

Magic 1.5

Magic

The one rule of magic that is constant, is that energy must come from somewhere, it doesn't just appear.

Master Irphazan, Druid Council

"Magic has been part of the world of Uteria ever since there were beings to write or tell history. The song of magic is the beginning and the end of the world.

In the far past, in the god wars, there were awful battles between the two pantheons. Back then, the gods summoned, kidnapped, or conscripted creatures and peoples from all over the heavens, and beyond, to fight in their wars.

But we were born here, and we inherited the wars. The first of Uteria to know what it was to be aware, and we awoke into war. We have no tomes from then, all was lost in the Long Sleep, when the gods froze many of us in a deep sleep that lasted eons. I guess some of them thought it would be a waste to lose all of a race of unique creatures, as they saw us as little more than playthings.

The Elves were there, and the Eldar. They commanded magics almost as awful as the gods themselves. The stories of the slaughter at the hands of those pointy eared devils makes my spine shudder, even now when those memories have almost faded to dust.

When we woke, there was a new power in the world. Humans. While the gods destroyed everything with magic, humans just destroyed everything with their inner nature. Sure sometimes they build giant temples and mounds that can stand the test of time, but mostly they are in a rush. A rush to expand, a rush to build, a rush to build something else a little bigger. And they multiply, like rabbits who overeat and overdrink.

Add on top of that their ability at weaving the song, for destruction, is almost as devastating as the gods. In the Great War, magics were used that rivaled what the gods did to this world.

Magic is the power of Uteria, but will also be its destruction.

And that's why I stay here, making my toys, and letting the other younger dwarves head out into that strange world to make their fortunes."

Biggs Nibeng, toy crafter, Guild of Builders, Greyhelm

"Magic has the Foci; Earth, Water, Air, Fire, and Spirit, and the sources; the Self, the World, and the Navirim.

Magic is not an external force, it is a link between all these things. We are all connected, and magic binds us. It has no morals, no agenda, it is just the link. What we do with the link defines us as a being.”

Lorai Posadas, Druid of the Bordon Grove.

There is no magic.

Varleen, Wilde Elf Shaman

Magic is rare in Atheles.

Under the Sagaborn rules, mages are able to cast spells due to *mana*. Mana is a mix between personal energy, energy from the environment around the caster, and energy from the Navirim - the Dream World. They have a limited amount of mana per day, although by *ravaging* or *focusing* a mage might be able to cast more spells than their mana pool normally allows.

Mana Pool (mana per day)

After 8 hours of rest, a spellcaster gains a base mana pool to pull from in order to cast spells. This mana is based on two factors: (1) the character's caster level and (2) their INT score.

MANA POOL = BASE MANA + MANA BONUS

The following table indicates the base mana gained each day (after 8 hours of rest) based on the caster's level.

Mana Pool Table 1: Base Mana per Day

Caster Level	Wylder, Luminar Mana per Day	Bard Mana per Day
1st	2	0
2nd	4	0
3rd	7	1
4th	11	2
5th	16	6
6th	24	9
7th	33	11
8th	44	14

Spellcasters can also receive bonus mana if their INT Score is high enough.

To determine your mana bonus, simply consult Table 2 and find the intersection of the row for your INT score and the column for the maximum spell level your character is capable of casting.

Mana Pool Table 2: Mana Bonus (Based on INT Score vs. Spellcaster Level)

INT Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

To calculate your total mana allowed per day, referred to as your *mana pool*, just add your base mana to your mana bonus.

For example, a 5th level luminar with an Intelligence of 17 would gain 9 extra mana points per day to add to their base mana of 16, for a total of 25 mana per day (assuming their base ability is Intelligence).

Max Mana

An adventurer can never have more mana than their standard mana (base mana+bonus mana) per day. No spell, Talent, item, or creature ability can grant higher mana unless it specifically says it grants extra standard mana.

Preparing Spells

A spellcaster can cast any spell that they know. They do not have to memorize or pray to gain access to the spell. If the spell is on their known spells list, they are allowed to cast it, as long as they have the mana to do so.

Learning New Spells

Since magic has been gone for so long, much of the knowledge and lore of spellcasting has been lost as well. Magic users do not automatically learn new spells as they level, which means finding spells through adventuring is of utmost importance. While being part of a magic group such as the Otari or Druid Council gives a better chance of expanding your spell knowledge, most spells are learned from ancient scrolls, books, or directly from other casters. One of the most common ways to learn is through Spell Sight, which is detailed later in this section. If a spellcaster receives spells at level-up, their mana cost cannot be higher than the spellcaster's level. A spellcaster can learn spells higher than their level.

“Some say the world was barren before the gods came. The Elves believe it was the gods who came down and brought life to the world, singing a song taught to them by the creator and drawing creatures and animals from throughout the heavens to come to Uteria. But I believe that the Creator infused everything with song, so that magic courses through all of creation.

Of course none of this can be proven. For the past 700 years we have said that the elves had been little more than our imagination and that magic was a divine gift lost to the world. Now it has blessed us again.

I believe that we had just turned a deaf ear to the song of the Creator. We had lost our faith in the dark times, and now that we have shown him our devotion, we have been blessed with miracles once again. Miracles and tests. Not all those who find their way to his song use their power for good. Some are tempted by the dark forces that forever tempt men. They use their power for personal gain, to harm some and elevate others.

This is why we must be diligent in our own faith, and root out those who would cause evil to fall upon our world.”

Archbishop Leon of the Unelesia Church of Sea Haven

Learning Spells from Spellbooks, Scrolls, or other recorded media.

A spellcaster can learn a new spell from any written form, but they must understand the language it is written in. The time it takes to learn is equal to the basic mana cost x2 in days. If it is in a language they do not understand, but they have a translation, it will take an additional 2 days per basic mana cost. If the spells are encoded into a secret language or set of symbols, the spellcaster must first decipher this, with the amount of time then needed to learn at the discretion of the GM.

Elemental Type: A magic user gets to choose the elemental energy that they can infuse into elemental spells. They choose from: Fire, Water, Earth, Air, Ice, Electricity

Luminar can use all types, wylders can use two types, and bards one type.

In general elemental types counteract each other:

Fire damages Ice and Air.

Water (Ice) damages Fire and Electricity.

Air damages Earth and Electricity.

Electricity damages Earth and Water.

Earth damages Fire and Air.

Some damaging spells are imbued with properties of other natural substances such as acid, sonic, light, or force. These are not considered tied to any of the Elemental spells or foci.

Spell Sight: Any mage class can use Spell Sight to learn a spell they witness being cast, except for a spell cast from a device. To successfully memorize a new spell, a mage must make a Spellcraft check (DC 15 + the spell's mana cost) immediately when they see a spell being cast. If the Spellcraft check is successful, the spell can be recorded in the luminar's spellbook, or take a part of the bard or wylder's Spell Memory. If a wylder already knows the max amount of spells, they must forget one in order to memorize the new one.

A Luminar must scribe the spell into their spellbook before they can cast it. A wylder may cast a spell as soon as it is part of their Spell Memory.

If a mage is trying to learn a spell from someone who is teaching them, they receive a +5 to their Spellcraft check.

Spellbook

A Luminar has a spellbook to track the spells they know. As spellbook can be many things, scraps of leather with runes, a leatherbound book, tattoos covering the mage, but the spellbook must be a physical object. For a spell to be cast by the Luminar, it must be scribed in their spellbook.

Scribing a new spell in a spellbook takes Spell Mana cost x 3 days and costs Spell Mana cost x 10gp.

Spell Types

- Buff - Spells that give a character a bonus, a protection, or an ability.
- Creation - Bringing a thing into being, or reanimating.
- Damage Spells - Something that hurts others.
- Debuff - A spell that takes away an ability, lowers a stat, or disables a character.
- Mind spells - Spells that affect a characters mind.
- Utility spells - Spells that do small tasks.
- Trap - A spell that sets a trap or snare for a character.

Regaining Mana

Mana is the source of a spellcaster's essence. As their mana is consumed, it puts a strain on a spellcaster's mind and body. Even though this might not manifest as actual damage or a condition affecting your character, consider this when roleplaying your character to add a layer of story to your gaming session.

A spellcaster regains their full mana pool (base mana and bonus mana) after a full 8 hours of rest.

Casting Spells

Each spell has a specific minimum or *Basic Mana Cost*. Spells are cast at their basic mana cost but can be modified by adding more mana. A mage can add two (2) mana to any spell to add another die to the spell's dice pool.

Example: Caedric casts Heal, which heals 1d8+1 HP at its basic mana cost of one mana point. If he spends two additional mana points in the spellcasting, the spell does 2d8+1. Caedric can do this until he is out of mana. The same rule applies for casting spells that have a dice pool for damage. For every two additional mana points spent, the mage adds an additional die to the damage roll.

If there is a saving throw versus a spell, the player is rolling against the spell DC. Spell DC is based on the spell's mana cost.

Spell Save DC Chart

Spell Mana Cost	Save DC
0	13
1	14
3	15
5	16

Casting spells: Components, incantations, and gestures.

Casting a spell in Atheles uses energy, foci, and personal connections. The energy is pulled from the Navirim; small objects, runes, or components create the focus, and the spellcasters gestures, voice, or stance creates the personal connection to the spellcasting.

These elements allow for other spellcasters to use spell sight to understand the spell they see being cast.

For simplicity, there are no rules for the amount of components, incantations, or gestures needed for spellcasting, but each mage character should describe how they cast. If a spell is cast on a mage that affects the way they describe their spellcasting, it could stop them from casting at GM discretion.

For example, Patren is a faun spellcaster who sings their spells into existence. For players, this creates a story driven feeling of personal connection between the spellcaster and the spell. If Patren is under the influence of the spell Silence, the GM should rule that Patren can not cast as normal.

Concentration

Some spells require concentration. A spellcaster can complete other actions while concentrating, but can not concentrate on another spell. Being Confused, Disabled, Nauseated, Panicked, or Scared breaks a spellcaster's concentration. Being attacked, taking damage, or being threatened does not break a spellcaster's concentration.

Armor and Magic

A mage can cast any spell in armor, unless the armor consists of steel or iron. Iron and steel impede the drawing of magical energy, and can harm the spellcaster if the metals and spellcasting are combined. See the section on special materials and metals for more information.

Focusing and Ravaging

Once a spellcaster has exhausted all their mana for the day, they must typically rest for 8 hours to regain it. Resting and meditating are the best and safest ways to regain mana, but sometimes spellcasters find themselves in a situation where they need enough mana for one last spell. If this is the case, then a spellcaster can either *focus* or *ravage* to gain more mana. These are not common or safe ways to regain mana and they have consequences, either to the caster or those around them.

We are wardens of the land. We need to find a balance in life and in our magic. A lust for power leads to destruction. People have long ravaged our lands when it comes to magic, seeking power and control. To be wardens, not only must we seek the balance for ourselves, but we must stop those who tip the scales towards destruction.

Felwiyn, Librarian of Kowal.

Focusing - Wardens

Spellcasters can pull from their own life energy for mana through *Focusing*, a concentrated effort by

the spellcaster to draw energy only from within themselves, and not from the life force of any other creatures or plant life nearby. This philosophy is called "warding," and in ancient texts some identified themselves as "Wardens of the Lands."

Converting life energy in this manner is extremely dangerous and draining, and can cause great harm to the spellcaster. When casting a spell without sufficient mana, a spellcaster must make a *Spellcraft* check (DC 10 + spell mana cost). If they fail this check, the spell fails and their Standard action is spent.. If they succeed, they take *Mental Fatigue* damage equal to the spell's mana cost

Roll a Spellcraft Check: Focusing DC = 10 + spell's mana cost

Accidental Ravaging

Ravaging is a dark and violent act, even when a caster does it out of desperation, or by accident. If a mage is about to die, but must use magic to save their companions, they must make a tough decision to turn to such a desperate act. Other times a mage might make a careless mistake. If a Warden mage rolls a natural one (fumble) on their Focus check, they will accidentally ravage their surroundings, despite their best intentions.

When a warden accidentally ravages, all creatures within a radius equal to 10' times the spell's mana cost take one hit point of damage. The mage will also take 1 Ravage Point. If the same warden tries to Focus again on the same day, before recovering their mana and fatigue, and they accidentally ravage again, all living creatures within a 10' radius of the caster will take physical damage equal to the spell's mana cost and take 1 Ravage Point.

Mental Fatigue

Mental Fatigue damage can be treated similar to nonlethal damage. It is not deducted from your current hit points, but a running total is kept. If, at any point, your Mental Fatigue exceeds your current hit points, you fall unconscious. Also, as long as a character has at least one point of Mental Fatigue, he is considered fatigued.

Mental Fatigue is also unique to other forms of damage; it cannot be healed using the Heal spell. After a full 8 hours of rest, all Mental Fatigue is removed and all mana is recovered.

Ravaging - Ravagers

Ravaging is a way to gain mana for those who do not concern themselves with where the energy comes from—as long as it is not from themselves. Once they exhaust their mana points, the Ravager can attempt to continue casting spells by drawing on the life force of all living things around them.

Ravagers have no need to concentrate on where the energy originates from, and no concern for what is harmed by their evil acts. When casting spells in this manner, all living creatures within a specific radius of the spellcaster take physical damage. Ravaging always drains health and is not affected by Damage Reduction (DR). At the ravager's discretion, one of the following occurs:

- (1) All living creatures within a 10' radius take damage equal to the spell's mana cost, or
- (2) All creatures within a radius equal to 10' times the spell's mana cost take 1 hp of damage.

A Ravager's act is instantly recognizable. Anyone within the circle feels their life essence drain from

them, usually accompanied by a headache and chills. But even those outside of the affected radius are instantly aware. Small plants, such as grass and weeds, shrivel and turn black. Nearby lakes and stream become speckled with dead fish, and insects are instantly desiccated, like a cicada's molted skin.

When a caster *Ravages*, they roll a d20. On a natural 1, they fail their casting check and will pull the mana directly from themselves, causing physical damage equal to the mana cost of the failed spell.

As Ravagers continue to perform these heinous acts, many experience physical changes to their appearance. The effects are subtle at first; dark bags under the eyes, a lingering cough, dry or chapped lips, and the like. The effects become more noticeable over time, as the Ravager displays sunken or discolored eyes, sickly complexion, and dark veins running under their skin, and so forth. Some scholars claim that tales of hideous twisted crones with greenish skin, long hooked noses, and warts were the result of Ravagers who overused their powers. If you choose to play a Ravager, be creative with the effects the magic has upon your character, to individualize and make your character distinctive.

Ravage Points

Every time a spellcaster *Ravages*, on purpose or by accident, their appearance can change as well as how others perceive them. As you gain Ravage Points, you become corrupted and your appearance shows it. An adventurer can rid themselves of Ravage Points by doing things the Game Master deems as self-sacrificing or redemptive.

Ravage Points	Suggested Corruptions
1-2	No appearance change.
3-4	Warts on face or nose, bags under eyes.
5-6	Dark shadows around eyes, bluish lips.
7-8	Pale skin, slight showing of veins. -1 to Persuasion skill checks.
9-10	Hair becomes stringy or turns grey or white, gain cough.
11-12	Eyes become pale or bloodshot, fingernails elongate. -2 to Persuasion skill checks.
13-14	Eyes sink, skin becomes pale and sickly, with a yellow, green or bluish tint.
15-16	Loss of weight, people feel uncomfortable around you. -3 to Persuasion skill checks. Gain Ravaging Hunger
17-18	Teeth become stained or rotten and some might fall out, body stench. Ravaging Hunger
19	Stooped posture, pale skin becomes wrinkled or glossy. -4 to Persuasion skill checks. Ravaging Hunger
20	Eyes become all white. Cannot hide the aura of evil around you. Ravaging Hunger
21-30	Hair falls out, skin pulled tight over bones, lose 1 CON, -5 to Persuasion skill checks. Ravaging Hunger
31+	For every ten Ravage points after 30 you permanently lose 1 CON and gain an additional -1 to Persuasion checks. Ravaging Hunger

Ravaging Hunger

If it's been at least one day since you last Ravaged for spell energy, you become Fatigued. If it's been two weeks, you become Exhausted. After four weeks, all of these effects fade, and you have broken your ravaging addiction. Any spell or effect that would remove these conditions instead suspends them for a period of one minute, after which they resume. Ravaging for any reason accidental or otherwise at any point in this process, including after your symptoms fade, will immediately relieve all of these symptoms, but you will have to start again from the beginning to attempt to break it again.

Spellbook

Spell Summaries - Detailed spell descriptions in the following section.

Variable Mana Spells

Bend Sound	Bend sound to your will.
Bull's Strength	Subject gains STR for 1 min./level.
Cat's Grace	Subject gains DEX for 1 min./level.
Charm	Subject views caster as an ally.
Command	Subject obeys caster's command.
Detect Hidden	Detects hidden objects.
Elemental Arrow	Fire a magic arrow of a chosen element.
Elemental Blast	An area effect blast of elemental energy.
Elemental Cone	A cone of elemental energy blasts from the caster's fingertips.
Elemental Rain	An area effect of elemental energy rains down damage.
Elemental Shield	A shield of element protects the caster.
Elemental Touch	Spellcaster's touch deals elemental damage.
Elemental Trap	A magical trap of elemental energy.
Elemental Wall	A wall of elemental energy.
Heal	Heals 1d8 per 2 mana spent.
Fear	Cause fear in target.
Illusionary image	Creates a visual illusion.
Imbue Staff	Caster's staff gains +1 bonus to hit and extra subdual damage.
Invisibility	Make object or objects invisible.
Light	Command the power of light.
Mage Hand	Lift objects and move; weight based on mana spent.
Magic Weapon	Enchant a weapon, bonus based on mana spent.
Nondetection	Blocks divination spells.
Orb of Acid	Manifests a sphere of acid that can be used to attack or melt things.
Orillot's Fortitude	Subject gains CON for 1 min./level.
Polymorph	Transforming you or others based on mana.
Summon Creature	Manifests a creature to do the spellcaster's bidding.

0 Mana Spells - Zero mana spells can be cast at no cost to the mage

Arcane Mark	Inscribes a personal rune (visible or invisible).
Daze	Creature loses next action and suffer -2 an all rolls.
Detect Disease	Detects disease in one creature, object, or space.
Detect Magic	Detects spells and magic items within 60'.
Detect Poison	Detects poison in one creature or small object.
Minor Trick	Small tricks or sounds.
Mystic Compass	The caster discerns a cardinal direction of their choice.
Open/Close	Opens or closes small or light things.
Resistance	Subject gains +1 bonus on saving throws.

1 Mana Spells - One mana spells have a base cost of 1 mana point

Alarm	Wards an area for 2 hours/level.
Blessberry	Enchants 1d4 fresh berries. Gain +1 to Heroic Actions.
Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Comprehend Languages	Understand all spoken and written languages.
Detect Navirites	Reveals creatures from the Navirim within 60'.
Dream Call	Knocks Unconscious, Blinds, or Stuns 1d6 weak creatures.
Endure Elements	Ignores hot or cold environmental conditions.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Doubles the caster's speed.
Feather Fall	Objects or creatures fall slowly.
Grease	Makes 10' square area or one object slippery.
Harm	Touch, 1d8 +1 damage or heal undead for 1d8+1.
Healberry	Enchants 2d4 fresh berries, bestowing the ability for each to cure 1 hp.
Hold Portal	Holds door shut.
Identify	Determines single feature of magic item.
Invisible Minion	Creates invisible force that obeys the caster's commands.
Jump	Subject gets +30 bonus to Jump checks.
Mage Bolt	1d4+1 damage which always hits the target. One bolt per two levels.
Magic Acorn	The acorn or other plant seed gain damage 1d6+1, plus entangles target for 1d3 rounds.
Magic Stone	Three stones gain +1 bonus to attack, deal 1d6+1 damage.
Message	Whispered conversation at distance.
Nigel's Energy Transfer	Transfer mana to another mage.
Pass without Trace	One subject/level leaves no tracks.
Ray of Enfeeblement	Ray reduces target's STR by 1d6 points +1 point.
Remove Fear	+4 bonus to saves against fear for one subject.
Shield	Invisible disc gives cover and blocks Mage Bolts.
Sleep	Put 2d4 HD of creatures into comatose slumber.
Snare	Plants entangle everyone in 40' radius circle.
Spider Climb	Grants ability to walk on walls and ceilings.
True Strike	Adds +20 bonus to the caster's next attack roll.
Ventriloquism	Throws voice for 1 min./level.
Xavian's Warding Armor	Gives subject +4 bonus to armor.

3 Mana Spells - Three mana spells have a base cost of 3 mana points

Aid	+1 bonus to attack and saves against Fear, 1d8 temporary hit points.
Animal Messenger	Sends a Tiny animal to a specific place.
Animal Trance	Fascinates 2d6 HD of animals.
Arcane Lock	Magically locks a portal or chest.
Blindness/Deafness	Makes subject Blind or Deaf.
Blur	Subject gains Concealment
Darkness	20' radius of supernatural darkness.
Darkvision	See 60' in total darkness.
Delay Poison	Prevents poison from harming the subject for 1 hour/level.
Detect Thoughts	Allows "listening" to surface thoughts.
Elemental Sphere	A globe of elemental energy rolls in whatever direction you wish.
Fog Cloud	Fog obscures vision.
Gentle Repose	Preserves one corpse.
Glitterdust	Blinds creatures, outlines Invisible creatures.
Hold Creature	Holds one creature Helpless; 1 round/level.
Knock	Opens locked or magically sealed door.
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Levitate	Subject moves up and down at the caster's direction.
Locate Object	Senses direction toward object (specific or type).
Mirror Image	Creates decoy duplicates of the caster (1d4 +1 images).
Nigel's Sacrificial Energy	Convert hit points to mana and transfer it to another mage.
Phantom Trap	Makes item seem trapped.
Protection from Arrows	Subject immune to most ranged attacks.
Protection from the Never	All in a 10' radius of charm gain +1 bonus vs. creatures from the Navirim, or protection from scrying through dreams.
Pyrotechnics	Turns fire into blinding light or choking smoke.
Remove Paralysis	Frees one or more creatures from Paralysis, Hold, or Slow.
See Invisibility	Reveals invisible creatures or objects.
Silence	Negates sound in 15' radius.
Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.
Syn's Unstoppable Laughter	Subject loses actions for 1d3 rounds.
Web	Fills 20' radius sphere with sticky spider webs.
Whispering Wind	Sends a short message one mile/level.
Wood Shape	Rearranges wooden objects to suit the caster.
Zone of Truth	Subjects within range cannot lie.

5 Mana Spells - Five mana spells have a base cost of 5 mana points

Animate Dead	Creates undead skeletons and zombies.
Bestow Curse	-3 penalty to an ability; -4 penalty to attacks, saves, and checks; or 50% chance of losing each action.
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.

Contagion	Infects subject with chosen disease.
Disconnect	A spellcaster uses this spell to sever the ties to their body. They feel no pain or remorse, often focusing on the last thing they thought of before casting the spell.
Dispel Magic	Cancels magical spells and effects.
Displacement	50% chance of attacks missing.
Dominate Animal	Subject animal obeys silent mental commands.
Explosive Runes	Deals 6d6 damage when read.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Glyph of Warding	Inscription harms those who pass it.
Gust of Wind	Blows away or knocks down smaller creatures.
Haste	Extra partial action and +4 bonus to AC.
Illusory Script	Only intended reader can decipher.
Invisibility Purge	Dispels invisibility within 5'/level.
Neutralize Poison	Detoxifies venom in or on subject.
Phantom Steed	Magical horse appears for 1 hour/level.
Plant Growth	Grows vegetation, improves crops.
Poison	Touch deals 1d10 CON damage, repeats in 1 min.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Protection from Ravaging	10' radius that ravaging effects cannot penetrate.
Remove Blindness/Deafness	Cures normal or magical conditions.
Remove Disease	Cures all diseases affecting subject.
Secret Page	Changes one page to hide its real content.
Shrink Item	Object shrinks to one-twelfth size.
Slow	One subject/level takes only partial actions; also suffers -2 penalty to AC and melee rolls.
Spike Growth	Creatures in area of effect take 1d4 damage and might be slowed.
Stinking Cloud	Nauseating vapors, 1 round/level.
Stone Shape	Sculpts stone into any form.
Stunning Trap	Creates text symbol that immobilizes reader.
Tongues	Speak any language.
Vampiric Touch	Touch deals 2d6 damage; caster gains damage as HP.
Water Breathing	Subjects can breathe underwater.
Water Walk	Subject treads on water as if solid.

7 Mana Spells - Seven mana spells have a base cost of 7 mana points

Arcane Eye	Invisible floating eye moves 30'/round.
Confusion	Makes subject behave oddly for 1 round/level.
Detect Scrying	Alerts the caster of magical eavesdropping.
Dimensional Anchor	Bars extradimensional movement.
Dismissal	Forces a creature to return to the Navirim on successful Heroic Action.
Dreamwalk	A spellcaster can bring their waking consciousness into the Navirim.
Emotion	Arouses strong emotion in subject.
Freedom of Movement	Subject moves normally despite impediments.
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, etc.).

Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
Locate Creature	Indicates direction to familiar creature.
Minor Globe of Invulnerability	Stops spells of lower cost.
Rainbow Pattern	Lights prevent 24 HD of creatures from attacking or moving away.
Remove Curse	Frees object or person from curse.
Repel Vermin	Insects, spiders, rodents, and other vermin stay 10' away.
Resilient Sphere	Force globe protects, but traps, one subject.
Restoration	Restores level and ability score drains.
Rusting Grasp	The caster's touch corrodes iron and alloys.
Scrying	Spies on subject from a distance.
Sending	Delivers short message anywhere, instantly.
Shape Nature	Mage asks natural object to change form. Must be a raw item.
Solid Fog	Blocks vision and slows movement.
Stoneskin	Stops blows, cuts, stabs, and slashes.
Void Tentacles	8d4 +2 tentacles grapple randomly within 15' radius.

Spell Descriptions

Spell Descriptions

Aid

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: 1 minute per level

Saving Throw: None

Type: Buff

Aid grants the target a +1 bonus to damage rolls and saves against Fear effects, plus temporary hit points equal to 1d8 + caster level.

Alarm

Mana: 1

Casting Time: 1 standard action

Range: 25'

Target: 20' radius from target: point

Duration: 2 hours per level

Saving Throw: None

Type: Utility

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.

Animal Messenger

Mana: 3

Casting Time: 1 standard action

Range: 25'

Target: One Tiny animal

Duration: One day per level

Saving Throw: None

Type: Utility

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Animal Trance

Mana: 3

Casting Time: 1 standard action

Range: 25'

Target: Animals or magical beasts

Duration: Concentration

Saving Throw: Will negates

Type: Mind

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: One or more corpses

Duration: See below

Saving Throw: None

Type: Creation

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The Desecrate spell doubles this limit.)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly-created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose

which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies

A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Arcane Mark

Mana: 0

Casting Time: 1 standard action

Range: Touch

Target: Any non-living

Duration: Permanent

Saving Throw: None

Type: Utility

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An Arcane Mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible Mark is made, a Detect Magic spell causes it to glow and be visible, though not necessarily understandable.

Arcane Eye

Mana: 7

Casting Time: 10 minutes

Range: Unlimited

Target: N/A

Duration: 1 minute per level

Saving Throw: None

Type: Utility

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' per round (300' per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10' per round (100' 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" 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.

Arcane Lock

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal

Duration: Permanent

Saving Throw: None

Type: Utility

An Arcane Lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own Arcane Lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking it or with a successful Dispel Magic or Knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A Knock spell does not remove an Arcane Lock; it only suppresses the effect for 10 minutes.)

Bend Sound

Mana: Varies

Casting Time: 1 standard action

Range: 30'

Target: Varies, see text

Duration: 1 round per level

Saving Throw: Will disbelief (if interacted with)

Mana 0 - You can bend sound 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. You can enhance the effectiveness of a Silent Image spell with this.

Mana 1 - You create a loud, ringing noise. It can break brittle, non-magical objects; deafen an opponent, non-magical object; or damage a crystalline creature.

Used as an area attack, this can destroy non-magical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5' radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than one pound per your level are not affected, but all other objects of the appropriate composition are shattered.

You create a loud clap that deafens one target for 2d4 rounds. A successful Fortitude save reduces the time by half.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 8d6), with an Fortitude save for half damage.

Mana 3 - You bend sound to counter and dispel a Silence spell by a Heroic action vs the opposing mage using the Spellcraft Skill.

Mana 5 - You blast an area with a tremendous cacophony. Every creature in the area takes 3d8 points of sonic damage and must succeed on an Fortitude save to avoid being Stunned for 1 round. Creatures that cannot hear are not Stunned but are still damaged. This cannot penetrate a Silence spell, so a mage would have to dispel the silence

Mana 7 - You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Will save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level. This cannot penetrate a Silence spell, so a mage would have to dispel the silence

Bestow Curse

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Type: Mind

You place a curse on the subject. Choose one of the following three effects:

- A -3 penalty to an ability score (minimum ability score -2).
- A -4 penalty to attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You can also invent your own curse, but it should be no more powerful than those described above.

Blessberry

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Edible berries

Duration: Berries last 1 day per level; Effects of eating last 1 hour per level

Saving Throw: None

Type: Buff

You enchant berries to enhance those who eat them. A single berry gives the consumer a +1 bonus to Heroic Actions.

Blindness/Deafness

Mana: 3

Casting Time: 1 standard action

Range: Medium (100')

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Type: Debuff

Twisting the energies of magic, you cause one subject to become Blind or Deafened, as you choose.

Blur

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject Concealment (+2 to AC) against Ranged and Ranged Magic attacks. Melee and Touch attacks bypass this Concealment.

Bull's Strength

Mana: Varies

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject becomes stronger. The spell grants a bonus to a creature's Strength score, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

1 Mana +1 to STR
3 Mana +2 to STR
5 Mana +3 to STR
7 Mana +4 to STR

Calm Animals

Mana: 1
Casting Time: 1 standard action
Range: Close (30')
Target: Animals within 30' of each other
Duration: 1 minute per level
Saving Throw: Will negates
Type: Mind

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two can be more than 30' apart. The maximum number of hit dice of animals you can affect is equal to $2d4 + \text{caster level}$. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not Helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Cat's Grace

Mana: Varies
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Will negates
Type: Buff

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants an enhancement bonus to the creature's Dexterity score, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

1 Mana +1 to DEX
3 Mana +2 to DEX
5 Mana +3 to DEX
7 Mana +4 to DEX

Charm

Mana: Varies
Casting Time: 1 standard action
Range: 25'
Target: One creature
Duration: 1 hour per level
Saving Throw: Will negates

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

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Heroic Action to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or

obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

1 Mana: Charm effects one creature 3HD or lower.

3 Mana: Charm effects one creature 5HD or lower.

5 Mana: Charm effects one creature 7HD or lower.

7 Mana: Charm effects one creature of and size, HD, or type.

Clairaudience/Clairvoyance

Mana: 5

Casting Time: 10 minutes

Range: Long (400')

Target: Magical sensor

Duration: 1 minute per level

Saving Throw: None

Type: Utility

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' radius around the center of the spell's effect. Clairaudience/Clairvoyance functions only on the plane of existence you are currently occupying.

Command

Mana: Varies

Casting Time: 1 standard action

Range: 25'

Target: One living creature

Duration: Varies

Saving Throw: Will negates

You give the subject a simple or complex command and they are forced to obey. The complexity of the command determines its mana cost as does the duration it will take the creature to complete the task. The spell has no effect on undead or a creature that doesn't understand your language. The command 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.

1 Mana: Single word command like "drop, halt, or flee." Target's obeys on their next action and can do nothing but follow the command for 1 round.

3 Mana: Simple command like "pick that sword up" or "don't hurt him." Target's obeys on their next action and can do nothing but follow the command for one round per caster level.

5 Mana: Complicated command like "Throw all your weapons in the river" or "Stop fighting and behave yourself." Target's obeys on their next action and can do nothing but follow the command for 1 minute per caster level.

7 Mana: Complex command to carry out some service or to refrain from some action or course of activity, as desired by you. Target's obeys on their next action and must continue to obey for One Day per caster level or until discharged.

If the duration is longer than 1 round and the subject is prevented from obeying the Command, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the Command.

Comprehend Languages

Mana: 1
Casting Time: 1 standard action
Range: Self
Target: You
Duration: 10 minutes per level
Saving Throw: None
Type: Utility

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.

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.

Confusion

Mana: 7
Casting Time: 1 standard action
Range: Medium (100')
Target: All creatures in 15' radius
Duration: 1 round per level
Saving Throw: Will negates
Type: Mind

This spell causes the targets to become Confused, making them unable to independently determine what they will do.

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 cannot 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).

Contagion

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instant
Saving Throw: Fortitude negates
Type: Damage

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use Contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 STR
Cackle fever	16	1d6 WIS
Filth fever	12	1d3 DEX and 1d3 CON
Mindfire	12	1d4 INT
Red ache	15	1d6 STR
Shakes	13	1d8 DEX
Slimy doom	14	1d4 CON

Darkness

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

This spell causes an object to radiate shadowy illumination out to a 20' radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by Darkness.

If Darkness is cast on a small object that is then placed inside or under a light-proof covering, the spell's effect is blocked until the covering is removed.

Darkness counters and dispels a Light spell (one with the light descriptor) by a Heroic action vs the opposing mage using the Spellcraft Skill.

Darkvision

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour per level

Saving Throw: Will negates (harmless)

Type: Buff

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

Daze

Mana: 0

Casting Time: 1 standard action

Range: 25'

Target: One creature of 4 HD or less

Duration: 1 round
Saving Throw: Will negates
Type: Mind

This enchantment clouds the mind of a creature with 4 or fewer Hit Dice so that it loses its next action and suffers -2 to all rolls during that round. Creatures of 5 or more HD are not affected. A Dazed subject is not stunned, so attackers get no special advantage against it.

Delay Poison

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour per level
Saving Throw: Fortitude negates (harmless)
Type: Buff

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison might have already done.

Detect Disease

Mana: 0
Casting Time: 1 standard action
Range: 25'
Target: One creature, one object, or a 5' cube
Duration: Instantaneous
Saving Throw: None
Type: Utility

You determine whether a creature, object, or area has been diseased. You can determine the exact type of poison with a DC 20 Will check. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Hidden

Mana: Varies
Casting Time: 1 standard action
Range: 60'
Target: Cone-shaped emanation
Duration: Concentration, up to 1 minutes per level
Saving Throw: None
Type: Utility

1 Mana: Detect Snares, Pits, Traps, and Secret Doors under DC20 Thievery checks.

3 Mana: Detect Snares, Pits, Mundane Traps, Magical Traps, and Secret Doors at or above DC20 Thievery checks.

You can detect hidden, non living, mortal made objects. It does not detect natural hazards or objects hidden by natural means (vines, undergrowth, fallen rocks). The spell may detect any of the above listed at the same time, but does not reveal how a trap may be disarmed, or a hidden door may be opened.

Detect Magic

Mana: 0
Casting Time: 1 standard action

Range: 60'
Target: Area Around Caster
Duration: Concentration, up to 1 minute per level
Saving Throw: None
Type: Utility

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 type of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations might 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.

Lingering Aura

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 detect magic 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: 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 one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Navirites

Mana: 1
Casting Time: 1 standard action
Range: 60'
Target: Area around caster
Duration: Concentration up to 1 minute per level
Saving Throw: No
Type: Utility

You can detect the aura that surrounds creatures from the Navirim. The amount of information revealed depends on how long you study a particular area:

1st Round

Presence or absence of Navirite auras.

2nd Round

Number of Navirite auras in the area and the strength of the strongest aura present.

3rd Round

The strength and location of each Navirite aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength

The strength of an aura is determined by the HD of the creature, as given on the following table:

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura

A Navirite aura lingers after its original source is destroyed. If Detect Navirite 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	1d6×10 minutes
Overwhelming	1d6 days

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

Detect Poison

Mana: 0

Casting Time: 1 standard action

Range: 25'

Target: One creature, one object, or a 5' cube

Duration: Instantaneous

Saving Throw: None

Type: Utility

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. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Scrying

Mana: 7

Casting Time: 1 standard action

Range: 40'

Target: 40' radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Type: Utility

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 scryer immediately make opposed caster level checks (1d20 + caster level). If you at least match the scryer's result, you get a visual image of the scryer and an accurate sense of his or her direction and distance from you.

Detect Thoughts

Mana: 3

Casting Time: 1 standard action
Range: 60'
Target: Cone-shaped emanation
Duration: Concentration, up to 1 minute per level
Saving Throw: Will negates; see text
Type: Mind

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject:

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. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Dimensional Anchor

Mana: 7
Casting Time: 1 standard action
Range: Medium (100') + 10' per level
Target: Ray
Duration: 1 minute per level
Saving Throw: None
Type: Debuff

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 extra-dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Disconnect

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Self
Duration: 1 hour per level
Saving Throw: None
Type: Utility

The spellcaster uses this spell to sever their ties to their body. They feel no pain or remorse, often focusing on the last thing they thought of before casting the spell. During this trance, the spellcaster has a much higher chance of connecting their consciousness to the Navirim.

While affected by the Disconnect spell, the spellcaster's body can no longer be detected by Detect Thoughts.

Dismissal

Mana: 7

Casting Time: 1 standard action

Range: Close (30')

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Heroic Action, see text

Type: Utility

This spell forces an extraplanar creature back to its proper plane if it fails a Heroic Action - Caster Spellcasting vs. Will of defender. If the spell is successful, the creature is instantly whisked away to the Navirim.

Dispel Magic

Mana: 5

Casting Time: 1 standard action

Range: Medium (100')

Target: One spellcaster, creature, or object; or 20' radius burst

Duration: Instantaneous

Saving Throw: None

Type: Debuff

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 non-magical 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' 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 of 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 can choose to automatically succeed on dispel checks against any spell that you have cast.

Dominate Animal

Mana: 5

Casting Time: 1 round

Range: Close (30')

Target: One animal

Duration: 1 round per level

Saving Throw: Will negates

Type: Mind

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate Animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it can undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell counts as a move action.

Dreamwalk

Mana: 7

Casting Time: 1 standard action

Range: Touch

Target: Self

Duration: 1 hour per level

Saving Throw: None

Type: Utility

A spellcaster can bring their waking consciousness into the Navirim during sleep. They cannot control where they end up. Anything that happens to them in this state also happens to their physical body. They can wake from this dream at any time, unless bound to the Navirim by another entity or spell.

Dream Call

Mana: 1

Casting Time: 1 standard action

Range: 15'

Target: Cone-shaped burst

Duration: Instant

Saving Throw: Will Negates

Type: Mind

A cone of swirling energy springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less

The creature is Unconscious, Blinded, and Stunned for 2d4 rounds, then Blinded and Stunned for 1d4 rounds, and then Stunned for 1 round. (Only living creatures are knocked Unconscious.)

3 or 4 HD

The creature is Blinded and Stunned for 1d4 rounds, then Stunned for 1 round.

5 or more HD

The creature is Stunned for 1 round.

Sightless creatures are not affected by Dream Call.

Displacement

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject of this spell appears to be about two feet away from its true location. The creature benefits from +5 AC as if it had Total Concealment. However, unlike actual Total Concealment, Displacement does not prevent enemies from targeting the creature normally. True Seeing reveals its true location. Once a displaced target takes any damage, Total Concealment from this spell is lost until the creatures next action, when they must spend a free action to reestablish Total Concealment.

Elemental Arrow

Mana: Varies

Casting Time: 1 standard action

Range: Varies

Target: One creature or object

Duration: 1 round +1 round per three levels

Saving Throw: None

Type: Damage

A magical arrow(s) of a chosen energy type (fire, ice, lightning, earth, or air) springs from your hand and speeds to its target(s) . You must succeed on a Magical Attack vs touch AC to hit a target. You cast a separate arrow for each d6 worth of damage, and you may direct each arrow at a different target. Arrows must all be of a matching elemental energy.

Each arrow deals damage with no splash damage. The effect lasts for an additional round for every three caster levels, unless somehow neutralized, dealing another 1d4 points of damage per arrow in each additional round.

Mana 1: 1d6+1 Damage 60' Range.

Mana 3: 2d6+2 Damage 100' Range

Mana 5: 3d6+3 Damage, 150' Range

Mana 7: 4d6+4 Damage, 300' Range

Elemental Blast

Mana: Varies

Casting Time: 1 standard action

Range: Varies

Target: Varies

Duration: Instant

Saving Throw: Reflex save for half

Type: Damage

A small ball of energy leaves your hand and travels to an intending target area and bursts into a spherical blast of elemental energy. You can choose any elemental energy (Fire, Water (Ice), Electricity, Earth, Air) available to you that you have control over.

1 Mana 1d6 damage, 5' radius sphere, 50' range.

3 Mana 3d6 damage, 10' radius sphere, 100' range.

5 Mana 5d6 damage, 20' radius sphere, 200' range.

7 Mana 7d6 damage, 30' radius sphere, 300' range.

On top of the base damage, elemental blast has the following effects:

- Fires causes flammable items catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Cone

Mana: Varies

Casting Time: 1 standard action

Range: 15'

Target: Cone-shaped burst

Duration: Instant

Saving Throw: Reflex save for half

Type: Damage

A cone of energy shoots from your fingertips. Any creature in the area of the energy takes 1d4 points of elemental damage.

1 Mana 1d4+1 damage, 15' cone.

3 Mana 2d4+2 damage, 15' cone.

5 Mana 3d4+3 damage, 15' cone.

7 Mana 4d4+4 damage, 15' cone.

On top of the base damage, elemental cone has the following effects:

- Fires causes flammable items catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Rain

Mana: Varies

Casting Time: 1 standard action

Range: Varies

Target: Varies

Duration: 1 round

Save: Reflex for half

Type: Damage

A chosen element (fire, ice, water, earth, air) rains down from above in the area of effect.

1 Mana 1d4 damage, 10' radius sphere, 50' range.

3 Mana 3d4+1 damage, 15' radius sphere, 100' range.

5 Mana 5d4+3 damage, 30' radius sphere, 200' range.

7 Mana 7d4+5 damage, 40' radius sphere, 300' range.

On top of the base damage, elemental cone has the following effects:

- Fire causes flammable items catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Shield

Mana: 7

Casting Time: 1 standard action

Range: Self

Target: Self

Duration: 1 round per level

Saving Throw: None

Type: Damage

This spell wreaths you in elemental energy (Fire, Water, Cold, Electricity, Earth, Air) and causes damage to each creature that attacks you in melee.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6+1 points of damage. Creatures wielding weapons with reach are not subject to this damage if they attack you.

The special powers of each version are as follows:

Fire Shield

The flames are warm to the touch. You take only half damage from ice-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. You cast light for 30 ft. Successful attacks from water or ice-based attacks cut the remaining duration in half.

Cold Shield

The shimmering shield is cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Water Shield

This liquid shield flows over your body. You take only half damage from fire and earth-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Electric Shield

Arcs of lightning crisscross your body. You take only half damage from air and earth-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. Successful attacks from water-based attacks cut the remaining duration in half.

Elemental Sphere

Mana: 3

Casting Time: 1 standard action

Range: Medium (100')

Target: 5' diameter sphere

Duration: 1 round per level

Saving Throw: None

Type: Damage

A globe of elemental energy rolls in whichever direction you point, and strikes a target with a successful Magic Attack. It moves 30' per round. If it enters a space with a creature, it stops moving for the round and deals an effect based on the elemental type. An Elemental Sphere rolls over barriers less than 4' tall.

An Elemental Sphere gain the following powers based on the type of element.

- Fire causes flammable items catch fire and burn. Low melting point metals melt. This causes 2d6 damage and lasts for an additional round unless put out.
- Water puts out mundane fires and does 3d6 damage to creature of the elemental type fire.
- Ice slows creatures by 1/2 and does 2d6 cold damage.
- Earthen spikes impale the target for 2d6 damage. Caster may try to surround and grapple the target with the Sphere with a successful Heroic action (INT vs target Dex). If successful, the target is grappled and the sphere can not move until the target is let loose.

- Electricity does 2d6 damage, with an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air causes a Medium or smaller target to lift into the air and crash down for 1d6 damage. The target can be moved up to 10 ft. and lands prone.

The Elemental Sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. The surface of the Sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. An Elemental Sphere winks out if it exceeds the spell's range.

Elemental Touch

Mana: Varies

Casting Time: 1 standard action

Range: Touch

Target: One object

Duration: Instant

Saving Throw: None

Type: Damage

Your grasp is imbued with the power of an element.

1 Mana 1d8+1 damage.

3 Mana 2d8+2 damage.

5 Mana 3d8+3 damage.

7 Mana 4d8+4 damage.

On top of the base damage, elemental cone has the following effects:

- Fire causes flammable items catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor.
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Trap

Mana: Variable

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half; see text

Type: Trap

Elemental Trap creates an explosion when an intruder opens the item that the trap protects. An Elemental Trap can ward any object that can be opened and closed. Elemental energy chosen can be Fire, Water (Ice), Electricity, Earth, or Air.

When casting Elemental Trap, you select a point on the object as the spell's center. When someone other than you opens the object, an explosion fills the area within a variable radius around the spell's center. The item protected by the trap is not harmed by this explosion.

1 Mana 1d4 damage, 5' radius sphere.

3 Mana 2d4 damage, 5' radius sphere.
5 Mana 3d4 damage, 10' radius sphere.
7 Mana 4d4 damage, 10' radius sphere.

An Elemental-Trapped item cannot have a second closure or warding spell placed on it.

A Knock spell does not bypass an Elemental Trap. An unsuccessful Dispel Magic spell does not detonate the spell.

The caster can use the Fire-Trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning an Elemental-Trapped object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as Elemental Trap are hard to detect and disable. A rogue (only) can use the Awareness skill to find a magic trap and Thievery to thwart it. The DC in each case is 27.

Elemental Wall

Mana: Varies

Casting Time: 1 standard action

Range: 100'

Target: Chosen location

Duration: Concentration + 1 round per level

Saving Throw: None

Type: Damage

You summon forth a wall of elemental energy, blocking a pathway or encircling yourself.

Mana 1: A 10 ft. long by 10 ft. tall by 1 ft. wide wall that does 1d4+1 damage to any who pass through.

Mana 3: A 20 ft. long by 10 ft. tall by 1 ft. wide wall that does 3d4+3 damage to any who pass through.

Mana 5: A 40 ft. long by 10 ft. tall by 1 ft. wide wall that does 3d6+3 damage to any who pass through. The wall may also be used to encircle the caster with a 5 ft. radius. The wall can be off center so there is space for other medium or small creatures.

Mana 7: A 50 ft. long by 10 ft. tall by 1 ft. wide wall that does 5d6+5 damage to any who pass through. The wall may also be used to encircle the caster with a 10 ft. radius. The wall can be off center so there is space for other medium or small creatures. The caster may also cause energy to radiate off of one side of the wall to do 1d4+1 damage to any within 10 ft. of the wall.

Emotion

Mana: 7

Casting Time: 1 standard action

Range: Medium (100')

Target: All creatures in 15' radius

Duration: Concentration

Saving Throw: Will negates

Type: Mind

This spell arouses a single emotion of your choice in the subjects. You can choose any one of the following versions:

Despair

The enchanted creatures suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion: Despair dispels Emotion: Hope.

Fear

The enchanted creatures flee from you whenever they are in sight of you. Emotion: Fear dispels Emotion: Rage.

Friendship

The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion: Friendship dispels Emotion: Hate.

Hate

The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). Emotion: Hate dispels Emotion: Friendship.

Hope

The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion: Hope dispels Emotion: Despair.

Rage

The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. Emotion: Rage does not stack with berserker Rage or with itself. Emotion: Rage dispels Emotion: Fear.

Endure Elements

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Type: Buff

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

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

Erase

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: One scroll, or two pages

Duration: Instant

Saving Throw: See text

Type: Utility

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove Explosive Runes, a Glyph of Warding, a Sepia Snake Sigil, or an Arcane Mark, but not Illusory Script or a Symbol spell. Non-magical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing non-magical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase Explosive Runes, a Glyph of Warding, or a Sepia Snake Sigil, you accidentally activate that writing instead.

Expeditious Retreat

Mana: 1
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 minute per level
Saving Throw: None
Type: Buff

This spell doubles your base land speed (this adjustment does not stack with Talents or other spells). There is no effect on other modes of movement, such as burrow, climb, fly, or swim. This effect is broken if the subject does any action except movement.

Explosive Runes

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: One touched object weighing no more than 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: See text
Type: Damage

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10' of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic or Erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Note: Magic traps such as Explosive Runes are hard to detect and disable. A rogue (only) can use the Thievery skill to find the runes and to thwart them. The DC in each case is 25.

Feather Fall

Mana: 1
Casting Time: 1 immediate action
Range: Close (30')
Target: One Medium or smaller freefalling object or creature per level, no two of which can be more than 20' apart
Duration: Until landing or 1 round per level
Saving Throw: Will negates (harmless) or Will negates (object)
Type: Utility

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

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

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

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

Feather Fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Fog Cloud

Mana: 3

Casting Time: 1 standard action

Range: Medium (100') + 10' per level

Target: Fog spreads in 20' radius, 20' high

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

A bank of fog billows out from the point you designate. The fog obscures all sight, including Darkvision, beyond 5'. A creature within 5' has Concealment (attacks have a 20% miss chance). Creatures farther away have Total Concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Gentle Repose

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day per level

Saving Throw: Will negates (object)

Type: Utility

You preserve the remains of a dead creature so that it does not decay. Doing so effectively extends the time limit on raising that creature from the dead (see Raise Dead). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Gust of Wind

Mana: 5

Casting Time: 1 standard action

Range: 60'

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

Duration: 1 round

Saving Throw: Fortitude negates

Type: Debuff

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

A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10', taking 1d4 points of nonlethal damage per 10'. If flying, a Tiny or smaller creature is blown back 2d6×10' and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10'.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5'.

Large or larger creatures can move normally within a Gust of Wind effect.

A Gust of Wind can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty to ranged attacks and Awareness checks in the area of a Gust of Wind.

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

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

Hallucinatory Terrain

Mana: 7

Casting Time: 10 minutes

Range: Long (500')

Target: One 30' cube per level (S)

Duration: 2 hours per level (D)

Saving Throw: Will disbelief (if interacted with)

Type: Mind

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Harm

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Type: Damage

Harm charges a subject with negative energy that deals damage gives the target a negative aura per mana spent. If the creature successfully saves, harm deals half this amount and suffers no negative aura. If Harm is used on undead, it heals them instead of harming them and the negative aura becomes a positive bonus.

1 Mana 1d8 damage and negative aura causes target to suffer -1 to all rolls for 1 round.

3 Mana 2d8 damage and negative aura causes target to suffer -1 to all rolls for 2 rounds.

5 Mana 3d8 damage and negative aura causes target to suffer -2 to all rolls for 2 rounds.

7 Mana 4d8 damage and negative aura causes target to suffer -2 to all rolls for 4 rounds.

The negative aura can be dispelled with the spells Heal or Dispel Magic.

Healberry

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Fresh Berries

Duration: Permanent until eaten

Saving Throw: None

Type: Healing

The spellcaster enchants 2d4 fresh berries, bestowing the ability for each to cure 1 hp (max 8 hp per 24 hours for any one creature). Eating one also provides the sustenance of an entire meal. Healberries spoil in 3 days.

Heal

Mana: Varies

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Type: Healing

When laying your hand upon a living creature, you channel energy that cures the target.

1 mana heals 1d6 +3

3 mana heals 2d6+6

5 mana heals 3d6+9

7 mana heals 4d6+12

Hold Creature

Mana: 3

Casting Time: 1 standard action

Range: Medium (100')

Target: One creature

Duration: 1 round per level; see text

Saving Throw: Fortitude negates; see text

Type: Debuff

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject can attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and will drown.

Fear

Mana: Varies

Casting Time: 1 standard action

Range: 60'

Target: Varies

Duration: 1 round per level; see text

Saving Throw: Will

Type: Mind

You cause fear to creatures based on the mana spent.

Mana 1: With a successful magic attack, a single target becomes Shaken.

Mana 3: With a successful magic attack, a single target becomes Scared.

Mana 5: With a successful magic attack, one creature per caster level becomes Scared.

Mana 7: With a successful magic attack, one creature per caster level becomes Panicked.

After the initial round, a Scared or Panicked creature may roll a Will check Vs 10+ spellcaster's Spellcasting rank. With a successful save, the target recovers and only becomes Shaken for the duration of the spell.

Freedom of Movement

Mana: 7

Casting Time: 1 standard action

Range: Self or touch

Target: Self or creature touched

Duration: 10 minutes per level

Saving Throw: None

Type: Buff

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as Paralysis, Solid Fog, Slow, and Web. The subject automatically succeeds on any Heroic Action made to resist a Grapple attempt, as well as on Grapple checks or checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The Freedom of Movement spell does not, however, allow water breathing.

Gaseous Form

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes per level

Saving Throw: Fortitude if resisted

Type: Buff

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, natural bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10 vs. magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10' (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate

items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects might be moot.

Glitterdust

Mana: 3

Casting Time: 1 standard action

Range: Medium (100') + 10' per level

Target: Creatures and objects within 10' radius spread

Duration: 1 round per level

Saving Throw: Will negates (blinding only)

Type: Utility

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and creates visible outlines around invisible things for the duration of the spell. All 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 can not hide.

Glyph of Warding

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: Object touched or up to 5' square per level

Duration: Permanent until discharged

Saving Throw: See text

Type: Trap

This powerful inscription harms those who enter, pass, or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the Ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively, or in addition to a password trigger, Glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple Glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately Warded.

When casting the spell, you weave a tracery of faintly-glowing lines around the warding sigil. A Glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the Glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, Polymorph, and Nondetection (and similar magical effects) can fool a Glyph, though non-magical disguises and the like can't. Read Magic allows you to identify a Glyph of Warding with a DC 13 Spellcraft check. Identifying the Glyph does not discharge it and allows you to know the basic nature of the Glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as Glyph of Warding are hard to detect and disable. A rogue (only) can use the Search skill to find the Glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for Glyph of Warding.

Depending on the version selected, a Glyph either blasts the intruder or activates a spell.

Blast Glyph

A Blast Glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5' of him or her. The damage type is chosen by the caster upon casting (fire, ice, acid, electricity or sonic) Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph

You can store any harmful spell of 3 mana or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the Glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect it is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the Glyph.

Grease

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: One object or a 10' square

Duration: 1 round per level (D)

Saving Throw: See text

Type: Trap

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

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item.

Haste

Mana: 5

Casting Time: 1 standard action

Range: Close (30')

Target: Self or creature touched

Duration: 1 round per level

Saving Throw: Fortitude negates (harmless)

Type: Buff

The transmuted creatures move and act more quickly than normal. This extra speed has several effects:

A hasted creature gains an additional Move Action.

Once per round while hasted, a hasted creature may make one extra attack with any weapon they are holding using a Move Action. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Multiple haste effects don't stack. Haste dispels and counters Slow.

Hold Portal

Mana: 1

Casting Time: 1 standard action

Range: Medium (100')

Target: One portal, up to 20' sq. per level

Duration: 1 minute per level

Saving Throw: None

Type: Utility

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

Identify

Mana: 1

Casting Time: 1 hour

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Type: Utility

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.

Illusionary image

Mana: Varies

Casting Time: 1 standard action

Range: 300'

Target: Empty space

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Type: Mind

Mana 1: The illusion can be seen, but lacks sound, smell, texture, or temperature.

Mana 3: The illusion can be seen and has minor sounds, but not speech, smell, texture, or temperature.

Mana 5: The illusion can be seen and has full speech, smell, and temperature.

Mana 7: The illusion can be seen and has full speech, smell, texture, and temperature.

This spell creates the visual illusion of an object, creature, or force, as visualized by you.

Illusory Script

Mana: 5

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day per level

Saving Throw: Will negates; see text

Type: Mind

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the Illusory Script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the Illusory Script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by Dispel Magic, the Illusory Script and its secret message disappear. The hidden message can be read by a combination of the True Seeing spell with the Read Magic or Comprehend Languages spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusory Wall

Mana: 7

Casting Time: 1 standard action

Range: Close (30')

Target: Image 1' x 10' x 10'

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Type: Mind

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue Staff

Mana: Varies

Casting Time: 2 minutes

Range: Touch

Target: Self

Duration: 1 hour per caster level

Saving Throw: None

Type: Buff

1 Mana: The spellcaster's staff gains gains +1 to hit and +1d4 subdual damage.

3 Mana: The spellcaster's staff gains gains +1 to hit and +2d4 subdual damage.

5 Mana: The spellcaster's staff gains gains +1 to hit and +3d4 subdual damage.

Invisible Minion

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: One invisible, mindless, shapeless servant

Duration: 1 hour per level

Saving Throw: None

Type: Utility

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

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

Invisibility

Mana: Varies

Casting Time: 1 standard action

Range: Self or touch

Target: You or a creature or object weighing no more than 100 lb. per level

Duration: 1 minute per level

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

3 Mana: 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 Invisible 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' 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 or casts any other spell,

5 Mana: This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10' of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become Invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends..

7 Mana: This spell functions like Invisibility, except it doesn't end if the subject attacks or casts a spell.

Invisibility Purge

Mana: 5

Casting Time: 1 standard action

Range: Self

Target: You

Duration: 1 minute per level

Saving Throw: None

Type: Buff

You surround yourself with a sphere of power with a radius of 5' per caster level that negates all forms of invisibility.

Anything Invisible becomes visible while in the area.

Jump

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subjects jump abilities are doubled for the length of the spell.

Knock

Mana: 3

Casting Time: 1 standard action

Range: Medium (100')

Target: One door, box, or chest with an area of up to 10' sq. per level

Duration: Instantaneous; see text

Saving Throw: None

Type: Utility

The Knock spell opens stuck, barred, locked, held, or Arcane-Locked 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). If used to open an Arcane Locked door, the spell does not remove the Arcane Lock but simply suspends its functioning for 10 minutes. 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 (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Lesser Restoration

Mana: 3

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Type: Healing

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Levitate

Mana: 3

Casting Time: 1 standard action

Range: Self or 25' + 5' per 2 levels

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

Duration: 1 minute per level

Saving Throw: None

Type: Utility

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

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

Light

Mana: Varies

Casting Time: 1 standard action

Range: 100'

Target: creatures and objects in a 5' radius

Duration: 1 minute per level

Saving Throw: Varies

A Light spell (one with the light descriptor) counters and dispels a Darkness spell (one with the darkness descriptor) by a Heroic action vs the opposing mage using the Spellcraft Skill.

Mana 0 - Light causes an object to glow like a torch, shedding bright light in a 20' radius (and dim light for an additional 20') 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.

Mana 1 - You create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. They must stay within 10' of each other. The lights move at 100' per round. You can use these lights to blind or distract a foe giving them a -1 to all rolls until the light spell is canceled or the caster stops concentrating. These lights can also be used to outline hidden foes. Outlined creatures do not benefit from the concealment normally provided by darkness-based effects (though a 2nd-level or higher magical Darkness effect functions normally), Blur, Displacement, Invisibility, or similar effects.

Mana 3 - You may enchant and it that sheds light as bright as full daylight in a 60' radius, and dim light for an additional 60' beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. This is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Mana 5 - Focusing light like a ray of the sun, you project a blast of light from your open palm. You must succeed on a magic attack to strike your target. A creature struck takes 2d8 points of damage. An undead creature takes an additional 4 damage per caster level.

Mana 7 - A 10' glowing ball of light energy comes into existence casting light as bright as the sun. You may summon this within the 100' range of the spell, and the light fills a 300' radius. Any within 40' of the sphere take 3d8 damage. Undead take 6d8 damage. This is the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

Locate Creature

Mana: 7

Casting Time: 1 standard action
Range: Long (400')
Target: Circle, centered on you, with a radius of 400'
Duration: 10 minutes per level
Saving Throw: None
Type: Utility

This spell functions like Locate Object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30') at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by Misperception, Nondetection, and Polymorph spells.

Locate Object

Mana: 3
Casting Time: 1 standard action
Range: Long (400')
Target: Circle, centered on you, with a radius of 400' + 40' per level
Duration: 1 minute per level
Saving Throw: None
Type: Utility

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item first hand (not through Divination).

The spell can be blocked by a thin sheet of lead. Creatures cannot be found by this spell. Polymorph Any Object fools it.

Mage Bolt

Mana: 1
Casting Time: 1 standard action
Range: Medium (100')
Target: One creature per bolt
Duration: Instant
Saving Throw: None
Type: Damage

A bolt of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. You can summon one bolt for every two caster levels.

The bolt 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. Each bolt can target a different creature.

Mage Hand

Mana: Varies
Casting Time: 1 standard action
Range: Close (30')

Target: One non-magical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Type: Damage

0 mana - You point your finger at an object (up to 5 lbs) and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15' in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

1 Mana: Same as above, but now you can lift or move up to 40lbs.

3 Mana: Same as above, but now you can lift or move up to 80lbs.

5 Mana: Same as above, but now you can lift or move up to 120lbs. If desired, you can use the force of your Mage Hand to also pummel or pull a target for 2d6 damage as well as move it.

7 Mana: Same as above, but now you can lift or move up to 250 lbs, and cause 4d6+4 damage.

Magic Acorn

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: An acorn or plant seed

Duration: 48 hours

Saving Throw: Reflex partial

Type: Damage

The spellcaster enchants an acorn or other plant seed. The seed will then become a missile that causes 1d6+1 damage, with a chance to entangle the target for 1d3 rounds. If the target rolls a successful reflex save, they do not become entangled.

Magic Stone

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Type: Damage

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20'. If slung, treat them as sling bullets (range increment 50'). The spell gives them a +1 enhancement bonus to attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus).

Magic Weapon

Mana: Variable

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless, object)

Magic Weapon gives a melee weapon an enhancement bonus to attack and damage rolls. Up to 20 ranged ammo may also be affected.

1 Mana: +1 to attack and damage.

3 Mana: +2 to attack and damage

5 Mana: +3 to attack and damage.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Message

Mana: 1

Casting Time: 1 standard action

Range: Medium (100')

Target: One creature per level.

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

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, one foot of stone, one inch of common metal (or a thin sheet of lead), or three 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.

Minor Globe of Invulnerability

Mana: 7

Casting Time: 1 standard action

Range: 10'

Target: 10' radius sphere, centered on caster

Duration: 1 round per level.

Saving Throw: None

Type: Buff

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area of effect of any such spells does not include the area of the Minor Globe of Invulnerability. Such spells fail to affect any target located within the Globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical Globe. Spells of 4th level and higher are not affected by the Globe, nor are spells already in effect when the Globe is cast. The Globe can be brought down by a targeted Dispel Magic spell, but not by an area Dispel Magic. You can leave and return to the Globe without penalty.

Note that spell effects are not disrupted unless their effects enter the Globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Lesser Globe of Invulnerability stops it.

Minor Trick

Mana: 0

Casting Time: 1 standard action

Range: 10'

Target: See text
Duration: 1 hour
Saving Throw: See text
Type: Utility

A minor trick that novice spellcasters use for practice. Once cast, a Minor Trick spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A Minor Trick can slowly lift one pound of material. It can color, clean, or soil items in a 1' cube each round. It can chill, warm, or flavor one pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Minor Trick can create small objects, but they look crude and artificial. The materials created by a Minor Trick spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a Minor Trick lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Mirror Image

Mana: 3
Casting Time: 1 standard action
Range: Self; see text
Target: Self
Duration: 1 minute per level (D)
Saving Throw: None
Type: Buff

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

Mirror Image creates 1d4 images plus one image. These figments separate from you and remain in a cluster, each within 5' of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments can also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your DEX modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

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

Mystic Compass

Mana: 0
Casting Time: 1 standard action
Range: Touch
Target: Self
Duration: 10 minutes
Saving Throw: None
Type: Utility

The spellcaster discerns a cardinal direction of their choice. They see a faint blue glow in the chosen direction for the duration of the spell.

Neutralize Poison

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1' cubed per level touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless, object)

Type: Utility

You detoxify any sort of poison or venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with Delay Poison, such effects aren't postponed until after the duration—the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Nigel's Energy Transfer

Mana: 1

Casting Time: 1 round

Range: Medium (100')

Target: Another spellcaster

Duration: Instant

Saving Throw: None

Type: Utility

A spellcaster meditates for one round and transfers some of their mana and energy to another spellcaster. The transferring spellcaster can decide to transfer as much mana as they have, minus the one mana cost of the spell.

Nigel's Sacrificial Energy

Mana: 3

Casting Time: 1 round

Range: Long (400')

Target: Another spellcaster

Duration: Instant

Saving Throw: None

Type: Utility

A spellcaster can transmute their hit points into mana for another spellcaster. Beyond the cost of the spell, the transfer is 3 hit points to 1 point of mana to another caster. The damage done is lethal damage to the casting spellcaster.

Nondetection

Mana: Varies

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour per level

Saving Throw: Will negates (harmless, object)

3 Mana: Hide an inanimate object from scrying.

5 Mana: Hide a creature and all of its carried possessions from scrying.

The warded creature or object becomes difficult to detect by divination spells such as Clairaudience/Clairvoyance, Locate Object, and Detect spells. Nondetection also prevents location by such magic items as crystal balls.

Open/Close

Mana: 0

Casting Time: 1 standard action

Range: 30'

Target: Object weighing up to 30 lb. or portal that can be opened or closed

Duration: Instant

Saving Throw: Will negates (object)

Type: Utility

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 might be beyond this spell's ability to affect.

Orb of Acid

Mana: Varies

Casting Time: 1 standard action

Range: Varies

Target: Varies

Duration: Instant

Saving Throw: See text

Type: Damage

An orb of acid flies from your hand towards an intended target. You must succeed at a Magic Attack to hit. The acid does initial damage, and continues to burn the target for rounds afterwards.

The acid can be used to burn through inanimate objects such as doors, locks, and more. Damage to inanimate objects is the same as damage to a living target and it bypasses the hardness of the object.

Mana 1: 1d4 damage plus 1d4 damage for 1 round per caster level.

Mana 3: 3d4 damage plus 1d4+1 damage per round per caster level.

Mana 5: 5d4 damage plus 2d4+2 damage per round per caster level.

Mana 7: 7d4 damage plus 2d4+3 damage per round per caster level.

Orillot's Fortitude

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject becomes filled with fortitude. The spell grants a bonus to a creature's Constitution score, adding the usual benefits to Hit Points, Skills, and other uses of the CON modifier.

1 Mana +1 to CON
3 Mana +2 to CON
5 Mana +3 to CON
7 Mana +4 to CON

Gained hit points are lost at the end of the spell, affecting the Max Hit Points, not causing damage.

Pass without Trace

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: One creature per level touched
Duration: 1 hour per level
Saving Throw: Will negates (harmless)
Type: Utility

The target or targets can move through any type of terrain and leave neither footprints nor scent; tracking the target(s) is impossible by non-magical means.

Phantom Steed

Mana: 5
Casting Time: 10 minutes
Range: 0'
Target: space within 10'
Duration: 1 hour per level
Saving Throw: None
Type: Utility

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' per caster level, to a maximum of 160'. It can bear its rider's weight plus up to 10 pounds per caster level.

Phantom Trap

Mana: 3
Casting Time: 1 standard action
Range: Object touched
Target: Small Mechanism
Duration: Permanent
Saving Throw: None
Type: Utility

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

Plant Growth

Mana: 5
Casting Time: 1 standard action
Range: See text
Target: See text
Duration: Instantaneous
Saving Throw: None
Type: Utility

Plant Growth has different effects depending on the version chosen.

Overgrowth

This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400') + 40' per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5', or 10' for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100' radius circle, a 150' radius semicircle, or a 200' radius quarter circle.

You can designate places within the area that are not affected.

Enrichment

This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant Growth counters Diminish Plants.

This spell has no effect on plant creatures.

Poison

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instant
Saving Throw: Fortitude negates
Type: Damage

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage one minute later. Each instance of damage can be negated by a Fortitude save.

Polymorph

Mana: Varies
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 10 minutes per level
Saving Throw: Will

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

Mana 3: You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You gain special abilities based on the new form such as low light or dark vision. You may also gain climb and or swim speed up to 20 ft. You can not gain any major special abilities such as breath weapons, water breathing, or flight*.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry on a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment separated from the whole reverts to its true form.

Mana 5: You assume the form of a creature of any type. The new form must be within one size category of your normal size. The assumed form can't have more Hit Dice than your caster level. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. You can gain special abilities such as breath weapons, water breathing, or flight*.

Mana 7: You can turn another into a creature of any type. The new form can be of the same type as the subject or any of the following types: aberration, animal, draconic, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower). You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. You can gain special abilities such as breath weapons, water breathing, or flight*.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

*Special abilities gained are decided between the GM and the player. Final say goes to the GM.

Protection from Arrows

Mana: 3

Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour per level or until discharged
Saving Throw: Will negates (harmless)
Type: Buff

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10 vs. magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Elements

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes per level or until discharged
Saving Throw: Fortitude negates (harmless)
Type: Buff

Protection from Elements grants temporary immunity to the type of energy you specify when you cast it (Fire, Water, Ice, Electricity, Earth, Air). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 96 points at 8th level), it is discharged.

Protection from Ravaging

Mana: 5
Casting Time: 1 standard action
Range: Close (30')
Target: 10' radius sphere
Duration: 10 minutes per level or until discharged
Saving Throw: Fortitude negates (harmless)
Type: Buff

The spellcaster creates a 10' radius sphere of protection. Any spell cast with Ravaging magic can not penetrate this sphere.

Protection from the Never

Mana: 3
Casting Time: 1 standard action
Range: 10'
Target: A small object
Duration: 10 minutes per level
Saving Throw: None
Type: Buff

All in a 10' radius of charmed object gain a +1 bonus to AC vs. Fey (Navirite) creatures, or protection from scrying through dreams.

Pyrotechnics

Mana: 3
Casting Time: 1 standard action
Range: Long (400')
Target: One fire source, up to a 20' cube

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

Saving Throw: Will negates or Fortitude negates; see text

Type: Utility

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. This spell requires Elemental Focus: Fire or a nearby source of flame.

Fireworks

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

Smoke Cloud

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

Rainbow Pattern

Mana: 7

Casting Time: 1 standard action

Range: Medium (100')

Target: Colorful lights with a 20' radius spread

Duration: Concentration +1 round per level

Saving Throw: Will negates

Type: Mind

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow Pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the Rainbow Pattern move up to 30' per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the Pattern still try to follow it. If the Pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Ray of Enfeeblement

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: Single creature

Duration: 1 minute per level

Saving Throw: None

Type: Debuff

A coruscating ray springs from your hand. You must succeed on a magic attack to strike a target. The subject takes a -1 penalty to Strength. The subject's Strength score cannot drop below 1.

Remove Blindness/Deafness

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Type: Healing

Remove Blindness/Deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Blindness/Deafness counters and dispels Blindness/Deafness.

Remove Curse

Mana: 7

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Type: Healing

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. At the GM's discretion, certain curses cannot be countered by this spell, or countered only by a caster of a certain level or higher,

Remove Curse counters and dispels Bestow Curse.

Remove Disease

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instant

Saving Throw: Fortitude negates (harmless)

Type: Healing

Remove Disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. At the GM's discretion, certain special diseases cannot be countered by this spell, or countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date

Remove Fear

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: One creature plus one additional creature per four levels, no two of which can be more than 30' apart

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Type: Healing

You instill courage in the subject, granting it a +4 morale bonus against Fear effects for 10 minutes. If the subject is under the influence of a Fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove Fear counters and dispels Cause Fear.

Remove Paralysis

Mana: 3

Casting Time: 1 standard action

Range: Close (30')

Target: Up to four creatures, no two of which can be more than 30' apart

Duration: Instant

Saving Throw: Will negates (harmless)

Type: Healing

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a Slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain effects.

Repel Vermin

Mana: 7

Casting Time: 1 standard action

Range: 10'

Target: See text

Duration: 10 minutes per level

Saving Throw: None or Will negates; see text

Type: Utility

An invisible barrier holds back vermin. Vermin with Hit Dice fewer than one-third your level cannot penetrate the barrier.

Vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Resilient Sphere

Mana: 7

Casting Time: 1 standard action

Range: Close (30')

Target: 8' sphere

Duration: 1 minute per level

Saving Throw: Reflex negates

Type: Buff

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the Sphere. The Sphere contains its subject for the spell's duration. The Resilient Sphere is not subject to damage from 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.

The Sphere cannot be physically moved either by people outside it or by the struggles of those within.

Resistance

Mana: 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Type: Buff

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus to saves.

Restoration

Mana: 7

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Type: Healing

This spell dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by Restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any Fatigue or Exhaustion suffered by the target.

Rusting Grasp

Mana: 7

Casting Time: 1 standard action

Range: Touch

Target: One non-magical ferrous object (or the volume of the object within 3' of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Type: Utility

Any iron or iron-alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3' radius, only a 3' radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You can employ Rusting Grasp in combat with a successful melee touch attack. Rusting Grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, Rusting Grasp instantaneously deals 3d6 points of damage +1 per caster level per successful attack. The spell lasts for one round per level, and you can make one melee touch attack per round.

Scrying

Mana: 7

Casting Time: 1 hour

Range: See text

Target: Magical sensor

Duration: 1 minute per level

Saving Throw: Will negates

Type: Utility

You can see and hear some creature, which can be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. 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. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10' in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150'. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: Detect Magic, and Message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Secret Page

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3' square in size

Duration: Permanent

Saving Throw: None

Type: Utility

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can even be changed to show another spell. Explosive Runes or Sepia Snake Sigil can be cast upon the Secret Page.

A Comprehend Languages spell alone cannot reveal a Secret Page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its Secret Page form at will. You can also remove the spell by double repetition of the special word. A Detect Magic spell reveals dim magic on the page in question but does not reveal its true contents. True Seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with Comprehend Languages. A Secret Page spell can be dispelled, and the hidden writings can be destroyed by means of an Erase spell.

See Invisibility

Mana: 3

Casting Time: 1 standard action

Range: Self

Target: Self

Duration: 10 minutes per level

Saving Throw: None

Type: Buff

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.

Sending

Mana: 7

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Type: Utility

You contact a particular creature with which you are familiar and send a short message of no more than twenty-five words to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

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 could worsen this chance considerably.)

Shape Nature

Mana: 7

Casting Time: 5 rounds

Range: 60'

Target: One raw item

Duration: Permanent

Saving Throw: None; see text

Type: Utility

A spellcaster casts a spell which allows them to communicate to a natural object, such as a tree, stone, or ore. The caster can then ask the item to form to a desired item. The object cannot destroy itself, nor can it change size.

This spell was learned from the elves, and was used often when building elven living spaces.

Shield

Mana: 1

Casting Time: 1 standard action

Range: Self

Target: Self

Duration: 1 minute per level

Saving Throw: None

Type: Buff

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates Mage Bolt attacks directed at you. The disk also provides a +4 shield bonus to AC and a +2 bonus to Touch AC vs spells. This bonus applies against incorporeal touch attacks, since it is a force effect. Melee attacks ignore this spell.

Shrink Item

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2' cubed per level

Duration: One day per level; see text

Saving Throw: Will negates (object)

Type: Utility

You are able to shrink one non-magical item (if it is within the size limit) to 1/12 of its normal size in each dimension. This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth like one. 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.

Silence

Mana: 3

Casting Time: 1 standard action

Range: Long (400')

Target: 20' radius sphere centered on target creature, object, or space

Duration: 1 minute per level

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

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Sleep

Mana: 1

Casting Time: 1 round

Range: Medium (100')

Target: See text

Duration: 1 minute per level

Saving Throw: Will negates

Type: Debuff

A sleep spell causes a magical slumber to come upon 2d4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

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

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

Slow

Mana: 5

Casting Time: 1 standard action

Range: Close (30')

Target: One creature per level, no two of which can be more than 30' apart

Duration: 1 round per level
Saving Throw: Will negates
Type: Debuff

An affected creature moves and attacks at a drastically slowed rate. A Slowed creature can take only a single move action or standard action each turn, but not both (nor can it take full-round actions). Additionally, it takes a -1 penalty to attack rolls, AC, and Reflex saves. A Slowed creature moves at half its normal speed (round down to the next 5' increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple Slow effects don't stack. Slow counters and dispels Haste.

Snare

Mana: 1
Casting Time: 1 standard action
Range: 100'
Target: Plants in a 40-ft.-radius spread
Duration: 1 min per level
Saving Throw: Reflex partial
Type: Trap

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not snared but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to snare all creatures that have avoided or escaped entanglement.

Soften Earth and Stone

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: 10' sphere per level
Duration: Instantaneous
Saving Throw: None
Type: Utility

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10' square area to a depth of one to four feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they might not have been able to affect before.

While Soften Earth and Stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. .

Solid Fog

Mana: 7

Casting Time: 1 standard action

Range: Medium (100')

Target: Empty Space

Duration: 1 minute per level

Saving Throw: None

Type: Utility

This spell functions like Fog Cloud, but in addition to obscuring sight, the Solid Fog is so thick that any creature attempting to move through it progresses at a speed of 5', regardless of its normal speed, and it takes a -2 penalty to all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into Solid Fog is slowed, so that each 10' of vapor it passes through reduces falling damage by 1d6. A creature can't take a 5' step while in Solid Fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Spider Climb

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

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

Spike Growth

Mana: 5

Casting Time: 1 standard action

Range: Medium (100')

Target: One 20' square

Duration: 1 hour per level

Saving Throw: Reflex partial

Type: Trap

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, Spike Growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5' of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a Heal

spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike Growth can't be disabled with the Disable Device skill.

Stinking Cloud

Mana: 5

Casting Time: 1 standard action

Range: Medium (100')

Target: Cloud spreads in 20' radius, 20' high

Duration: 1 round per level

Saving Throw: Fortitude negates; see text

Type: Damage

Stinking Cloud creates a bank of fog that is nauseating. Living creatures in the cloud become Nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each Nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stone Shape

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10' cubed + 1' cube per level

Duration: Instantaneous

Saving Throw: None

Type: Utility

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with Stone Shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stoneskin

Mana: 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level or until discharged

Saving Throw: Will negates (harmless)

Type: Buff

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/amarnium or legacy. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an amarnium or legacy weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 80 points), it is discharged.

The subject has their movement halved for the duration of the spell.

Stunning Trap

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent until discharged

Saving Throw: Will negates

Type: Trap

The spellcaster creates a symbol hidden among the writing of a book. When someone reads the symbol, they must make a Will save or be stunned until released by the caster.

While trapped, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the spell provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

Summon Creature

Mana: Variable

Casting Time: 1 standard action

Range: Close (30')

Target: Empty space

Duration: 1 round per level

Saving Throw: None

Type: Creation

This spell summons the consciousness of a creature in the Navirim and places it in a body formed of the caster's mana. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability.

If the spellcaster spends more mana, they can summon more powerful creatures.

Examples of Summoned Creatures:

Summoned creatures are not actually living creatures, but instead manifestations of the mage's power. They have the same powers, but might manifest in different forms to match the casters personality or desires. If the caster wishes, it can also take the form of an elemental-type creature.

Imp (Demon), Wolf, Fox, Large Cat

HP	AC	Initiative	Attacks	HD	Mana cost
6	15	2	(2) +1 1d4	2	1
12	16	3	(2) +2 1d4+2	3	3
16	17	4	(2) +3 1d6+1, (1) 1d4 +1	4	5
22	18	5	(2) +4 1d8 +3, (1) 1d6 +1	5	7

Syn's Unstoppable Laughter

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Debuff

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

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

Tongues

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

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 might 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.

True Strike

Mana: 1

Casting Time: 1 standard action

Range: Self

Target: Self

Duration: Single attack roll

Saving Throw: See text

Type: Buff

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

Vampiric Touch

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous plus 1 hour; see text

Saving Throw: None

Type: Damage

You must succeed on a melee touch attack. Your touch deals 2d6 points of damage. You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Ventriloquism

Mana: 1

Casting Time: 1 standard action

Range: Close (30')

Target: Any

Duration: 1 minute per level

Saving Throw: Will disbelief (if interacted with)

Type: Utility

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Void Tentacles

Mana: 7

Casting Time: 1 standard action

Range: Medium (100')

Target: 20' radius

Duration: Concentration + 1 round per level

Saving Throw: None

Type: Damage

This spell conjures a field of rubbery black tentacles, each 10' long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a Heroic Action vs. the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base +4 attack bonus and a Strength score of 19. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they can make a Heroic Action each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles can move through the area at only half normal speed.

Water Breathing

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours per level; see text

Saving Throw: Will negates (harmless)

Type: Utility

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Water Walk

Mana: 5

Casting Time: 1 standard action

Range: Touch

Target: One touched creature/level

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60' per round until they can stand on it.

Web

Mana: 3

Casting Time: 1 standard action

Range: Medium (100')

Target: 20' radius circle

Duration: Concentration plus 1 round per spellcaster level (Dismissible)

Saving Throw: Reflex negates; see text

Type: Trap

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically-opposed points or else the web collapses upon itself and disappears. Creatures caught within a Web become Entangled among the gluey fibers. Attacking a creature in a Web won't cause you to become Entangled.

Anyone in the effect's area when the spell is cast must make an Reflex save. If this save succeeds, the creature is Entangled (creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -2 penalty to Dexterity. An Entangled character who attempts to cast a spell must make a Spellcraft check: DC 15 + the spell's mana cost; or lose the spell), but not prevented from moving, although moving is more difficult than normal for being Entangled (see below). If the save fails, the creature is Immobilized and can't move from its space, but can break loose by spending a full round action and making a DC 20 Strength check or a DC 25 Reflex check. Once free (either by making the initial Reflex save or a later Strength or Reflex check), a creature remains Entangled, but can move through the web very slowly. Each move action requires the creature to make a Strength check or Reflex check. The creature moves 5' for each full 5 points by which the check result exceeds 10.

A creature outside the area of effect during the initial casting of the web who moves into the affected area must make saves or suffer the same effects as if they had been within the area of effect during the spell casting.

Once out of the area of effect a creature is no longer Entangled.

If you have at least 5' of Web between you and an opponent, it provides cover (-2 to attack). If you have at least 20' of Web between you, it provides total cover (-5 to attack).

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

Whispering Wind

Mana: 3

Casting Time: 1 standard action

Range: 1 mile per level

Target: Chosen location

Duration: No more than 1 hour per level or until discharged (destination is reached)

Saving Throw: None

Type: Utility

You send a message or sound on the wind to a designated spot. The Whispering Wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A Whispering Wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The Wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the Whispering Wind seem to be a faint stirring of the air. You can likewise cause the Whispering Wind to move as slowly as one mile per hour or as quickly as one mile per ten minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered.

Wood Shape

Mana: 3

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10' cubed + 1' cube per level

Duration: Instantaneous

Saving Throw: Will negates (object)

Type: Utility

Wood Shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Xavian's Warding Armor

Mana: 1

Casting Time: 1 standard action

Range: Touch

Target: Self

Duration: 1 hour per spellcaster level

Saving Throw: Will negates

Type: Buff

An invisible but tangible field of force surrounds the subject of a Xavian's Warding Armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, Xavian's Warding Armor entails no reduction to Max DEX or speed. Since it is made of force, incorporeal creatures can't bypass it the way they do normal armor. Xavian's Warding Armor is canceled by steel or iron armor on the recipient. AC bonus is to whichever is highest, armor AC or Xavian's bonus.

Zone of Truth

Mana: 3

Casting Time: 1 standard action

Range: Close (30')

Target: 20' radius

Duration: 1 minute per level

Saving Throw: Will negates

Type: Mind

Creatures within the emanation area (or those who enter it) can't speak any deliberate or intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they can avoid answering questions to

which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the Zone of Truth. Creatures who leave the area are free to speak as they choose.