in all living creatures. A well-rested Mage has access to an amount of Manna per day equal to one half their Intelligence times their experience level. That store of magical energy may be used to cast any number of spells at any level they are capable of, until it is exhausted. The higher the level of a spell, the more energy it takes to cast. Thus, in a given day, a mage could do hundreds of insignificant spells or just one awesome 'final strike', depending on how much they put into it and what the spell can do.
- Manna recovers at a rate of 1/8 total manna, per hour spent resting or meditating.
- Level 0 spells (cantrips) cost no Manna to cast, as they use so little energy that it can be drawn from the ambient Manna that is present in the environment. They are also such simple spells that there is no limit to the number of cantrips that a mage can remember.
- A mage can elect to focus less energy into a spell, to reduce its effects. Casting a spell at half-strength can cut in half the damage or the duration (choose in advance) with no penalty.
- There is no limit on spell effects other than those imposed by the caster's experience level and available manna. A mage who pumps double the energy into a single spell could double its effect or duration. However, it is dangerous to exceed the standard effect level for a spell, and the consequences of doing so should be handled by the GM on a case by case basis.
- Spells which have progressive capability levels, such as Monster Summoning I through IX, need only be 'remembered' for the highest level for which the mage is powerful enough and capable enough to cast. The lower level versions are just the same spell, cast with reduced power and possibly simplified casting requirements.
- The limit on how many spells of a given level a mage can remember is one half the mage's Intelligence. Spells which have been permanently applied to the mage or which are also spell-like abilities of their race do not count against this total.
- Spells are not 'forgotten' once cast. While resting, a mage may choose to forget one spell and learn a new one, by studying their spellbook (reusable) or a scroll (single use). Their spellbook could, and usually does, contain more spells than they currently 'know'.
- The highest level spell that a mage can cast is one half the Mage's experience level.
- The highest level spell that a mage can learn is their Intelligence -10.
- While the D20 system often requires a 'material component' for spells, my spells rarely do.

Most of these spells were adapted directly from the D20 or D20 Modern system, by assigning a Manna Cost that is equal to the level of the spell squared. Those spells and magic item creation tasks which in the D20 system have an XP cost, in my system require extra manna when cast or prepared, at a rate of 25 manna per 500 XP cost in the D20 system.

While my system is very similar to that used by the late David Hargrave for his Arduin RPG system, it is one that I devised independently, about 4 months before my seeing the first edition of the Arduin rules or meeting David. We both came up with the same idea about the same time. I highly recommend David's rules system as an alternative for working with Magic and combat in role playing games like Dungeons and Dragons. His combat system is excellent, and his range of spells very creative.

Ceera's Spellbook

As a Level 20 Mage with an INT of 24, Ceera gets 240 Manna per day, and can learn 12 spells per level, up to level 10 spells. (No limit on Cantrips)

NOTE: While in the Napping Cat's Dream, Ceera can continuously use the ability of the 5th level spell "Dreamwalk" to affect 'Reality' around her within The Dream, and it is this ability which makes her a 'Goddess' in the NCD. Her ability in this regard is strongest when used to affect herself or non-living matter, and gets weaker in dealing with living matter, and weakest with unwilling sentient creatures and objects. She can, for example, use the ability to duplicate an existing object, or to create a gem or a bouquet of cut flowers. **She can not use this ability to create life or to heal others.** She *could* use her Dreamwalker skills to manipulate the environment of The Dream to create a forest, but it has to start with *something* that is actually alive for each resulting plant or creature (like grass). So if she blasted an area of forest into a smooth plane of glass, she could not restore those trees. But she could turn an existing sapling into a tree, or a field of grass into a forest of trees. **In short, most of the spell-like actions that she performs in The Dream which do not reflect a spell defined in this spellbook are cases where she is using Dreamwalk to change the Dream's Reality.**

Casting the Dreamwalk spell as a separate action allows her to enter and affect an Avatar's dreaming, or that of someone in a dimension other than the NCD.

PERMANENT SPELLS:

The following spells listed in this spellbook and marked with an asterisk, '*', have been applied to Ceera permanently, and she does not need to use extra Manna to cast these spells. Each of these takes one standard action to activate or deactivate, and except for Shapechange, the others are always 'active' unless stated otherwise.

Arcane Sight (Lvl 3): Magical auras become visible to you.

Comprehend Languages (Lvl 1): You understand all spoken and written languages.

Darkvision (Lvl 2): See 60 ft. in total darkness.

Detect Magic (Lvl 0): Detects spells and magic items within 60 ft.

Enthralling Gaze (Lvl 2): Causes the gaze of the caster to become hypnotic and enthralling.

Read Magic (Lvl 0): Read scrolls and spellbooks.

See Invisibility (Lvl 2): Reveals invisible creatures or objects.

Shapechange (Lvl 9): Transform into any creature, 34 HD or less, and change forms once per round. (Draconic special ability)

Speak With Animals (Lvl 3): Speak and comprehend any animal language.

Tongues (Lvl 3): Speak any language.

0-LEVEL SPELLS (CANTRIPS)

* **Detect Magic:** Detects spells and magic items within 60 ft.

* **Read Magic:** Read scrolls and spellbooks.

Candlefire: Produce candle flame on finger, or light/extinguish very small fires. (25 ft. + 5 ft./level)

Detect Poison: Detects poison in one creature or small object.

Flare: Dazzles one creature (-1 on attack rolls).

Ghost Sound: Figment sounds.

Haywire. Causes a single device to behave randomly and erratically.

Light: Object shines like a torch.

Magic ID. Creates a false but visually accurate identification card.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Resistance: Subject gains +1 on saving throws.

1ST-LEVEL SPELLS

* **Comprehend Languages:** You understand all spoken and written languages.

Alarm: Wards an area for 2 hours/level.

Cause Fear: One creature flees for 1d4 rounds.

Change Self: Changes your appearance.

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Degauss. Erase a single device that contains electronic data.

Identify: Determines properties of magic item.

Lesser Mindlink: Creates a telepathic bond with one willing person or creature.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Power Device: Powers one inoperative electrical or mechanical device.

Sleep: Puts 4 HD + caster level of creatures into magical slumber.

Trace Purge. Removes physical traces of the subject's presence or passage.

True Strike: Adds +20 bonus to your next attack roll.

2ND-LEVEL SPELLS

* **Darkvision:** See 60 ft. in total darkness.

* **Enthralling Gaze:** Causes the gaze of the caster to become hypnotic and enthralling.

* **Locate Object:** Senses direction toward object (specific or type). (Draconic Spell-like ability, 6/day at no cost)

* **See Invisibility:** Reveals invisible / ethereal creatures or objects.

Arcane Lock: Magically locks a portal or chest.

Burglar's Buddy. Suppresses mechanical or electronic intrusion alarms and alarm sensors within a 15-foot radius.

Calm Emotions: Calms agitated creatures.

Dataread. You can access and read data stored in any machine-readable data source.

Detect Thoughts: Allows "listening" to surface thoughts in an area.

Glitterdust: Blinds creatures, outlines invisible creatures.

Heat Object: Causes one or more items in sight of the caster to rapidly become extremely hot.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Protection from Arrows/Bullets: Subject immune to most ranged projectile attacks.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Vocalize: Cast spells without the verbal component, for 10 rounds.

3RD-LEVEL SPELLS

* **Arcane Sight:** Magical auras become visible to you.

* **Speak With Animals:** Speak any animal language.

* **Tongues:** Speak any language.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Electromagnetic Pulse. Ruins or scrambles electronic circuitry in a 20-foot-radius burst.

Fireball: 1d6 damage per level, 20-ft. radius.

Mental Blast: Delivers a telepathic strike that stuns the target for 3d4 rounds.

Mindlink: Creates a telepathic bond with up to one willing person or creature/level.

Phantom Steed: Magic horse appears for 1 hour/level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Shrink Item: Object shrinks to one-sixteenth size, or to charm on bracelet.

Shutdown. Electric devices in area cease to function for the duration of the spell.

Suggestion: Compels subject to follow stated course of action.

4TH-LEVEL SPELLS

Arcane Eye: Invisible floating eye moves 30 ft./round.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Detect Scrying: Alerts you of magical eavesdropping.

Dimensional Anchor: Bars extradimensional movement.

Fear: Subjects within cone flee for 1 round/level.

Forced Mindlink: Creates a telepathic bond with one *unwilling* person or creature.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Invoke Emotion: Subjects within area of effect feel emotion chosen by the caster.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Remove Curse: Frees object or person from curse.

Tailor Memory: Caster inserts or obscures a memory of his or her own choosing in the target's mind.

5TH-LEVEL SPELLS

Dominate Person: Controls humanoid telepathically.

Dreamwalk: Caster can enter, invoke, alter and remove dreams from subject..

Fabricate: Transforms raw materials into finished items.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Mind Probe: Caster gains access to all the target's memories and knowledge.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Passwall: Creates passage through wood or stone wall.

Permanency: Makes certain spells permanent.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Force: Wall is immune to damage.

6TH-LEVEL SPELLS

Analyze Dweomer: Reveals magical aspects of subject.

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Disintegrate: Makes one creature or object vanish.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Flesh to Stone: Turns subject creature into statue.

Geas: As *lesser geas*, plus it affects any creature.

Guards and Wards: Array of magic effects protect area.

Legend Lore: Lets you learn tales about a person, place, or thing.

Stone to Flesh: Restores petrified creature.

Suggestion, Mass: As *suggestion*, plus one subject/level.

True Seeing: Lets you see all things as they really are.

Veil: Changes appearance of group of creatures.

7TH-LEVEL SPELLS

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Kills one subject.

Forcecage: Cube or cage of force imprisons all inside.

Insanity: Subject suffers continuous *confusion*.

Invisibility, Mass: As *invisibility*, but affects all in range.

Mage's Magnificent Mansion: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift: As many as eight subjects travel to another plane.

Project Image: Illusory double can talk and cast spells.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Teleport Object: As *teleport*, but affects a touched object.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

8TH-LEVEL SPELLS

Clone: Duplicate awakens when original dies.

Demand: As *sending*, plus you can send *suggestion*.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Emotional Vampirism: Drains manna from victims and recharges the caster.

Maze: You banish the subject into an extradimensional labyrinth of force planes for up to 10 minutes.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Polymorph Any Object: Changes any subject into anything else.

Screen: Illusion hides area from vision, scrying.

Sunburst / Solar Flare: Blinds all within 80 ft., deals 6d6 damage. (more damage, fewer targets as Solar Flare)

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Temporal Stasis: Puts subject into suspended animation.

Trap the Soul: Imprisons subject within gem.

9TH-LEVEL SPELLS

* **Shapechange:** Transforms you into any creature, and change forms once per round. (Draconic Ability)

Astral Projection: Projects you and companions onto Astral Plane.

Dominate Monster: As *dominate person*, but any creature.

Etherealness: Travel to Ethereal Plane with companions.

Freedom: Releases creature from *imprisonment*.

Gate: Connects two planes for travel or summoning.

Imprisonment: Entombs subject beneath the earth.

Power Word Kill: Kills one creature with 100 hp or less.

Summon Monster IX: Calls extraplanar creature to fight for you.

Time Stop: You act freely for 1d4+1 rounds.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Wish / Magical Battery: As *limited wish*, but with fewer limits. Can also create a storage device for magic energies, for the caster only.

10TH-LEVEL SPELLS

Dreamscape: Transports you (and companions) to the plane of Dreams.

Time Travel: Transports you (and companions) to a different time and place.

Spell Details – Level 0 – (Cantrips) : (0 Manna)

*** Detect Magic:** Level: 0 ; Manna Cost: 0 (Permanency) ; Components: V, S ;

School: Divination

Casting Time: 1 standard action

Duration: Concentration, up to 1 min./level (D)

Range: 60 ft. ; **Area:** Cone-shaped emanation

Saving Throw: None ; **Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Aura Power				
Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)
<i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:				
Original Strength	Duration of Lingering Aura			
Faint	1d6 rounds			
Moderate	1d6 minutes			
Strong	1d6x10 minutes			
Overwhelming	1d6 days			

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

*** Read Magic:** Level: 0 ; Manna Cost: 0 (Permanency) ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** 10 min./level

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

By means of *read magic*, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Candlefire: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Evocation

Casting Time: 1 standard action ; **Duration:** 1 round/level

Range: Close (25 ft. + 5 ft./level) ; **Target:** Self, or any candles / oil lamps in range (selective)

Saving Throw: Will negates (object) ; **Spell Resistance:** Yes (object)

Allows the mage to call forth a real, candle-sized flame on a fingertip, casting a shadowy light for a 5 foot radius. This flame will not harm the caster or their equipment, but can be used to ignite other flammable items, as any candle flame would. Alternatively, the spell can be used to selectively light or extinguish any candles, small oil lamps, or fuses/powder trails that are in range and ready for use.

Detect Poison: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Target or Area:** One creature, one object, or a 5-ft. cube

Saving Throw: None ; **Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Flare: Level: 0 ; Manna Cost: 0 ; Components: V

School: Evocation (light)

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** Burst of light

Saving Throw: Fortitude negates ; **Spell Resistance:** Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*. (Victim gets a –1 on attack rolls if dazzled)

Ghost Sound: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Illusion (Figment)

Casting Time: 1 standard action ; **Duration:** 1 round/level (D)

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** Illusory sounds

Saving Throw: Will disbelief (if interacted with) ; **Spell Resistance:** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Haywire: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Transmutation

Casting Time: 1 standard action ; **Duration:** 1 minute/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One object of up to 100 lb./level

Saving Throw: Will negates (object) ; **Spell Resistance:** Yes (object)

The *haywire* spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of *haywire* on every modern device. In general, a machine subject to *haywire* functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a *haywire* spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Light: Level: 0 ; Manna Cost: 0 ; Components: V

School: Evocation (light)

Casting Time: 1 standard action ; **Duration:** 10 min./level

Range: Touch ; **Target:** Object touched

Saving Throw: None ; **Spell Resistance:** No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Magic ID: Level: 0 ; Manna Cost: 0 ; Components: V, S, F

School: Illusion

Casting Time: 1 standard action ; **Duration:** See description

Range: Touch ; **Effect:** Illusory identification card

Saving Throw: Will disbelief (if interacted with) ; **Spell Resistance:** No

With this glamor, you make an existing ID card, a small card or a slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts a maximum of 5 rounds.

Focus: An existing ID card, small card or slip of paper.

Message: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Transmutation [Language-Dependent]

Casting Time: 1 standard action ; **Duration:** 10 min./level

Range: Medium (100 ft. + 10 ft./level) ; **Targets:** One creature/level

Saving Throw: None ; **Spell Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Open/Close: Level: 0 ; Manna Cost: 0 ; Components: V, S, F

School: Transmutation

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** Object weighing up to 30 lb. or portal that can be opened

Saving Throw: Will negates (object) ; **Spell Resistance:** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Resistance: Level: 0 ; Manna Cost: 0 ; Components: V, S

School: Abjuration

Casting Time: 1 standard action ; **Duration:** 1 minute

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. This spell can not be 'stacked' with itself, but does add to any other resistance bonuses that the target already has.

Resistance can be made permanent with a *permanency* spell.

End of cantrips...

Spell Details – Level 1 : (1 Manna)

*** Comprehend Languages:** Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** 10 min./level

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, *not speak or write it.* (See the Lvl 3 spell 'Tongues' for speaking and writing a language)

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Alarm: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Abjuration

Casting Time: 1 standard action ; **Duration:** 2 hours/level (D)

Range: Close (25 ft. + 5 ft./2 levels) ; **Area:** 20-ft.-radius emanation centered on a point in space

Saving Throw: None ; **Spell Resistance:** No

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

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

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

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

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Cause Fear: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Necromancy [Fear, Mind affecting]

Casting Time: 1 standard action ; **Duration:** 1d4 rounds

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature

Saving Throw: Will negates ; **Spell Resistance:** Yes

The affected creature suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with 6HD or more are unaffected. Cause fear counters remove fear.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

Change Self: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Illusion

Casting Time: 1 standard action ; **Duration:** 10 minutes/level (D)

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

The caster can make him or herself - including clothing, armor, weapons, and equipment - look different. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change body type. Otherwise, the changes can be as minor or as major as the caster desires.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the caster or his or her equipment.

If a character uses this spell to create a disguise, he or she gets a +10 bonus on the Disguise check.

Note: Creatures get a Will save to recognize the illusion if they interact with it.

Clean: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Transmutation

Casting Time: Full-round action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level

Saving Throw: Fortitude negates (harmless) ; **Spell Resistance:** Yes (harmless)

The *clean* spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the *clean* spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away—rendering most evidence collection impossible, for example.

If cast on a creature, the *clean* spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Degauss: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Transmutation

Casting Time: Attack action ; **Duration:** Instantaneous

Range: Touch ; **Effect:** Stored data is erased

Saving Throw: None ; **Spell Resistance:** No

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Identify: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Divination

Casting Time: 1 standard action to cast, up to 1 hour for results ; **Duration:** Instantaneous

Range: Touch ; **Targets:** One touched object

Saving Throw: None ; **Spell Resistance:** No

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

Identify does not function when used on an artifact, unless the caster has a very high Knowledge-Arcana skill level.

After casting the spell, a Knowledge - Arcana check can be made once with a D20, to immediately determine the information about the item. There is a base DC of 10 (for really easy items), 15 (for basic items), 20 (for really tough items), and 40 for 'Artifacts' and unique, one-of-a-kind items.

Ceera gets a modifier of +23 for her level of Arcane Knowledge, and another +2 for her knowledge of Spellcraft.(She would only need to roll for a really tough item, an Artifact, or a unique item)

Lesser Mindlink: Level: 1 ; Manna Cost: 1 ; Components: S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** 10 minutes/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Targets:** One willing person or creature

Saving Throw: None ; **Spell Resistance:** No

The caster forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from magic resistance. The caster can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance while the spell lasts.

Magic Missile: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Evocation [force]

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Targets:** One or more creatures, no two of which can be more than 15 ft. apart

Saving Throw: None ; **Spell Resistance:** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, etc.. If you shoot multiple missiles, you can have them strike a single creature *or* several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Power Device: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Transmutation

Casting Time: 1 standard action ; **Duration:** 10 minutes/level

Range: Touch ; **Effect:** Powers one electrical or mechanical device

Saving Throw: None ; **Spell Resistance:** No

This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Sleep: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 round ; **Duration:** 1 min./level (See text)

Range: Medium (100 ft. + 10 ft./level) ; **Area:** Single targeted creature, or one or more living creatures within a 10-ft.-radius burst

Saving Throw: Will negates ; **Spell Resistance:** Yes

A *sleep* spell causes a magical slumber to come upon 4 HD + caster level of creatures. Full effect can be focused on a single individual. If used as a burst instead, creatures with the fewest HD are affected first.

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

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not.

Awakening a creature is a standard action (an application of the aid another action).

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

Trace Purge: Level: 1 ; Manna Cost: 1 ; Components: V, S

School: Transmutation

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Area:** 15-ft.-radius emanation centered on a point in space

Saving Throw: None ; **Spell Resistance:** No

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

True Strike: Level: 1 ; Manna Cost: 1 ; Components: V

School: Divination

Casting Time: Attack action ; **Duration:** See text

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

The caster's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the caster is not affected by the miss chance that applies to attacks against a concealed target.

Spell Details – Level 2 : (4 Manna)

*** Darkvision: Level: 2 ; Manna Cost: 4 ; Components: V, S**

School: Divination

Casting Time: 1 standard action ; **Duration:** 1 hour/level

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness.

*** Enthralling Gaze: Level: 2 ; Manna Cost: 4 ; Components: V, S**

School: Enchantment (Charm) [Mind-Affecting, Gaze Attack]

Casting Time: 1 round ; **Duration:** 1 day

Range: self ; **Targets:** Any number of creatures who gaze in caster's eyes.

Saving Throw: No / Will negates, see text ; **Spell Resistance:** No / Yes, see text

Causes the gaze of the caster to become hypnotic and enthralling. The caster can suppress or activate the effect at will while the spell lasts. If one or more creatures gaze into the eyes of the recipient of this spell, the caster can use this spell to hold them spellbound. Those affected give you their undivided attention, ignoring their surroundings, and get a negative modifier on their saving throw on any other mind-affecting spells cast on them by the caster while so affected. The modifier is equal to the caster's Wisdom minus the subject's Wisdom, with a minimum of -4 penalty. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature initially unfriendly or hostile to you gets a +4 bonus on their initial saving throw.

A creature who makes their Will saving throw, or with a Wisdom score at least 4 higher than the caster, remains aware of its surroundings and has an attitude of indifferent, and suffers no penalty against other mind magic. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you gaze at the subjects. Those *enthralled* by your gaze take no action while you gaze at them and for 1d3 rounds thereafter, unless you direct them to do otherwise. The spell ends (but the 1d3-round delay still applies) if you lose concentration.

If any enthralled subject is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you.

*** Locate Object:** Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** 1 minute/level

Range: Long (400 ft. + 40 ft./level) ; **Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Saving Throw: None ; **Spell Resistance:** No

The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. (Draconic spell-like ability. Ceera can use this 6 times per day at no cost).

*** See Invisibility:** Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** 10 min./level (D)

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

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

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

See invisibility can be made permanent with a *permanency* spell.

Arcane Lock: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Abjuration

Casting Time: 1 standard action ; **Duration:** Permanent

Range: Touch ; **Target:** One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size

Saving Throw: None ; **Spell Resistance:** No

An arcane lock spell cast upon a door, cabinet, chest, or portal magically locks it. The caster can freely pass his or her own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Burglar's Buddy: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Illusion

Casting Time: 1 standard action ; **Duration:** 1 minute/level

Range: Long (400 ft. + 40 ft./level) ; **Area:** 15-ft.-radius emanation centered on a creature, object, or point in space

Saving Throw: None and Will negates (object) ; **Spell Resistance:** Yes and no (object)

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Calm Emotions: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** Concentration, up to 1 round/level (D)

Range: Medium (100 ft. + 10 ft./level) ; **Area:** Single creature, or creatures in a 20-ft.-radius spread

Saving Throw: Will negates ; **Spell Resistance:** Yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Dataread: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Divination

Casting Time: 1 standard action ; **Duration:** 1 minute/level

Range: Touch ; **Effect:** Read machine readable data

Saving Throw: None ; **Spell Resistance:** No

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means.

You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Detect Thoughts: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Divination [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** Concentration, up to 1 min./level (D)

Range: 60 ft. ; **Area:** Cone-shaped emanation

Saving Throw: Will negates; see text ; **Spell Resistance:** No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. A trained telepath will sense the mental intrusion, and their default mental shields will prevent reading their surface thoughts without permission.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area.

Glitterdust: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Conjuration (Creation)

Casting Time: 1 standard action ; **Duration:** 1 round/level

Range: Medium (100 ft. + 10 ft./level) ; **Area:** Creatures and objects within 10-ft. spread

Saving Throw: Will negates (blinding only) ; **Spell Resistance:** Yes

A cloud of particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things for the duration of the spell. Friendly members of your own party are unaffected. All others within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Heat Object: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Evocation [Heat]

Casting Time: 1 standard action ; **Duration:** Concentration, up to 1 minute/level

Range: Medium (100 ft. + 10 ft./level) ; **Area:** Target item(s), up to 1 cu. ft./level; see text

Saving Throw: Will negates ; **Spell Resistance:** Yes

This spell causes one or more items in sight of the caster to rapidly become extremely hot. Up to 1 cubic foot of metal or ½ cubic foot of other material can be affected per level of the caster. The degree of heat is controlled by the caster, and they can cool the object back down to normal as rapidly as they heated it. At the extreme, metal can be heated to white-hot for forging, a tree or wooden object could be set ablaze and burned to charcoal, a handgun could be heated so much that the rounds of ammunition in the magazine begin to 'cook off', or stone can be melted into lava. A typical use of the spell is to heat one or more opponent's weapons, so they become too hot to hold onto, and burns the opponent's hands. However it could also be used to heat the body armor that an opponent is wearing, destroy a technological device, or to weaken the bars or walls of a cell.

Anyone in contact with the heated object receives 1d4 to 2d20 fire damage as appropriate, unless they are immune to fire. Targeted objects can be damaged or destroyed by being heated in this manner, if the heat applied exceeds what the object can withstand.

Magic items and items that have been blessed get a separate saving throw to not be affected, even if the owner fails their own saving throw.

Invisibility: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Illusion (Glamer)

Casting Time: 1 standard action ; **Duration:** 1 min./level

Range: Personal or touch ; **Target:** You or a creature or object weighing no more than 100 lb./level

Saving Throw: Will negates (harmless) or Will negates (harmless, object) ; **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Knock: Level: 2 ; Manna Cost: 4 ; Components: V

School: Transmutation

Casting Time: 1 standard action ; **Duration:** Instantaneous (see text)

Range: Medium (100 ft. + 10 ft./level) ; **Target:** One door, box, or chest with an area of up to 10 sq. ft./level

Saving Throw: None ; **Spell Resistance:** No

The knock spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress.

Protection from Arrows/Bullets: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Abjuration

Casting Time: 1 standard action ; **Duration:** 10 minutes/level or until discharged

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons that fire tangible projectiles, such as arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction per missile increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 200 points), it is discharged. Does not affect non-projectile attacks, such as fire, electricity, energy weapons, etc..

NOTE: *For comparison, a single arrow or crossbow bolt does 1d6 damage. A handgun bullet does 2d4 to 2d6 and a .50 cal sniper rifle does 2d10. Placing multiple castings of this spell on an individual creates multiple layers of protection, which each will absorb damage if a projectile passes through, thus affording immunity to higher caliber ammunition.*

Summon Swarm: Level: 2 ; Manna Cost: 4 ; Components: V, S

School: Conjuration (Summoning)

Casting Time: 1 round ; **Duration:** Concentration + 2 rounds

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** One swarm of bats, rats, or spiders

Saving Throw: None ; **Spell Resistance:** No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over the swarm's target or direction of travel.

Vocalize: Level: 2 ; Manna Cost: 4 ; Components: S

School: Transmutation

Casting Time: 1 round ; **Duration:** 10 rounds

Range: Touch ; **Target:** One spellcaster.

Saving Throw: None ; **Spell Resistance:** No

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the *vocalize* spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a *silence* spell.

Vocalize does not negate a *silence* spell, but merely offsets it for the purpose of spell casting; if a spellcaster under the effect of *vocalize* casts a spell that has some audible effect, that sound will be masked for as long as *silence* remains in force. *Vocalize* does not affect normal vocal communication.

Spell Details – Level 3 : (9 Manna – Some exceptions)

*** Arcane Sight: Level: 3 ; Manna Cost: 9 (Permanency)**

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level (D)

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell.

*** Speak With Animals: Level: 3 ; Manna Cost: 9 (Permanency)**

Components: V ; **Casting Time:** 1 standard action ; **Duration:** 10 min./level

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any animal. The subject can speak only one animal language at a time, although it may be able to understand several languages. The level of communication is limited by the intelligence of the animal. If the target lacks a tail, and the language of the animal being spoken to requires tail motion or scents, that will limit communication. This spell does not predispose any creature addressed toward the subject in any way.

*** Tongues: Level: 3 ; Manna Cost: 9 (Permanency)**

Components: V ; **Casting Time:** 1 standard action ; **Duration:** 10 min./level

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Clairaudience/Clairvoyance: Level: 3 ; Manna Cost: 9

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** 1 min./level (D)

Range: Long (400 ft. + 40 ft./level) ; **Effect:** Magical sensor

Saving Throw: None ; **Spell Resistance:** No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Dispel Magic: Level: 3 ; Manna Cost: 9

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst

Saving Throw: None ; **Spell Resistance:** No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures.

Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell.

Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Electromagnetic Pulse: Level: 3 ; Manna Cost: 9**Components:** V, S ; **Casting Time:** Attack action ; **Duration:** Instantaneous**Range:** Short (25 ft. + 5 ft./2 levels) ; **Area:** 20-ft. burst**Saving Throw:** Will negates (object) ; **Spell Resistance:** Yes (object)

When you cast *electromagnetic pulse*, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The *electromagnetic pulse* affects only devices with extensive circuitry, not everything that uses electricity.

Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an *electromagnetic pulse* because they have electronic ignition systems.

Devices affected by an *electromagnetic pulse* can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Purchase DC	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details.

Some military gear is immune to energy effects such as *electromagnetic pulse* thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

Fireball: Level: 3 ; Manna Cost: 9+1/caster level invoked ***Components:** V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** Long (400 ft. + 40 ft./level) ; **Area:** 20-ft.-radius spread**Saving Throw:** Reflex half ; **Spell Resistance:** Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level invoked (maximum 20d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

* *Note: The caster can choose to reduce the damage level of the blast (and thus the Manna required to cast the spell. Minimum effect is 1d6 of damage, at a Manna cost of 10.*

Mental Blast: Level: 3 ; Manna Cost: 9 ; Components: V, S**School:** Enchantment (Compulsion) [Mind-Affecting]**Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** 60 ft. ; **Target:** One living creature**Saving Throw:** Will negates; **Spell Resistance:** No

The caster delivers a telepathic strike that stuns the target for 3d4 rounds.

Mindlink: Level: 3 ; Manna Cost: 9 ; Components: V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** 10 minutes/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One willing creature/level, no more than 30 ft. apart

Saving Throw: None; **Spell Resistance:** No

The caster forges a telepathic bond with one or more people or creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from magic resistance. The caster can communicate telepathically through the bond even if he or she does not share a common language with the subjects. No special power or influence is established as a result of the bond. *The targets can all communicate with the caster, but not with each other.* Once the bond is formed, it works over any distance while the spell lasts.

See *Telepathic Bond* (5th Level) for a similar spell that allows the targets to communicate with each other as well, and which can be made permanent.

Phantom Steed: Level: 3 ; Manna Cost: 9

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** 1 hour/level (D)

Range: 0 ft. ; **Effect:** Creates one quasi-real, horse-like creature

Saving Throw: None ; **Spell Resistance:** No

You conjure a Large, quasi-real, horse-like creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

Protection from Energy: Level: 3 ; Manna Cost: 9

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 10 min./level or until discharged

Range: Touch ; **Target:** Creature touched

Saving Throw: Fortitude negates (harmless) ; **Spell Resistance:** Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 240 points at 20th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Shrink Item: Level: 3 ; Manna Cost: 9, 18, or 27 (see text)

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** One day/level; see text

Range: Touch ; **Target:** One touched object of up to 2 cu. ft./level

Saving Throw: Will negates (object) ; **Spell Resistance:** Yes (object)

You are able to shrink one non-living item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can instead change the item into a silver charm, one half inch tall, no more than one quarter ounce in weight, to attach to a charm bracelet. If cast on a container, such as a chest, the contents are shrunk with it – thus a chest with this spell permanently placed on it could be used to store many items in a very small space. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing

them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

NOTE: For *shrink to charm*, multiple castings can increase the volume limits by a factor of 16. Doubling the manna cost and casting time for the spell will allow shrinking an item as large as a car or minivan to charm bracelet size. Tripling the manna and casting time would allow an item as large as a commercial aircraft to be reduced.

Shutdown: Level: 3 ; Manna Cost: 9

Components: V ; **Casting Time:** Attack action ; **Duration:** 1 minute/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Area:** 15-ft.-radius emanation centered on a point in space

Saving Throw: None ; **Spell Resistance:** No

All electrical devices within the spell's area—lights, computers, cell phones, digital watches, and so forth—do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Suggestion: Level: 3 ; Manna Cost: 9 (Can cast 3/day as Draconic spell-like ability)

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V ; **Casting Time:** 1 standard action ; **Duration:** 1 hour/level or until completed

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature

Saving Throw: Will negates ; **Spell Resistance:** Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Spell Details – Level 4 : (16 Manna)

Arcane Eye: Level: 4 ; **Manna Cost:** 16

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** 1 min./level

Range: Unlimited ; **Effect:** Magical sensor

Saving Throw: None ; **Spell Resistance:** No

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Confusion: Level: 4 ; **Manna Cost:** 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level

Range: Medium (100 ft. + 10 ft./level) ; **Targets:** All creatures in a 15-ft. radius burst

Saving Throw: Will negates ; **Spell Resistance:** Yes

This spell causes the targets to become *confused*, making them unable to independently determine what they will do. Friendly members of your own party are unaffected.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Crushing Despair: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level

Range: 30 ft. ; **Area:** Cone-shaped burst

Saving Throw: Will negates ; **Spell Resistance:** Yes

An invisible cone of despair causes great sadness in the subjects. Friendly members of your own party are unaffected. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. *Crushing despair* counters and dispels *good hope*.

Detect Scrying: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 24 hours

Range: 40 ft. ; **Area:** 40-ft.-radius emanation centered on you

Saving Throw: None ; **Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Dimensional Anchor: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level

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

Saving Throw: None ; **Spell Resistance:** Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

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

Fear: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level or 1 round; see text

Range: 30 ft. ; **Area:** Cone-shaped burst

Saving Throw: Will partial ; **Spell Resistance:** Yes

An invisible cone of terror causes each living creature in the area to become panicked and flee unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Forced Mindlink: Level: 4 ; Manna Cost: 16 ; **Components:** V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** 10 minutes/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Targets:** You and one other creature who is initially no more than 30 ft. away

Saving Throw: Will negates ; **Spell Resistance:** Yes

The caster forcibly forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The caster can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond and the target is not compelled to communicate with the caster, though they do have access to the target's surface thoughts. Once the bond is formed, it works over any distance, while the spell lasts.

Invisibility, Greater: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level

Range: Personal or touch ; **Target:** You or creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

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

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

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

Invoke Emotion: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level

Range: 30 ft. + 10 ft./level ; **Area:** 30-ft. + 10 ft./level radius emanation centered on you

Saving Throw: Will negates ; **Spell Resistance:** Yes

An invisible cone of effect causes each living creature in the area to succumb to the emotional state desired by the caster, unless it succeeds on a Will save. Can be used to cause subjects to feel joy, rage, despair, hope, or other emotions. Friendly members of your own party are unaffected unless intentionally targeted.

Phantasmal Killer: Level: 4 Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target:** One living creature

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text ; **Spell Resistance:** Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast.

Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

Remove Curse: Level: 4 ; Manna Cost: 16

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Touch ; **Target:** Creature or item touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

Tailor Memory: Level: 4 ; Manna Cost: 16 ; Components: V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level); **Target:** One target of Medium-size or smaller

Saving Throw: Will negates (see text) ; **Spell Resistance:** Yes

The caster inserts (or obscures) a memory of his or her own choosing in the target's mind. The caster can insert (or remove) a memory of up to 1 minute duration per caster level. The manifester chooses when the fake event occurred, at any time within the last week, or can select a real memory to erase from that same time period. The manifester can only read the target's memory for events experienced in the last week with this power.

Adding a fake memory is tricky, because if it is not done right, the target's mind recognizes it as false. Dissonance occurs if a caster inserts a memory that is out of context with the target's past experience. The target gains a bonus of +1 to +4 on his or her saving throw, depending on the magnitude of dissonance created by an out-of-context memory, as determined by the GM. Likewise, inserting a memory of the target taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't

possibly be true causes the spell to fail automatically. Removing a memory without replacing it with a false one creates a lapse that might be noticed, but which may be difficult to explain.

Spell Details – Level 5 : (25 Manna, some exceptions)

Dominate Person: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 1 round ; **Duration:** One day/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One humanoid

Saving Throw: Will negates ; **Spell Resistance:** Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warding, but such an effect neither prevents the establishment of domination nor dispels it.

Dreamwalk: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 1 minute ; **Duration:** See text

Range: Unlimited ; **Target:** Self, and one dream-capable recipient.

Saving Throw: See text ; **Spell Resistance:** Yes

This is the Dreamwalker's version of the Mage spell 'Dream'. You send a phantasmal version of yourself to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The caster then enters a trance, appears in the intended recipient's dream.

While in the dream, the caster may invoke and replay any dream from the recipient's experience, or may create an entirely new dream. While in the dream, the caster has complete control over the 'reality' of that dream. The caster may be visible or invisible to others in the dream, and if visible, they may appear in any guise they wish. The caster can interact fully with the dream, can affect its outcome, and the recipient remembers it perfectly upon waking. The communication between the caster and the recipient is two-way, and the caster will also remember the entire dream, in both unaltered and altered forms.

Once the caster has completed what they wanted to do in the dream, the caster's mind returns instantly to its body. The duration of the spell is the time required for the caster to enter the recipient's dream and interact within it. A caster that is disturbed during the trance comes awake, ending the spell.

If the recipient is awake when the spell begins, they are affected as per a 'sleep' spell, with a -1 DM per caster level on their save vs spell. If they save, the spell is wasted.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be affected by this spell.

The caster is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

NOTE: While in the Napping Cat's Dream, Ceera can continuously use this ability to affect 'Reality' within The Dream, and it is this ability which makes her a 'Goddess' in the NCD. Casting the spell allows her to enter and affect an Avatar's dreaming, or that of someone in a dimension other than the NCD.

Fabricate: Level: 5 ; Manna Cost: 25

Components: V, S, M ; **Casting Time:** See text ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** Up to 10 cu. ft./level; see text

Saving Throw: None ; **Spell Resistance:** No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

NOTE: This is the spell Ceera uses to create her statues.

Mage's Private Sanctum: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** 24 hours (D)

Range: Close (25 ft. + 5 ft./2 levels) ; **Area:** 30-ft. cube/level (S)

Saving Throw: None ; **Spell Resistance:** No

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

Mind Probe: Level: 5 ; Manna Cost: 25 ; Components: V, S

School: Enchantment (Compulsion) [Mind-Affecting]

Casting Time: 1 minute ; **Duration:** 1 minute/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature

Saving Throw: Fortitude negates ; **Spell Resistance:** Yes

All the target's memories and knowledge are accessible to the caster. The caster can learn the answer to one question per round, to the best of the target's knowledge. The caster can also probe a sleeping target, though the target may make a Will save against the DC of the mind probe to wake after each question. Targets who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The caster poses the questions telepathically, and the answers to those questions are imparted directly to his or her mind. The caster and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the caster's questions.

Nightmare: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** Instantaneous

Range: Unlimited ; **Target:** One living creature

Saving Throw: Will negates; see text ; **Spell Resistance:** Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes the caster to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Once mentally connected to the victim by this spell, the caster may also cast the spell *phantasmal killer* through the link (incurring an additional manna drain for casting the second spell), instead of the *nightmare* described above. If this is done, the damage and saves are as per the level 4 *phantasmal killer* spell, but with a -4 DM to their save vs spell, since they are already asleep and dreaming.

Passwall: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 hour/level (D)

Range: Touch ; **Effect:** 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Saving Throw: None ; **Spell Resistance:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Permanency: Level: 5 ; Manna Cost: See text

Components: V, S, XP ; **Casting Time:** 2 rounds ; **Duration:** Permanent; see text

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

Saving Throw: None ; **Spell Resistance:** No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a quantity of Manna.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	Manna Cost
<i>Arcane sight</i>	11th	75
<i>Comprehend languages</i>	9th	25
<i>Darkvision</i>	10th	50
<i>Detect magic</i>	9th	25
<i>Read magic</i>	9th	25
<i>See invisibility</i>	10th	50
<i>Tongues</i>	11th	75
<i>Speak With Animals</i>	11th	75

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	Manna Cost
<i>Enlarge person</i>	9th	25
<i>Reduce person</i>	9th	25
<i>Resistance</i>	9th	25
<i>Telepathic bond</i> ¹	13th	125

¹ Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	Manna Cost
<i>Alarm</i>	9th	25
<i>Animate objects</i>	14th	150
<i>Dancing lights</i>	9th	25
<i>Ghost sound</i>	9th	25
<i>Gust of wind</i>	11th	75
<i>Invisibility</i>	10th	50
<i>Mage's private sanctum</i>	13th	125
<i>Magic mouth</i>	10th	50
<i>Phase door</i>	15th	175
<i>Prismatic sphere</i>	17th	225
<i>Prismatic wall</i>	16th	200
<i>Shrink item</i>	11th	75
<i>Solid fog</i>	12th	100
<i>Stinking cloud</i>	11th	75
<i>Symbol of death</i>	16th	200
<i>Symbol of fear</i>	14th	150
<i>Symbol of insanity</i>	16th	200
<i>Symbol of pain</i>	13th	125
<i>Symbol of persuasion</i>	14th	150
<i>Symbol of sleep</i>	16th	200

<i>Symbol of stunning</i>	15th	175
<i>Symbol of weakness</i>	15th	175
<i>Teleportation circle</i>	17th	225
<i>Wall of fire</i>	12th	100
<i>Wall of force</i>	13th	125
<i>Web</i>	10th	50

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

Manna Cost: See tables above.

Telekinesis: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Concentration (up to 1 round/ level) or instantaneous; see text

Range: Long (400 ft. + 40 ft./level) ; **Target or Targets:** See text

Saving Throw: Will negates (object) or None; see text ; **Spell Resistance:** Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telepathic Bond: Level: 5 ; Manna Cost: 25**Components:** V ; **Casting Time:** 1 standard action ; **Duration:** 10 min./level (D)**Range:** Close (25 ft. + 5 ft./2 levels) ; **Targets:** You plus one willing creature per level, no two of which can be more than 30 ft. apart**Saving Throw:** None ; **Spell Resistance:** No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can all communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell.

Teleport: Level: 5 ; Manna Cost: 25**Components:** V ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** Personal and touch ; **Target:** You and touched objects or other touched willing creatures**Saving Throw:** None and Will negates (object) ; **Spell Resistance:** No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Wall of Force: Level: 5 ; Manna Cost: 25

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round /level

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** Wall whose area is up to one 10-ft. square/level

Saving Throw: None ; **Spell Resistance:** No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*. The caster can form the wall into a flat, vertical plane whose area is up to one 10- foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Spell Details – Level 6 : (36 Manna)

Analyze Dweomer: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Targets:** One object or creature per caster level

Saving Throw: None or Will negates; see text ; **Spell Resistance:** No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Chain Lightning: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Long (400 ft. + 40 ft./level) ; **Targets:** One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Saving Throw: Reflex half ; **Spell Resistance:** Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Disintegrate: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

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

Saving Throw: Fortitude partial (object) ; **Spell Resistance:** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10- foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Dispel Magic, Greater: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst

Saving Throw: None ; **Spell Resistance:** No

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10. You can use *greater dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *greater dispel magic*. *Greater dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *greater dispel magic* can take effect.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *greater dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +20) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *greater dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures.

Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *greater dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Flesh to Stone: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target:** One creature

Saving Throw: Fortitude negates ; **Spell Resistance:** Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Geas: Level: 6 ; Manna Cost: 36

Components: V ; **Casting Time:** 10 minutes ; **Duration:** One day/level or until discharged

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature

Saving Throw: None ; **Spell Resistance:** No

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw. A *geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas*.

A *remove curse* spell ends a *geas* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas*, but *limited wish*, *miracle*, and *wish* do.

NOTE: Ceera uses this spell to enforce her 'agreements' for service.

Guards and Wards: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 30 minutes ; **Duration:** 2 hours/level

Range: Anywhere within the area to be warded ; **Area:** Up to 200 sq. ft./level (S)

Saving Throw: See text ; **Spell Resistance:** See text

This powerful spell is primarily used to defend your stronghold. The caster is *immune* to these effects, and may pass through the warded area unmolested. A clear area of ten feet radius around the caster can, at the caster's whim, follow the caster through the warded area, allowing them to bring allies through. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

Arcane Locks: All doors in the warded area are *arcane locked*. Saving Throw: None. Spell Resistance: No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Reflex negates; see text for *web*. Spell Resistance: No.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

Lost Doors: One door per caster level is covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Saving Throw: None. Spell Resistance: No.

2. A *magic mouth* in two places. Saving Throw: None. Spell Resistance: No.

3. A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: Fortitude negates; see text for *stinking cloud*. Spell Resistance: No.

4. A *gust of wind* in one corridor or room. Saving Throw: Fortitude negates. Spell Resistance: Yes.

5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Saving Throw: Will negates. Spell Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

Legend Lore: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** See text ; **Duration:** See text

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Stone to Flesh: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target:** One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Saving Throw: Fortitude negates (object); see text ; **Spell Resistance:** Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Suggestion, Mass: Level: 6 ; Manna Cost: 36

Components: V ; **Casting Time:** 1 standard action ; **Duration:** 1 hour/level or until completed

Range: Medium (100 ft. + 10 ft./level) ; **Targets:** One creature/level, no two of which can be more than 30 ft. apart

Saving Throw: Will negates ; **Spell Resistance:** Yes

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures. You influence the actions of the target creatures by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

True Seeing: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level

Range: Touch ; **Target:** Creature touched

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

Veil: Level: 6 ; Manna Cost: 36

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Concentration + 1 hour/level (D)

Range: Long (400 ft. + 40 ft./level) ; **Targets:** One or more creatures, no two of which can be more than 30 ft. apart

Saving Throw: Will negates; see text ; **Spell Resistance:** Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

Spell Details – Level 7 : (49 Manna)

Ethereal Jaunt: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level (D)

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Finger of Death: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature

Saving Throw: Fortitude partial ; **Spell Resistance:** Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

Forcecage: Level: 7 ; Manna Cost: 49

Components: V, S, M ; **Casting Time:** 1 standard action ; **Duration:** 2 hours/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Area:** Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Saving Throw: None ; **Spell Resistance:** No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Insanity: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Target:** One living creature

Saving Throw: Will negates ; **Spell Resistance:** Yes

The affected creature suffers from a **continuous** *confusion* effect, making them unable to independently determine what they will do. Roll on the following table at the beginning of the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

An *insane* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *insane* character. Any *insane* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *insane* when its turn comes. Note that a *insane* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Invisibility, Mass: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level (D)

Range: Long (400 ft. + 40 ft./level) ; **Targets:** Any number of creatures, max 180 ft. apart

Saving Throw: Will negates (harmless) or Will negates (harmless, object) ; **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If any subject attacks directly, however, everyone covered by this spell immediately becomes visible along with all their gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.) The creatures affected become invisible, vanishing from sight, even from darkvision. If the recipients are carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subjects, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

Mage's Magnificent Mansion: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 2 hours/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** Extradimensional mansion, up to three 10-ft. cubes/level

Saving Throw: None ; **Spell Resistance:** No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Phase Door: Level: 7 ; Manna Cost: 49

Components: V ; **Casting Time:** 1 standard action ; **Duration:** One usage per two levels

Range: 0 ft. ; **Effect:** Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Saving Throw: None ; **Spell Resistance:** No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

Plane Shift: Level: 7 ; Manna Cost: 49

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Touch ; **Target:** Creature touched, or up to eight willing creatures joining hands

Saving Throw: Will negates ; **Spell Resistance:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Project Image: Level: 7 ; Manna Cost: 49**Components:** V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 round/level**Range:** Medium (100 ft. + 10 ft./level) ; **Effect:** One shadow duplicate**Saving Throw:** Will disbelief (if interacted with) ; **Spell Resistance:** No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Spell Turning: Level: 7 ; Manna Cost: 49**Components:** V, S ; **Casting Time:** 1 standard action ; **Duration:** Until expended or 10 min./level**Range:** Personal ; **Target:** You**Saving Throw:** None ; **Spell Resistance:** No

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Teleport Object: Level: 7 ; Manna Cost: 49**Components:** V ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** Touch ; **Target:** One touched object of up to 50 lb./level and 3 cu. ft./level**Saving Throw:** Will negates (object) ; **Spell Resistance:** Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

Teleport, Greater: Level: 7 ; Manna Cost: 49

Components: V ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous or 1 min/caster level, See text

Range: Personal and touch ; **Target:** You and touched objects or other touched willing creatures

Saving Throw: None and Will negates (object) ; **Spell Resistance:** No and Yes (object)

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

This spell instantly transports you to a designated destination, which may be at any distance. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

This spell may also be used to open an immobile door-like portal of any size connecting the two points, which the caster can hold open for one minute per caster level. In this instance there is no limit to what can pass through the portal, as long as it passes through on its own. You can look through the portal, and spells and weapons may be cast through it. The portal is clearly visible and usable from both ends, unless the caster chooses to hide the far end. There is no saving throw or spell resistance effect, as the creatures must willingly move through the portal.

Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Spell Details – Level 8 : (64 Manna, some exceptions)

Clone: Level: 8 ; Manna Cost: 64

Components: V, S, M, F ; **Casting Time:** 10 minutes ; **Duration:** Instantaneous

Range: 0 ft. ; **Effect:** One clone

Saving Throw: None ; **Spell Resistance:** No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails. To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Demand: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 10 minutes ; **Duration:** 1 round; see text

Range: See text ; **Target:** One creature

Saving Throw: Will partial ; **Spell Resistance:** Yes

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.

The *demand*'s message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Dimensional Lock: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** One day/level

Range: Medium (100 ft. + 10 ft./level) ; **Area:** 20-ft.-radius emanation centered on a point in space

Saving Throw: None ; **Spell Resistance:** Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

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

Emotional Vampirism: Level: 8 ; Manna Cost: (Special, see desc.) 8 from caster and 56+= from targets.

Components: V ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous casting time / effects continue for 1 round per caster level, max 20 rounds or until the caster's Manna is fully replenished.

Range: Long (400 ft. + 40 ft./level) ; **Targets:** Selective, living creatures only, up to a radius of 10 ft./caster level

Saving Throw: Fortitude half ; **Spell Resistance:** Yes

This spell directly drains Manna energy from each subject living creature **and gives it to the caster**, to a maximum of recharging the Caster's full daily allocation of Manna. The caster must have at least 8 points of personal manna available to initiate the spell. The next 56 points is drained from subjects and powers the spell, and anything gained beyond that goes to replenish the caster's own manna level. Spells cast by the caster while this spell is active can draw their Manna from the energy being siphoned from the subjects as well.

The caster can limit the radius of effect, the max percentage to be drained from any individual, and the rate of draining, and also can choose to focus the spell to target only specific individuals in the casting radius, while exempting others from its debilitating effects. If not otherwise directed, the spell first drains manna from those subjects that are in a highly emotional state.

Subjects who are experiencing strong emotions (positive or negative) get drained at a rate of 1d10 points per round. Emotionally neutral subjects are drained at a rate of 1d6 manna points per round. Plants and any small animals (2 HD or less) are unaffected by this spell. Creatures whose life force is magic-dependant take physical damage at the same rate as the Manna drain.

If an individual subject is drained by this spell to one half their daily manna level, they fall into a deep sleep for 1d4 days. If their manna level is drained to zero, they fall into a coma from which they can not be awakened for 1d20 days.

The energy drain effect can be terminated by a successful Dispel Magic, but the check for success on casting Dispel Magic in the affected area has a modifier equal to the difference in level between the casters. (A lvl 12 mage casting Dispel Magic against this spell as cast by a lvl 20 mage would get a -8 modifier to his success roll).

Maze: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** See text

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature

Saving Throw: None ; **Spell Resistance:** Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Mind Blank: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 24 hours

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Polymorph Any Object: Level: 8 ; Manna Cost: 64**Components:** V, S ; **Casting Time:** 1 standard action ; **Duration:** See text**Range:** Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature, or one nonmagical object of up to 100 cu. ft./level**Saving Throw:** Fortitude negates (object); see text ; **Spell Resistance:** Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

¹ Add all that apply. Look up the total on the next table.

Duration

<i>Factor</i>	<i>Duration</i>	<i>Example</i>
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

Screen: Level: 8 ; Manna Cost: 64**Components:** V, S ; **Casting Time:** 10 minutes ; **Duration:** 24 hours**Range:** Close (25 ft. + 5 ft./2 levels) ; **Area:** 30-ft. cube/level (S)**Saving Throw:** None or Will disbelief (if interacted with); see text ; **Spell Resistance:** No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Sunburst / Solar Flare: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Long (400 ft. + 40 ft./level) ; **Area:** 80-ft.-radius burst

Saving Throw: Reflex partial; see text ; **Spell Resistance:** Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Blindness caused by this spell is physical damage to the eyes, like that caused by staring too long at the sun, and is **permanent** until healed by magic that can regenerate lost or damaged organs.

As '**Solar Flare**', the effect may be concentrated into a 45 degree arc of effect originating from the caster, for 2x damage, or a ray originating from the caster and striking a single target, for 4x damage. If cast as a ray, and if the target is destroyed, the next creature in that line will also be struck, until something is not destroyed, or until the range limit of 80 feet is reached. A successful Reflex save against either Solar Flare version reduces the blindness to a temporary effect for 1D20 hours, and reduces the damage by half.

Sunburst and Solar Flare dispels any darkness spells of lower than 9th level within its area of effect.

Telekinetic Sphere: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level (D)

Range: Close (25 ft. + 5 ft./2 levels) ; **Effect:** 1-ft.-diameter/level sphere, centered around creatures or objects

Saving Throw: Reflex negates (object) ; **Spell Resistance:** Yes (object)

A globe of shimmering force encloses creatures or objects, provided the target is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. All creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

Temporal Stasis: Level: 8 ; Manna Cost: 64

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Permanent

Range: Touch ; **Target:** Creature touched

Saving Throw: Fortitude negates ; **Spell Resistance:** Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Trap the Soul: Level: 8 ; Manna Cost: 64

Components: V, S, M, (F); see text ; **Casting Time:** 1 standard action or see text ; **Duration:** Permanent; see text

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature

Saving Throw: See text ; **Spell Resistance:** Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Spell Details – Level 9 : (81 Manna, some exceptions)

*** Shapechange:** Level: 9 ; Manna Cost: 81 (Draconic spell-like ability, unlimited use)

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 10 min./level

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Astral Projection: Level: 9 ; Manna Cost: 81

Components: V, S ; **Casting Time:** 30 minutes ; **Duration:** See text

Range: Touch ; **Targets:** You plus one additional willing creature touched per two caster levels

Saving Throw: None ; **Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane.

Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord.

When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Dominate Monster: Level: 9 ; Manna Cost: 81

Components: V, S ; **Casting Time:** 1 round; **Duration:** One day/level

Range: Close (25 ft. + 5 ft./2 levels) ; **Target:** One creature

Saving Throw: Will negates ; **Spell Resistance:** Yes

This spell functions like *dominate person*, except that the spell is not restricted by creature type. You can control the actions of **any** creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Etherealness: Level: 9 ; Manna Cost: 81

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** 1 min./level

Range: Touch; see text ; **Targets:** You and one other touched creature per three levels

Saving Throw: None ; **Spell Resistance:** Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence. For the duration of the spell, you and your companions are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Freedom: Level: 9 ; Manna Cost: 81

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

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

Saving Throw: Will negates (harmless) ; **Spell Resistance:** Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Gate: Level: 9 ; Manna Cost: 81 (+50 to summon, see text)

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Concentration (up to 1 round/level); see text

Range: Medium (100 ft. + 10 ft./level) ; **Effect:** See text

Saving Throw: None ; **Spell Resistance:** No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire. Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an additional Manna cost of 50 points.

If you choose to call a kind of creature instead of a known individual you may call either a single creature or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Imprisonment: Level: 9 ; Manna Cost: 81**Components:** V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** Touch ; **Target:** Creature touched**Saving Throw:** Will negates ; **Spell Resistance:** Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a –4 penalty on its save.

Power Word Kill: Level: 9 ; Manna Cost: 81**Components:** V ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous**Range:** Close (25 ft. + 5 ft./2 levels) ; **Target:** One living creature with 100 hp or less**Saving Throw:** None ; **Spell Resistance:** Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Summon Monster: Level: 1 to 9 ; Manna Cost: Depends on type and qty monsters summoned (See Text)**Components:** V, S ; **Casting Time:** 1 round ; **Duration:** 1 round/level (D)**Range:** Close (25 ft. + 5 ft./2 levels) ; **Effect:** One or more summoned creatures**Saving Throw:** None ; **Spell Resistance:** No

Though listed here as a level 9 spell, the actual spell level depends on what you intend to summon. **The spell conjures one type of creature from the list below. Depending on how much manna is expended, a single creature, 1d3 creatures, or 1d4+1 creatures of the same kind may be summoned at once.** You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

This spell summons one or more extraplanar creatures (typically an outsider, elemental, or magical beast native to another plane). It/they appears where you designate and acts immediately, on your turn. It/they attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

Summon Monster	Manna / qty of monsters			
	Align	One	1D3	1D4+1
1st Level				
Celestial dog	LG	1	4	9
Celestial owl	LG	1	4	9
Celestial porpoise ¹	NG	1	4	9
Celestial bat	NG	1	4	9
Fiendish dire rat	LE	1	4	9
Fiendish raven	LE	1	4	9
Fiendish hawk	CE	1	4	9
Fiendish monstrous spider, Small	CE	1	4	9
Fiendish octopus ¹	CE	1	4	9
Fiendish snake, Small viper	CE	1	4	9
2nd Level				
Celestial cheetah	LG	4	9	16
Celestial riding dog	NG	4	9	16
Celestial eagle	CG	4	9	16
Lemure (devil)	LE	4	9	16
Fiendish squid ¹	LE	4	9	16
Fiendish wolf	LE	4	9	16
Fiendish shark, Medium ¹	NE	4	9	16

Fiendish monstrous spider, Medium	CE	4	9	16
Fiendish snake, Medium viper	CE	4	9	16
3rd Level				
Celestial black bear	LG	9	16	25
Celestial hippogriff	CG	9	16	25
Elemental, Small (any)	N	9	16	25
Hell hound	LE	9	16	25
Fiendish snake, constrictor	LE	9	16	25
Fiendish dire bat	NE	9	16	25
Fiendish crocodile	CE	9	16	25
Dretch (demon)	CE	9	16	25
Fiendish snake, Large viper	CE	9	16	25
4th Level				
Archon, lantern	LG	16	25	36
Celestial giant owl	LG	16	25	36
Celestial giant eagle	CG	16	25	36
Celestial lion	CG	16	25	36
Mephit (any)	N	16	25	36
Fiendish dire wolf	LE	16	25	36
Fiendish shark, Large ¹	NE	16	25	36
Yeth hound	NE	16	25	36
Fiendish snake, Huge viper	CE	16	25	36
Howler	CE	16	25	36
5th Level				
Archon, hound	LG	25	36	49
Celestial brown bear	LG	25	36	49
Celestial sea cat ¹	NG	25	36	49
Celestial griffon	CG	25	36	49
Elemental, Medium (any)	N	25	36	49
Achaierai	LE	25	36	49
Devil, bearded	LE	25	36	49
Fiendish deinonychus	LE	25	36	49
Fiendish shark, Huge	NE	25	36	49
Shadow mastiff	NE	25	36	49
Fiendish dire wolverine	CE	25	36	49
Fiendish giant crocodile	CE	25	36	49
Fiendish tiger	CE	25	36	49
6th Level				
Celestial polar bear	LG	36	49	64
Celestial orca whale ¹	NG	36	49	64
Bralani (eladrin)	CG	36	49	64
Celestial dire lion	CG	36	49	64
Elemental, Large (any)	N	36	49	64
Janni (genie)	N	36	49	64
Chaos beast	CN	36	49	64
Devil, chain	LE	36	49	64
Xill	LE	36	49	64
Fiendish elasmosaurus ¹	CE	36	49	64
Fiendish monstrous spider, Huge	CE	36	49	64
Fiendish snake, giant constrictor	CE	36	49	64
7th Level				
Celestial elephant	LG	49	64	81
Avoral (guardinal)	NG	49	64	81

Celestial baleen whale ¹	NG	49	64	81
Djinni (genie)	CG	49	64	81
Elemental, Huge (any)	N	49	64	81
Invisible stalker	N	49	64	81
Devil, bone	LE	49	64	81
Fiendish megaraptor	LE	49	64	81
Babau (demon)	CE	49	64	81
Fiendish giant octopus ¹	CE	49	64	81
8th Level				
Celestial dire bear	LG	64	81	100
Celestial cachalot whale ¹	NG	64	81	100
Celestial triceratops	NG	64	81	100
Lillend	CG	64	81	100
Elemental, greater (any)	N	64	81	100
Efreeti (genie)	LE	64	81	100
Fiendish giant squid ¹	LE	64	81	100
Hellicat	LE	64	81	100
Fiendish dire tiger	CE	64	81	100
Fiendish tyrannosaurus	CE	64	81	100
Vrock (demon)	CE	64	81	100
9th Level				
Couatl	LG	81	100	121
Leonal (guardinal)	NG	81	100	121
Celestial roc	CG	81	100	121
Elemental, elder (any)	N	81	100	121
Devil, barbed	LE	81	100	121
Fiendish dire shark ¹	NE	81	100	121
Night hag	NE	81	100	121
Bebilith (demon)	CE	81	100	121
Hezrou (demon)	CE	81	100	121

¹ May be summoned only into an aquatic or watery environment.

Time Stop: Level: 9 ; **Manna Cost:** 81

Components: V ; **Casting Time:** 1 standard action ; **Duration:** 1d4+1 rounds (apparent time); see text

Range: Personal ; **Target:** You

Saving Throw: None ; **Spell Resistance:** No

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Weird: Level: 9 ; **Manna Cost:** 81

Components: V, S ; **Casting Time:** 1 standard action ; **Duration:** Instantaneous

Range: Medium (100 ft. + 10 ft./level) ; **Targets:** Any number of creatures, no two of which can be more than 30 ft. apart

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text ; **Spell Resistance:** Yes

This spell functions like *phantasmal killer*, except it can affect more than one creature. For each affected subject, you create a phantasmal image of the most fearsome creature imaginable to that subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. Each target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Wish / Magical Battery: Level: 9 ; **Manna Cost:** 81 + 169 (See text)

Components: V (M) ; **Casting Time:** 1 standard action ; **Duration:** See text

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

Saving Throw: See text ; **Spell Resistance:** Yes

It costs 250 Manna total to implement a single *Wish*. This is more than most creatures can normally supply. By expending the minimum of 81 Manna required to cast this spell, you imbue an object, such as a ring, with the ability to store the Manna required to power the *Wish*, and to act as the trigger device to implement it. Once this is done, the caster (and only the caster) may, over a period of several days, months or even years, pour any additional manna currently available to them into the ring, until it holds the required 250 Manna for that *Wish*. A caster might, for example, drain all his remaining manna into the ring at the end of a day, prior to resting for the night. Multiple *Wish* spells may be cast on the ring over a period of time, allowing it to hold more *Wishes* and more Manna. When fully depleted, the ring reverts to an ordinary object once more.

Magical Battery: The caster may, at will, draw Manna back *out* of the ring or trigger object, to power their other spells. If drained to zero in this manner, the ring can not be used again to store Manna until another *Wish* spell is cast on it. To attune the ring to another caster, so they may use the ring and the Manna trapped within it as a magical battery for themselves, they must cast a new *Wish* spell on the ring (81 Manna).

Material Component: A ring, wand, gemstone, necklace, small statue or other object, to act as the manna storage battery and spell trigger. The material component is not needed for a *Wish*, if the caster can actually provide 250 Manna at once.

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any spell of 8th level or lower.
- Undo the harmful effects of many other spells, such as *geas* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Spell Details – Level 10 : (100+ Manna)

Dreamscape: Level: 10 / **Manna Cost:** 100 / **Components:** V, S

School: Conjunction [Teleportation]

Casting Time: 1 minute

Range: Touch

Target: You and other touched willing creatures weighing up to 1,000 lb.

Duration: Instantaneous (D)

Saving Throw: Yes (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster and any creatures he or she touches are drawn into the region of dreams. The character can take more than one creature along (subject to the character's weight limit), but all must be touching each other. **The character(s) physically enters the land of dreams, leaving nothing behind.** For every minute the character moves through the dream landscape, he or she can "wake" to find him or her self five miles displaced in the waking world. The character does not know precisely where he or she will come out in the waking world, nor the conditions of the waking world through which the character travels. The character knows approximately where he or she will end up based on time spent traveling in dream. *Dreamscape* can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where the character is subject to the dangers of alien dream realities. This is a potentially perilous proposition. Transferring to another plane of existence requires 1d4 hours of uninterrupted journey. Any creatures touched by the character when *dreamscape* is cast also make the transition to the borders of unconscious thought. They may opt to follow the character, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the region of dreams receive a Will save, negating the effect if successful.

Time Travel: Level: 10 / **Manna Cost:** 100 (+1 per ten year time span traveled) / **Components:** V, S

School: Conjunction [Teleportation]

Casting Time: 1 standard action

Duration: Instantaneous

Range: Touch; see text

Targets: You and one other touched creature per three levels

Saving Throw: None

Spell Resistance: Yes

You and other willing creatures joined by linked hands (along with their equipment) are transported onto the banks of the River of Time, and may move up or down the time stream. Besides yourself, you can bring one creature per three caster levels to the banks of the River of Time. The spell is most commonly used to skip forward past some undesirable period of time, or to travel back to observe past events. It can also be used to slip backwards a short distance in time, to allow yourself or your group to 'be two places at once'.

Affected persons and their gear vanish from their current dimension and time, ceasing to exist from the viewpoint of individuals at their point of departure. The duration of any time-limited spells currently on the affected persons instantly expires, ending those spells. The caster can then observe events and locations prior to choosing a point for re-entering the time stream. Once outside of the normal time frame, the subjects need not stay together, but if they re-enter normal time without remaining linked to the caster, they will be separated, and their exact location and time of arrival will be random. When you re-enter as a group, the caster can choose the exact location and time where you will reappear.

Effects which inhibit inter-dimensional or cross-planar travel also inhibit time travel. **There is no automatic return.** To return travelers to their original time, the spell must be cast again.

Subjective Time: The passage of time for the traveling individuals continues as they experience it. If you travel to the past, spend 20 years doing historical research, and return to your exact point of departure, you *have* aged those 20 years! If you skip ahead ten years into the future and stay there, you will be ten years younger than others born when you were.

Probability Effects:

Traveling backwards into the past is comparatively easy, like following a stream to the ocean. While in the past, it is always possible to find the stream that leads back to your original departure time, *unless your actions in the past change time so much as to eliminate that future.* Time travelers need to be very careful about what they do or say.

Traveling forwards to the future is more tricky. The River of Time branches as major probability events affect fate. The most likely path is viewed from the Banks as a wider stream, but there is no certainty that the future path you choose will be the one your normal fate would have led you to. While in the future, it is always possible to find the stream that leads back to your original departure time.

Silence Geas: The Fates do not take kindly to individuals unraveling their finished works. If you choose to travel back in time, you will retain your own knowledge of your future time, but you will be under Geas to tell no one who belongs in that time of your knowledge. You can act on your own knowledge, but you can not, for example become the ‘inventor’ of future technologies, or tell people from the past what to do or not to do to alter their own fate.

Paradox Effects:

- If people from the past see or hear items or information that greatly differs from their perception of reality, such as a person in 1750 being handed a 2004 issue US coin, they will perceive the item or information in their own terms. For example, they might see a future coin, clothing item or weapon as something from their own time, but merely ‘foreign’. Items easily identifiable as having been left in the past by travelers from the future vanish when the time travelers return, or if they die. It *is* possible to leave an object that can not clearly be traced, such as a potion or an anonymous note, so long as it does not divulge future information.
- If your actions in the past alter events so much that your point of destination is eradicated, then you are stuck where you are, and can never return to your original time.
- If you travel to the future and return, and then attempt act on knowledge of future events in a way that changes the future in a significant way, the attempt will usually fail, because your ‘future knowledge’ will no longer be valid.
- It is possible that you could meet yourself while time traveling. It’s rather disorienting the first time it happens to you, but otherwise both versions of you may act independently. Your ‘earlier’ self will not recall the meeting after the event, until you travel back to that meeting. They will only recall meeting ‘a stranger’.