SAGABORN

ROLEPLAYING GAME
CORE RULEBOOK

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SagaBorn Roleplaying System

Core Rulebook

by Michael Bielaczyc and Brian Cooksey

The SagaBorn Roleplaying System was created as a simplified D20 system for the Dark Return setting. Its goal is to present a system that is simple, streamlined and efficient. It is meant to encourage more storytelling and epic action, rather than browsing through rulebooks and arguing over what is "allowed."

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THANKS TO THE WANDERERS

INTRODUCTION

I will never forget when I first found out about pen and paper. I was on my way to New Mexico to hike for two weeks in the desert mountains. The guy next to me on the van had a cool hardback book that had two guys riding horses wielding swords. I asked him what it was, and he said, "the player's handbook, wanna see it?" The next two weeks while making our way over evergreen covered peaks, I spent each night playing a game that gave me what I always wanted, a virtual playground for my creativity. Since then, most of what I have done has revolved around art, writing, and playing in the realms of fantasy.

Ten years after that I was working as an artist in the industry, and ten more years after that I was publishing short adventures for tabletop. But I was always trying to fit my world and my story into someone else's rules. I never intended to make my own system. But after years of struggling to keep up with other systems, I realized that I need my own system. A basic system that allowed for creative playing at the table with the minimal of rules to keep everything flowing.

I decided this while at Gen Con, stood up from my booth, walked over to Brian Cooksey, who was working in his wife's art booth, and said, "We need to make a system. Simple, lite, and fun." And Brian said, "Let's do it." A week and a few beers later we had an outline, and a couple of years (and many many more beers) we have the SagaBorn roleplaying game.

The system is meant to be a guideline for players and game masters, a base for your stories, a place to start building your own house rules and variants. It has brought joy to my tabletop, and I hope it brings joy to yours.

Michael Bielaczyc

Character Creation

Steps to creating a character:
- Choose race
- Choose class
- Assign abilities
- Assign skill points
- Choose talents
- Choose languages (optional)
- Purchase equipment
- Choose legacy item
- Create backstory
- Choose spells (if applicable)

Choose Race

HUMAN: +1 to any score
Lifespan: 60 Average
Height: 5' 8" Average
Weight: 180 lb.
Speed: 30

Humans are the most diverse and prolific race. Their average lifespan is 60 years, though it is said those of the Aradan kingdom lived longer, their magic and advanced medicine responsible for fewer diseases and debilitating injuries. They spread over Atheles more quickly than any race. The average human family has 4-7 children—though many die of disease—causing their population to thrive and cover the lands. The human population was decimated after the war 700 years ago, but has now begun to grow again, repopulating the cities and lands of the past.

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DWARF: +2 CON, -1 CHA, low light vision 60', +2 to knowledge checks on one of the following: stonework, woodwork, or metalwork
Lifespan: 150 Average
Height: 4'5" Average
Weight: 195 lb.
Speed: 20

The dwarves were the first sentient race on Atheles, but were put into a long magical sleep by the gods, awakening just 4,000 years ago. The dwarves of Atheles are a very industrious race, believing the only time a person's hands should be still is when he has passed from this world. While several dwarven cultures exist, the one that is best known in Atheles is the dwarves of Greyhelm. They live in a grouping of cities at the base of the Swordspyne Mountains in the East.

Dwarves stand just over four feet tall and are almost as wide. The have large eyes, though in the daylight their heavy lids often give the impression they are squinting. Since they work throughout their lives, often reaching a venerable age of 180, they are typically muscular and deft of hand. They have a great mechanical aptitude, and can figure out most mechanical devices with deductive reasoning.

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HALF-DWARF: +1 CON, low light vision 30'
Lifespan: 85 Average
Height: 5' 3" Average
Weight: 225 lb.
Speed: 25

Very rarely, a human and dwarf sire a child together. These half-dwarves stand close to 5' tall and are broader and more muscular than most humans. Often shunned by both humans and dwarves in these hard times, still they manage excel at nearly any given task, imbued with the best of both of their heritages. Half-dwarves are rare, and an adventurer might only come across one or two in all their travels.

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ELF: +1 DEX, cannot use iron, steel causes discomfort, low light vision 60', immune to magical sleep, require very little food or water
Lifespan: 250 Average
Height: 6' 6" Average
Weight: 195 lb.
Speed: 30

Elves are slender, averaging 6'5" in height. They have many different skin and hair colors, with pointed ears, with features far more angular and lithe than humans and dwarves. They live an average of 250 years.

The elves vary greatly in culture, but they share some similarities that players should keep in mind. In the current Age, they have not been seen in Atheles for 700 years. When they arrive in most human-populated areas, they are often looked upon with shock and fright. They have an aura that seems alien and strange to humans. This effect fades with time, but wherever they travel, their appearance might cause problems with those not used to seeing them.

During the *Disappearance*, all elves were pulled into the limbo between worlds. Time moved much slower there, with only 350 years having passed for the elves during the 700 years that elapsed in Atheles. During their in-between existence, they could see events in Atheles flash by, but were unable to interact with them. The elves who now return to Atheles enter a world unfamiliar to them—the home of their ancestors, which they know only from stories passed down by their elders. They find humans strange, and Atheles, which is much more "solid" than the limbo in which they were born, is often overwhelming to them.

When playing an elf, it should be kept in mind that they have spent their lives in a strange, dreamlike place, and are now confronted with a new world with unfamiliar physics. Although the elves are powerful, they should not be used as super characters. In fact, there are many great roleplaying opportunities. For example, elves with low Wisdom might have a hard time understanding the world outside their own culture. They might readily accept magic as normal, even mundane, but using it casually in a human tavern could cause the locals to rise up against the "demons" and their "wicked ways."

Due to their fey blood, elves can not use iron without hurting themselves. If an elf wears or uses iron, they take 1d4 damage per hour. Steel causes a discomfort such as itching or soreness, but no real damage.

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ELFLING: +2 CHA, -1 WIS, iron causes discomfort, low light vision 60', fearless (immune to fear effects)
Lifespan: 130 Average
Height: 3' Average
Weight: 65 lb.
Speed: 20

Every elfling is different, but most have several things in common. Elfling adventurers are usually away from home because their are on their *Calling*. An elfling's Calling lasts from their early adulthood until late in their lives, during which time they have a difficult time staying in one place for very long, driven to wander constantly by an insatiable need to explore the world. A campaign based out of one location could give the elfling player many roleplaying opportunities to encourage the group to move, explore, or do anything other than stay in one place. If the campaign is located in a massive city like Seahaven, the elfling will be content enough to explore all the crevices and alleys of the city before wanting to move on.

Despite their size and tendency toward merriment, elflings should never be used as mere comic relief. They see themselves as integral players in the game of living on Atheles, and are rarely petty or trifling. Even when acting as a thief, an elfling would not be motivated by selfishness, but rather would see himself or herself as an agent of the chaos of Creation. Often an elfling might steal from one place only to move it somewhere else where the victim might find it—just to observe the resulting confusion. This is serious business to an elfling.

On the other side of the coin, they do have a great appreciation for jokes, gags, and laughter. This can sometimes annoy other party members, but their Charisma usually helps keep them wanted within a group environment. Their selflessness is also a boon for a party. They do not hesitate to risking themselves for others, but not for heroics or morality: they do so to test the mechanics of the Universe, about which an elfling has endless curiosity.

If elflings travel with companions for a prolonged period of time, they will form a bond with them, seeing the group as their nomadic family: those whom the Universe chose to share in their Calling. This can lead the elfling to whatever they can to protect and help those with whom they have bonded. While this is endearing for companions, their propensity to get themselves in trouble can often swing the balance in the other direction. Having a poor understanding of—or distaste for—human laws of ownership and control, they often run afoul of constables and nobles.

Due to their fey blood, iron causes discomfort in Elflings. They can still use and wear it, but it may cause soreness, itching, or a skin irritation. Their connection with Atheles allows them less pain than other fey.

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FERAL ELFLING: -1 CHA, +2 DEX, cannot use iron, low light vision 60', fearless (immune to fear effects)
Lifespan: 90 Average
Height: 3' Average
Weight: 65 lb.
Speed: 20

A feral elfling belongs to a group that was caught between the worlds during the *Disappearance*. They lived in a harsh dream-like world, fighting for their lives against both the environment and the demons that dwelt there. Unlike their cousins, feral elflings have little problem with violence, forced to extreme lengths to survive during *The Exile*, as they call it. They are not adjusting well to the world since their return, finding its inhabitants soft and weak. They do not get along with others, though some tribes have slowly begun to tolerate contact from the outside.

Physically, they are nearly identical to their normal elfling cousins, but with a wild look in their eyes, a paler skin tone, and often have sharpened teeth and tribal scarification.

Due to their fey blood, feral elflings can not use iron without hurting themselves. If a feral elfling wears or uses iron, they take 1d4 damage per hour. Steel causes a discomfort such as itching or soreness, but no real damage. Unlike their western cousins, the time spent in the Between caused Elflings to develop an aversion to iron again.

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FAUN: +1 DEX, +1 CHA, -1 WIS, low light vision 20', +2 to saves vs charm
Lifespan: 100 Average
Height: 5' 6" Average
Weight: 155 lb.
Speed: 30

Fauns are a reclusive race found in the Eastlands, living in small communities deep in the forests, where they trade among themselves or with human settlements, if the need arises.

They stand about six feet tall and resemble humans. They have more body hair than most other races, pointed ears, and small horns. Their feet end in two large, flat toes, although they can still wear standard boots and shoes. They live an average of 100 years, though the loss of their habitat and disease has shortened their lifespans in the recent centuries.

They excel in nature-based magic and feats.

CHOOSE CLASS

WARRIOR CLASSES

FIGHTER: The world is filled with those who choose to face problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.

BARBARIAN: Some barbarians find the word used to describe them as insulting and dismissive of their rich culture, while others proudly embrace it. The barbarian is guided by intense emotions, and often does not think about who or what gets in their way.

ARCHEON: Archeons are the watchers of the mages. Some are witch hunters, while others serve as their bodyguards. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.

MAGE CLASSES

WYLDER: Self-taught and undisciplined, the wylders are the wild mages of Atheles.

LUMINAR: A luminar is a formally trained spellcaster. They have typically received their education from one of the magical institutions in Atheles, like the Wizard Tower, the Druid Council, or one of the many established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific path of learning.

BARD: Bards can use their performing expertise to harness magical energy and bend it to their will.

SCOUT CLASSES

RANGER: A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a loner who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.

ROGUE: The rogue has mastered the art of using wit and agility to overcome adversity in order to obtain what is needed or desired. They might be someone of slight build who has learned clever ways to come out on top in a fight. They might be the thief in the night sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals to pawn the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. A master of traps and stealth, silent and nimble, they are prepared for anything.

Warrior Classes

Fighter

Hit Die: d10
Class Abilities: STR, CON

The world is filled with those who choose to face problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+1	+2	+0	+0	1 Talent Point	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+2	+3	+0	+0	1 Talent Point, +2 HP	+1 HP**, +1 Skill Point
3rd	+3	+3	+1	+1	—	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+4	+4	+1	+1	1 Talent Point	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+5	+4	+1	+1	+1 AC	+1 natural Bonus to AC, +1 Skill Point
6th	+6 / +1	+5	+2	+2	1 Talent Point	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+7 / +2	+5	+2	+2	+5 HP	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+8 / +3	+6	+2	+2	1 Talent Point, 1 Ability Point	+1 Ability Point, +1 Skill Point, 1 Talent Point

Level dependent, not class dependent. These skills are completely independent of Class Feature.
**All warrior classes get a total of +3 HP at level 2.*

BARBARIAN

Hit Die: d12
Class Abilities: STR, CON

Some barbarians find the word used to describe them as insulting and dismissive of their rich culture, while others proudly embrace it. The barbarian is guided by intense emotions, and often does not think about who or what gets in their way.

- *Rage:* As a free action, a barbarian gains +2 to hit and damage in melee attacks and Damage Reduction of 1 for 30 minutes.
- *Fast Movement:* A barbarian adds 10' to their base movement speed.
- *Focused Rage:* A barbarian gains +4 to hit and damage, and Damage Reduction of 3 for 30 minutes.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+1	+2	+0	+0	*Rage* 1 time per day	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+2	+3	+0	+0	+2 HP	+1 HP**, +1 Skill Point
3rd	+3	+3	+1	+1	*Fast Movement*	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+4	+4	+1	+1	*Rage* 3 times per day	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+5	+4	+1	+1	—	Natural Armor +1, +1 Skill Point
6th	+6 / +1	+5	+2	+2	—	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+7 / +2	+5	+2	+2	Damage Reduction 1	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+8 / +3	+6	+2	+2	*Focused Rage* once per day	+1 Ability Point, +1 Skill Point, 1 Talent Point

*Level dependent, not class dependent. These skills are completely independent of Class Feature.
**All warrior classes get a total of +3 HP at level 2.

Archeon

Hit Die: d10
Class Abilities: STR, WIS

Archeons are the watchers of the mages. Some are witch hunters, while others serve as their bodyguards. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.

- *Magic Sense:* When an archeon spends time in a place, or with a person or creature, they can detect if magic has been used, and can also sense if it was ravaging magic. They must spend half an hour in the area or with a person to detect this automatically. If an archeon witnesses the use of magic, they can tell if it is ravaging magic with a DC (Difficulty Class) 15 Awareness check.
- *Magebane:* An archeon can use their Magebane ability once per round against any creature or person using magic. They can roll two d20s during an attack and choose the highest roll. They can also use it during Heroic Actions.
- *Spell Shield:* Archeons can create a shield that blocks magical energy around them and those behind them (within 10 feet). This blocks any damaging spell, including AOE. An archeon can do this 3 times per day.
- *Disruption:* An archeon can disrupt a mage up to 40' away. The mage must make a Heroic Action to cast if an archeon is disrupting him. An archeon can do this 3 times per day.
- *Antimagic Shield:* Archeons disrupts any magic cast at them, including beneficial magic. Spells cast at an archeon have a 50% failure rate.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+1	+0	+0	+2	*Magic Sense, Magebane*	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+2	+0	+0	+3	+2 Hit Point	+1 HP**, +1 Skill Point
3rd	+3	+1	+1	+3	—	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+4	+1	+1	+4	—	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+5	+1	+1	+4	*Spell Shield*	Natural Armor +1, +1 Skill Point
6th	+6 / +1	+2	+2	+5	—	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+7 / +2	+2	+2	+5	*Disruption*	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+8 / +3	+2	+2	+6	*Antimagic Shield*	+1 Ability Point, +1 Skill Point, 1 Talent Point

Level dependent, not class dependent. These skills are completely independent of Class Feature.
**All warrior classes get a total of +3 HP at level 2.*

Mage Classes

At first level, spellcasters must choose their spellcaster's *Primary Spellcasting Ability*, which is the ability score that all their spell bonuses will be based upon. Once chosen, this choice cannot be altered, unless they change a spellcasting class, such as from wylder to luminar, or wylder to bard. Most spellcasters in Atheles use Intelligence as their primary spellcasting ability; however, the Game Master (GM) should feel free to allow the use of Wisdom or Charisma for the primary spellcasting ability if it makes for a better story or character development in their campaign. For example, players who build a luminar to fit the "druid" archetype might want to use Wisdom; whereas someone building a bard might choose Charisma as their primary spellcasting ability.

Wylder

Hit Die: d8
Class Abilities: Primary Spellcaster Ability
(Either INT, WIS, or CHA)

Untrained and undisciplined, the wylders are the wild mages of Atheles.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+0	+2	+0	+2	*Spell Memory, Spell Sight, Wild Magic*	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+1	+3	+0	+3	—	+1 HP, +1 Skill Point
3rd	+2	+3	+1	+3	1 Talent Point, *Chaos Wave*	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+3	+4	+1	+4	—	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+3	+4	+1	+4	1 Talent Point	Natural Armor +1, +1 Skill Point
6th	+4	+5	+2	+5	*Discordian Shield*	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+5	+5	+2	+5	—	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+6 / +1	+6	+2	+6	*Focused Wild Magic*	+1 Ability Point, +1 Skill Point, 1 Talent Point

*Level dependent, not class dependent. These skills are completely independent of Class Feature.

Starting Spells known at level 1	
0 Mana Spells	3
1 Mana Spells	1

Mana Pool Table 1: Base Mana per Day

Caster Level	Mana Per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

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

Spellcasting Base Ability Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
12-13	1	1	1	1
14-15	1	4	4	4
16-17	1	4	9	9
18-19	1	4	9	16
20-21	2	5	10	17
22-23	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

WYLDER ABILITIES

- **Spell Memory:** Unable to record spells in a spellbook, wylders are limited to a number of spells they can know at a given time. This is based on class, level, and ability score. A wylder can commit a number of spells to memory equal to their *Spell Memory Allotment* for a given spell level plus their primary ability score modifier.

Spell Memory Allotment

Spellcaster Level	Allowed Spells in Memory
1	6
2	7
3	8
4	9
5	12
6	14
7	17
8	19

- **Spell Sight:** A wylder can use Spell Sight to memorize a spell that they witness being cast. This ability is detailed further in the chapter on Magic.
- **Wild Magic:** A burst of energy explodes from the wylder's hands toward a target. On a successful ranged touch attack with a +2 to the roll, the wylder inflicts 1d4+1 points of damage, gaining 1d4 in power every 2 levels. It is a force effect. Range 60'.
- **Chaos Wave:** A wave of chaotic energy bursts from the wylder in all directions, doing 1d6+1 damage to all in a 10' radius. A wylder can do this 2 times per day.
- **Discordian Shield:** A swirling vortex of chaos energy gives the wylder a +2 shield bonus to their AC, which lasts 1d6+1 rounds. A wylder can do this 2 times per day.
- **Focused Wild Magic:** At level 8, a wylder has learned to control the wild magics that flow through them. Their wild magic ability allows them to cast a burst of wild force doing 4d4+4 points of damage. Now that they can focus this energy, they can change the energy type to any they choose - acid, fire, force, ice, water, or wind. Range 120'.

Luminar

Hit Die: d6
Class Abilities: Primary Spellcaster Ability
(Either INT, WIS, or CHA)

A luminar is a formally trained spellcaster.
They have typically received their education
from one of the magical institutions in Atheles,
like the Wizard Tower, the Druid Council, or
one of the many established churches. Though
their base stats might be shared, their spell
choices and Talents should reflect their specific
path of learning.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+0	+1	+0	+2	*Energy Burst, Spell Book, Spell Sight*	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+1	+1	+0	+3	—	+1 HP, +1 Skill Point
3rd	+1	+2	+1	+3	1 Talent Point	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+2	+2	+1	+4	*Energy Blast*	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+2	+2	+1	+4	—	Natural Armor +1, +1 Skill Point
6th	+3	+3	+2	+5	*Energy Wall,* 1 Talent Point	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+3	+3	+2	+5	—	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+4	+3	+2	+6	*Call of the Elements*	+1 Ability Point, +1 Skill Poin, 1 Talent Pointt

Level dependent, not class dependent. These skills are completely independent of Class Feature.

Starting Spells known at level 1	
0 Mana Spells	4
1 Mana Spells	2+1/2 Spellcaster Primary Ability Bonus*

The Spellcaster Primary Ability Bonus is the ability bonus listed in Ability Bonus chart . The Spellcaster chooses their primary Spellcaster Ability (INT, WIS, or CHA) when they choose a spellcaster class.

Mana Pool Table 1: Base Mana per Day

Caster Level	Mana Per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

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

Spellcasting Base Ability Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
12-13	1	1	1	1
14-15	1	4	4	4
16-17	1	4	9	9
18-19	1	4	9	16
20-21	2	5	10	17
22-23	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

Luminar Abilities

- **Energy Burst:** The luminar fires a small orb of energy (caster's focus) at the target. They must succeed on a ranged touch attack to hit the target. The orb deals 1d4 +1 points of chosen energy damage (fire, ice, acid, stone, or air). This ability gains in power and adds 1d4 +1 damage for each 2 caster levels. Range 40 ft.
- **Spell Book:** A luminar uses a "spell book" to keep track of their spells. This doesn't have to be an actual book—it could be a staff inscribed with runes, detailed tattoos, or even pieces of leather inscribed with small text.
- **Spell Sight:** A luminar can use Spell Sight to memorize a spell that they witness being cast. This ability is detailed further in the chapter on Magic.
- **Energy Blast:** Up to three times per day, the luminar can cast a small orb that explodes in a chosen energy (fire, ice, acid, stone or air) up to 40' away from the caster, doing 4d4 damage to all within a 15' radius. The luminar can also cause the energy blast to instead heal 4d4 hit points to all within a 15' radius.
- **Energy Wall:** Once per day, a luminar can summon a 15'x 15' x 2' wall of energy that does 6d4 damage of chosen energy damage (fire, ice, acid, stone or wind) to any who cross through it. The effect lasts for 2d4 rounds. 60' range.
- **Call of the Elements:** Once per day, a luminar can summon a raging storm of chosen energy (fire, ice, acid, stone or air) to do 8d6+8 damage to a 40' radius of creatures. Range 80'. DC (Difficulty Class) 18, Reflex save for half damage. The luminar can also use this ability to instead Stun all creatures in a 40' radius. A DC 18 Will save to negate.
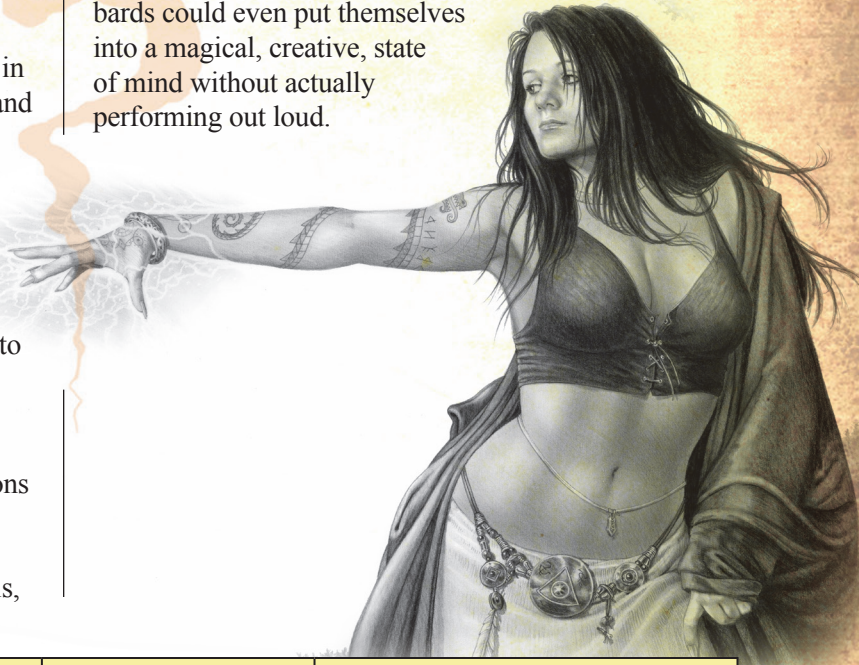
BARD

Hit Die: d8
Class Abilities: DEX, CHA

For some individuals with the talent, music and song become powerful and innately magical. These spellsingers can affect minds, summon "spirits," and in special places, even pierce the veil between Atheles and the Navirim. Their songs can put both the performer and an audience into a magical state of mind.

Bards do not have to carry around spellbooks or memorize spells like luminar mages do. In Atheles, it is said the world was sung into existence: music is creation, and creation is music. A bard simply taps into this process of creation on a smaller scale.

Bards are particularly potent at hypnotic sorts of magic—the sorts of things that work on the perceptions of others. Skilled bards spend a lifetime studying the audience and intuitively learning the various psychologies of people. Most bards begin as minstrels, finding it easiest to tap into their magic while playing an instrument and singing. As their power grows, some have been known to cast magic over a crowd with just a story, a whistled tune, a dance, or even by performing a role. It is said that in times of old, with years of experience and practice, some great bards could even put themselves into a magical, creative, state of mind without actually performing out loud.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+0	+0	+2	+2	*Bardic Knowledge, Perform Talent, Bardic Music: Countersong, Fascinate* (1 person), *Distract, Inspire Courage* (+1)	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+1	+0	+3	+3	*Spell Sight*	+1 HP, +1 Skill Point
3rd	+2	+1	+3	+3	*Soothing Song* once per day	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+3	+1	+4	+4	*Fascinate* (2 people)	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+3	+1	+4	+4	*Inspire Courage* (+2)	Natural Armor +1, +1 Skill Point
6th	+4	+2	+5	+5	*Suggestion*	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+5	+2	+5	+5	*Fascinate* (3 people)	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+6 / +1	+2	+6	+6	*Hymn of Horror, Inspire Greatness*	+1 Ability Point, +1 Skill Point, 1 Talent Point

Level dependent, not class dependent. These skills are completely independent of Class Feature.

Starting Spells known at level 1	
0 Mana Spells	2

Spell Memory Allotment

Spellcaster Level	Allowed Spells in Memory
1	4
2	6
3	8
4	10
5	12
6	13
7	16
8	17

Mana Pool Table 1: Base Mana per Day

Bard Level	Mana Per Day
1st	0
2nd	0
3rd	1
4th	2
5th	6
6th	9
7th	11
8th	14

Bard Abilities

- *Bardic Knowledge:* A bard can make a special bardic knowledge check with a bonus equal to their bard level + Intelligence modifier to see whether they know some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 3 or more ranks in Knowledge, they gain a +2 bonus on this check.)
- A successful bardic knowledge check will not reveal the powers of a magic item but might give a hint as to its general function. A bard cannot take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Knowledge

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

- *Perform Talent:* Bards automatically get the Perform talent.

Bardic Music

Once per day per bard level, bards can perform songs or poetics to produce magical effects on those around them (usually including themselves, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires a minimum bard level.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If they fail, the attempt still counts against their daily limit.

Countersong: A bard can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, they make a Perform check. Any creature within 30' of the bard (including the bard) affected by a sonic or language-dependent magical attack can use the bard's Perform check result in place of their own saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard can keep up the countersong for 10 rounds.

Fascinate: Bards can use their music or poetics to cause one or more creatures to become Fascinated with them. Each target creature must be within 90', able to see and hear the bard, and able to pay attention to them. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, they can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Heroic Action vs. the target's Will save. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate. If any distraction occurs—such as combat, someone yelling, or physical contact—the spell is broken. Any obvious threat—like someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target—automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Distract: A bard can use their performance to counter magic effects that depend on sight. Each round of the distraction, they makes a Persuasion (CHA) skill check. Any creature within 30' of the bard (including the bard) affected by an illusion (pattern) or illusion (figment) magical attack can use the bard's Persuasion check result in place of its own saving throw if, after the saving throw is rolled, the Persuasion skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves.

Inspire Courage: Bards can use song or poetics to inspire courage in their allies (including themselves), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Spell Sight: A bard can use Spell Sight to memorize a spell that they hear or witness being cast. It is detailed further in the chapter on Magic.

Soothing Song: A bard can heal all those who hear their performance, for 1d8+4 HP, by performing for one uninterrupted hour. If interrupted, the spellsong fails, but the bard can continue to attempt the spellsong until successful.

Suggestion: A bard can make a Suggestion (as the spell) to a creature they have already Fascinated. Using this ability does not break the bard's concentration on the Fascinate effect, nor does it allow a second saving throw against the Fascinate effect.

Making a Suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ bard's level + bard's CHA modifier) negates the effect. This ability affects only a single creature (but see Mass Suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Hymn of Horror: Bards can use their performance to foster a sense of growing dread in their enemies, causing them to become Shaken. To be affected, an enemy must be within 30' and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30' and the bard continues their performance. This performance cannot cause a creature to become Frightened or Panicked, even if the targets are already Shaken from another effect. Hymn of Horror is a mind-affecting fear effect, and it relies on audible and visual components.

Inspire Greatness: Bards can use music or poetics to inspire greatness in themselves or a single willing ally within 30', granting them extra fighting capability. To inspire greatness, a bard must sing and an ally must hear them sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 12 bonus Hit Points, a +2 bonus on attack rolls, and a +1 bonus on Fortitude saves. Inspire Greatness is a mind-affecting ability.
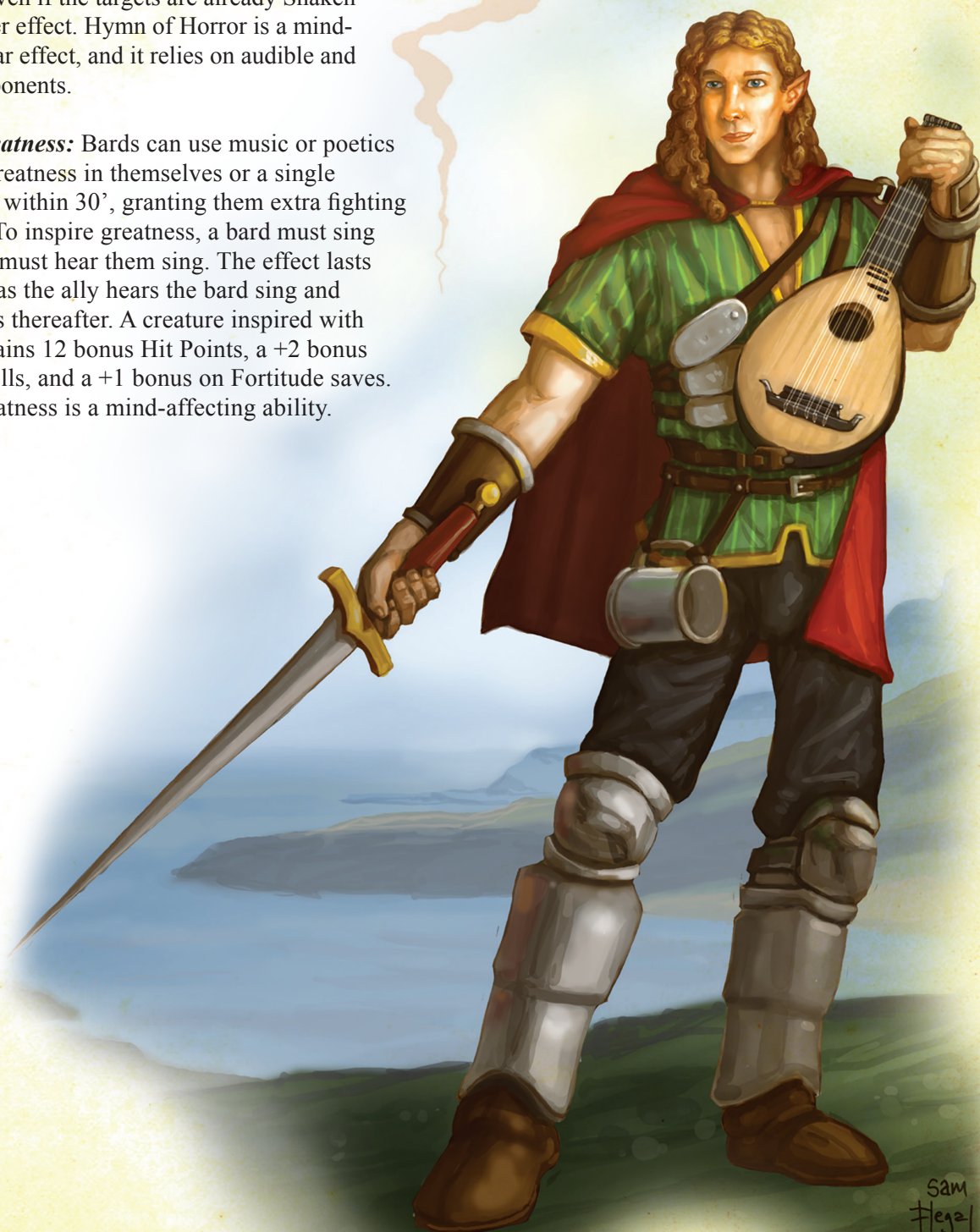
Scout Classes

Ranger

Hit Die: d8
Class Abilities: DEX, WIS

A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a lone who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+1	+2	+2	+0	1st *Favored Enemy, Track*	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+2	+3	+3	+0	1 Talent Point	+1 HP, +1 Skill Point
3rd	+3	+3	+3	+1	1st *Favored Terrain*	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+4	+4	+4	+1	*Hunter's Bond*, 1 Ability Point	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+5	+4	+4	+1	2nd *Favored Enemy*	Natural Armor +1, +1 Skill Point
6th	+6 / +1	+5	+5	+2	*Crippling Strike*	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+7 / +2	+5	+5	+2	*Woodland Stride, Stag's Reflexes*	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+8 / +3	+6	+6	+2	*Swift Tracker,* 2nd *Favored Terrain,* 1 Ability Point	+1 Ability Point, +1 Skill Point, 1 Talent Point

Level dependent, not class dependent. These skills are completely independent of Class Feature.

Ranger Abilities

- **Favored Enemy:** A ranger receives a +2 to hit and a +2 to damage vs. a favored enemy. They can also make skill checks to identify these creatures.

Ranger Favored Enemies:

Type (subtype)	Type (subtype)
Animal	Humanoid (goblinoid)
Construct	Humanoid (Elfling)
Draconian	Humanoid (Human)
Elemental	Plant
Fey (Athelesian)	Undead
Fey (Navirite, Aberration)*	Vermin
Humanoid (Dwarf)	—
Humanoid (Elf)	—
Humanoid (Giant)	—

Encompasses creatures from the Navirim and Aberrations.
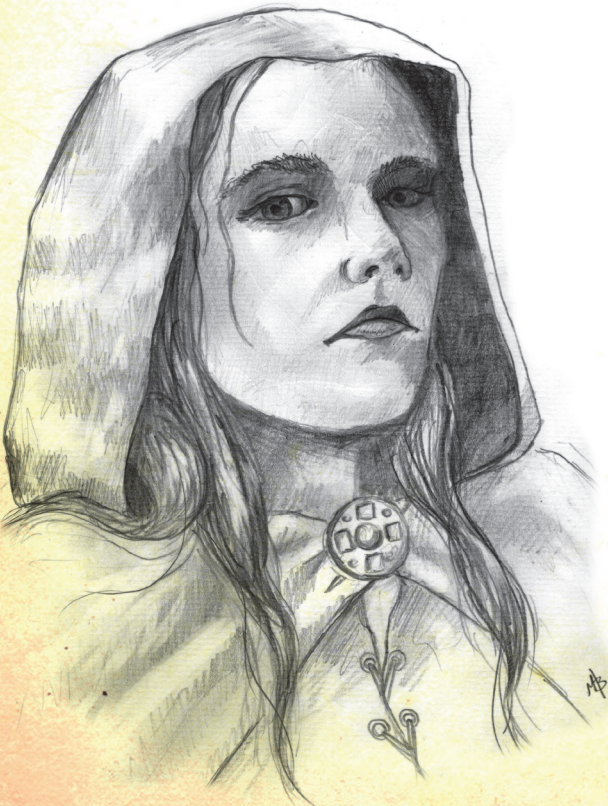
- **Track:** Using the Survival skill, a ranger can try to track anything that has passed nearby.
- **Favored Terrain:** A ranger picks a type of terrain that they have become an expert in. When they are in the favored terrain, they leave no tracks and gains +2 to initiative and survival skill checks.
- **Hunter's Bond:** A ranger can choose to receive the Animal Companion Talent, or they can choose to form a pack with their companions. Those who hunt with rangers receive the ranger's bonus against their favored enemies.
- **Crippling Strike:** The ranger cripples their opponent with a successful attack. The creature cannot move the next round.
- **Woodland Stride:** Dense undergrowth, thorns, briars, etc. do not affect the ranger's movement. Magical or enchanted growth still affects the ranger.
- **Stag's Reflexes:** Grants +2 enhancement to AC as a Dexterity bonus. The ranger must focus for one round, and the effect last for 30 minutes. Can be used once per day.
- **Swift Tracker:** Beginning at 8th level, a ranger can move at their normal speed while following tracks without taking the normal -5 penalty. They take only a -10 penalty, instead of the normal -20, when moving at up to twice normal speed while tracking.

Rogue

Hit Die: d6
Class Abilities: DEX, CHA

The rogue has mastered the art of using wit and agility to overcome adversity in order to obtain what is needed or desired. They might be someone of slight build who has learned clever ways to come out on top in a fight. They might be the thief in the night sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals to pawn the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. A master of traps and stealth, silent and nimble, they are prepared for anything.

Rogue Abilities

- **Sneak Attack:** A rogue can use a Sneak Attack on an enemy who is Distracted, Flanked, or Flat-footed.
- **Trapfinder:** A rogue can search and disarm traps when the DC is over 20.
- **Evasion:** If a rogue makes a successful Reflex save against an attack that deals half damage if successful, the rogue takes no damage.
- **Incredible Dodge:** A rogue is never caught Flat-footed.
- **Advanced Thieving:** A rogue is never Distracted while using their thievery skill. A rogue also has a chance (a "gut feeling") to detect a trap up ahead before they begin to search an area.
- **Improved Incredible Dodge:** A rogue can never be Flanked, or have a Sneak Attack performed on them.
- **Immobilize Enemy:** The target of the Sneak Attack must succeed at a DC 20 Fortitude save or be Immobilized for 1d4 rounds.

Level	Base Attack Bonus (BAB)	Fortitude Save	Reflex Save	Will Save	Class Feature	Level Bonus*
1st	+0	+0	+2	+0	**Sneak Attack** (+1d6), **Trapfinder**	1st Legacy Item, 10 Skill Points to start, 2 Talent Points
2nd	+1	+0	+3	+0	**Evasion**	+1 HP, +1 Skill Point
3rd	+2	+1	+3	+1	2 Talent Points, **Sneak Attack** (+2d6)	Resistance +1, +1 Skill Point, 1 Talent Point
4th	+3	+1	+4	+1	**Incredible Dodge**	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	+3	+1	+4	+1	**Sneak Attack** (+3d6)	Natural Armor +1, +1 Skill Point
6th	+4	+2	+5	+2	**Advanced Thieving**	Resistance +2, +1 Skill Point, 1 Talent Point
7th	+5	+2	+5	+2	**Sneak Attack** (+4d6)	Natural Armor +1, +1 Skill Point, 3rd Legacy Item
8th	+6/+1	+2	+6	+2	**Improved Incredible Dodge**, 1 Ability Point, **Sneak Attack** gains, **Immobilize Enemy**	+1 Ability Point, +1 Skill Point, 1 Talent Point

Level dependent, not class dependent. These skills are completely independent of Class Feature.

ASSIGN ABILITIES

Each character receives 33 points to spend on increasing their basic attributes. In this method, all attributes start at a base of 7. A character can increase an individual score by spending some of their points. No score can be reduced below 7 or raised above 18 at level 1.

- **STRENGTH (STR)** — This determines the amount of weight you can carry or lift, and how hard you can hit.
- **DEXTERITY (DEX)** — Your quickness, agility, and reflexes, e.g., how swiftly you can dodge a missile.
- **CONSTITUTION (CON)** — Your toughness, stamina, and general health, e.g., resistance to becoming sick.
- **INTELLIGENCE (INT)** — A measure of your overall worldly knowledge and learning aptitude.
- **WISDOM (WIS)** — A measure of your judgment and ability to discern risks and rewards.
- **CHARISMA (CHA)** — This is your general likeability, determining the outcome of social situations.

Ability Score	Bonus	Description
7	-2	Significantly Below Average
8-9	-1	Below Average
10-11	0	Average
12-13	+1	Above Average
14-15	+2	Significantly Above Average
16-17	+3	Exceptional
18-19	+4	Extraordinary
20-21	+5	Incredible

ASSIGN SKILL POINTS

Skills are things anyone can learn to a lesser or greater extent if they study or train hard, especially if they train under a tutor or master. In game terms, skills are measured by ranks. Skill ranks run from 0 (unskilled) to 5 (world class). A player has 10 skill points to spend on their character's skill ranks during character creation at first level.

A *skill roll* is **d20 + Ability Modifier + Skill Rank**. Skill ranks cannot be higher than your current player level plus one (to a max of 5). You receive one skill point per level after first level.

The skill names in the following chart cover a broad range of actions a character can do. This is, of course, an incomplete list, and it is between the player and GM to decide what skill an action would fall under.

Skill Name	Ability	Actions
Acrobatics	DEX	Balance, Escape Artist, Juggle, Tumble
Athletics	STR	Climb, Jump, Swim
Awareness	WIS	Investigate, Listen, Search, Spot, Sense Motive, etc.
Endurance	CON	Run, Swim, Hold Breath, Row, Endure Pain/Torture, Endure Heat or Cold Better, etc.
Knowledge	INT	Appraise, Knowledge (history, legends, herbology, monster lore, etc.), Detect Poison, etc.
Persuasion	CHA	Bluff, Diplomacy, Gather Information, Intimidate, etc.
Spellcraft	Spellcaster Primary Ability*	Spell Sight, Focusing, Ravaging, etc.
Survival	WIS	Track, Forage, Hunt, Start Fire, Fletch, Skin, Set Snares, Fish, Identify Edible Foods & Herbs, Locate Potable Water, Detect Poison, etc.
Thievery	DEX	Sneak, Hide, Pick Locks, Find/Set/Disarm Traps, etc.

The Spellcaster Primary Ability Bonus is the ability bonus listed in Ability Bonus chart. The spellcaster chooses their Spellcaster Primary Ability (INT, WIS, or CHA) when they choose a spellcaster class.

STANDARD SKILL CHECK

1d20 + Skill Points + Ability Modifier > DC15

Determine Derived Stats
- Armor Class (AC) = DEX modifier + Armor bonus
- Hit Points = Max + CON modifier at 1st level. Roll hit dice + CON modifier thereafter.

Savings Throws
According to Class Chart

Difficulty Class
Some checks are made against a Difficulty Class (DC). The DC is a number you must roll equal to or higher on a d20 in order to succeed on your skill check. The DC is set by the GM using the skill rules as a guideline.

Difficulty Class (DC)Examples

|		
Easy	0	Climb a knotted rope (Athletics)
Average	5	Hear an approaching creature (Awareness)
Tough	10	Set up a snare trap (Thievery or Survival)
Challenging	15	Swim through stormy water (Endurance)
Formidable	20	Open an average lock (Thievery)
Heroic	25	Leap across a 30' chasm (Athletics)
Nearly Impossible	30	Track creatures across hard ground after a rain. (Survival)

Choose Talents

Talents are special abilities a character might be born with or gain through training. Unlike "abilities," talents are not ranked; either a character has a specific talent or they do not. A player has 2 points to spend on initial talents when creating their character. The cost for each talent is shown in parentheses beside each description. As characters go up in level, they gain one or two additional talent points every few levels, depending upon their class (see leveling tables under each class description for specifics). These points can be spent right away or saved up and spent on a higher-cost talent later on.

- *Advantage* (2) — Once per game day, you put all your focus into making the best of a situation. You roll 2d20 and pick the result you want.
- *Agile* (1) — You get a +2 bonus to all Acrobatic, Thievery, and DEX checks.
- *Alertness* (1) — You get a +2 bonus to all Awareness and WIS checks.
- *Animal Affinity* (1) — You get a +2 bonus to all Persuasion checks with animals.
- *Animal Companion* (1) — The character has an animal follower that is loyal and understands the character's commands. The animal is typical of its species but can improve as the character gains experience.
- *Blind Fight* (1) — In melee, any time you miss because of Concealment you can reroll your miss chance percentile roll one time to see if you actually hit. An Invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being Invisible. The Invisible attacker's bonuses do still apply for ranged attacks, however.
- *Call of Nature* (1) — You have an affinity with nature. You can calm animals with a CHA check, you leave no tracks in natural environments, and are unhindered by natural undergrowth.
- *Cleave* (2) — If you deal a creature enough damage to make it Disabled (typically by dropping it to below zero hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5' step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
- *Deceitful* (1) — You get a +2 bonus to all Persuasion checks concerning disguise, forgery, or lying.

- *Deflect Arrows* (2) — You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit by a ranged weapon, you can deflect it so that you take no damage. You must be aware of the attack and not Flat-footed. It is handled like a Heroic Action, but attempting to deflect a ranged weapon doesn't count as an action. Unusually large ranged weapons and ranged attacks generated by spell effects can't be deflected.
- *Disburse Magic* (2) — Once per round when you would normally be affected by magic you can negate it so that you take no damage. You must be aware of the attack and not Flat-footed. It is handled like a Heroic Action. Attempting to Disperse Magic doesn't count as an action.
- *Dodge* (1) — You receive a +1 bonus to your AC.
- *Dual Wield* (2) — You can fight with two weapons with a penalty of -1 to hit on your primary weapon and -2 to hit on your off-hand weapon.
- *Empower Spell* (1) — You spend one mana to add a 1d6 to your spell's dice roll.
- *Enlarge Spell* (1) — You can double the range of spells by doubling the mana.
- *Exotic Weapon Proficiency* (1) — You are proficient with one exotic weapon.
- *Expanded Critical* (1) — Add one to your potential critical range for all weapons.
- *Far Shot* (2) — When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.
- *Focused Ravaging* (1) — A ravaging spellcaster can focus where their energy comes from, dealing the spell's mana cost in damage to the target. Range 30'. The caster must succeed at a Heroic Action vs the target (Spellcraft skill vs Will save), otherwise the energy comes from the spellcaster.
- *Great Fortitude* (1) — You can add +2 bonus to all Fortitude checks.
- *Healing* (1) — You can take a round to bind an injury (the target gains back +1 HP). During rest a healer can use their abilities to allow other characters gain back double the normal hit points.
- *Investigator* (1) — You get a +2 bonus to all Awareness and WIS checks.
- *Improved Initiative* (1) — You get a +2 bonus to your initiative.
- *Lightning Reflexes* (1) — You get a +2 bonus to all Reflex saving throws.

- *Magical Aptitude* (1) — You get a +2 bonus to Spellcraft checks.
- *Maximize Spell* (2) — You can triple the mana for a spell and all numeric effects of that spell are maximized.
- *Multi-Shot* (2) — As a standard action, you can fire two arrows at the same time in a single shot at a single opponent within 60'. Both arrows use the same attack roll (with a -2 penalty) to determine success and deal damage normally.
- *Mythic Heroic Action* (3) — You get a +2 bonus to any Heroic Action.
- *Negotiator* (1) — You get a +2 bonus to all CHA and Persuasion checks.
- *Over-Extended Attack* (1) — You add an additional 1d6 damage to a successful melee hit, but you also receive the same damage as you strain your body in the attack.
- *Parry* (2) — Once per round, if you would normally be hit with a melee weapon you can parry it so that you take no damage. You must be aware of the attack and not flat-footed. It is handled like a Heroic Action, but attempting to parry a melee weapon doesn't count as an action.
- *Perform* (1) — The adventurer is skilled in a form of entertainment. It can be used to distract, encourage, or enchant others.
- *Powerful* (1) — You get a +2 bonus to all Athletics and STR skill checks.
- *Rapid shot* (2) — You gain one more attack with a ranged weapon. The additional attack is at your highest attack bonus -2.
- *Run* (1) — Three times per combat, as a single Move Action per round, you can move double your normal speed with no disadvantage. While running, you retain your Dexterity bonus to AC.
- *Shield Bash* (1) — As an action, which does not count as an attack, you can attempt to knock prone an adjacent opponent with a Heroic Action. If successful, it also does 1d4 damage.
- *Sidestep* (1) — If your opponent misses you with an attack, you can move 5' afterwards.
- *Skilled* (1) — You receive two extra skill points.
- *Spell Mastery* (2) — You get a +3 bonus to all Spellcraft checks.
- *Spell Resistance* (1) — You get a +3 to all saves vs. magic.
- *Stealthy* (1) — You get a +2 bonus to all DEX checks, which include hiding and/or moving silently.
- *Studious* (1) — You get a +2 bonus to all Knowledge and INT checks.
- *Stunning Strike* (1) — You take a -5 to attack, but if your attack hits your opponent is Stunned for one round.

- *Survivalist* (1) — You get a +2 bonus to all Survival and WIS checks.
- *Take a Hit* (1) — You can take a hit and suffer less damage. Damage Reduction (DR) -1.
- *Tenacity* (1) — You get a +2 bonus to all Endurance and CON checks.
- *Unbreakable Will* (1) — You get a +2 bonus to all Will saving throws.
- *Weapon Dexterity* (1) — You can use your DEX bonus on small and medium melee weapons as your *To Hit* bonus.
- *Weapon Specialty* (1) — You can choose a weapon with which you are specialized, gaining a +1 bonus to all attack and damage rolls made using that weapon. Weapon choice cannot be changed.
- *Whirlwind Attack* (2) — Once per round, you can attack all of those within reach with your full base attack bonus. Dice are rolled for each target attacked, and each target after the first gets an additional -1 to the attack roll.
- *Wild Empathy* (1) — You can improve the attitude of an animal. This ability functions just like a Persuasion check made to improve the attitude of a person.
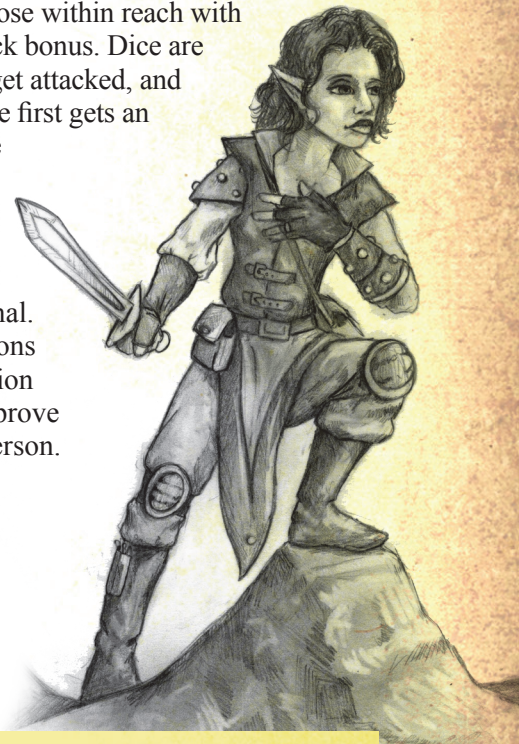
Choose Languages
(Optional)

All adventurers know the Common tongue. There are many languages in Atheles, and the adventurer can know 1 extra language per INT bonus.

Languages

Common, Dwarven, Elven, Fey, Goblin, Ishian, Navirite, Northern, Tirian, Uthgardian.

PURCHASE EQUIPMENT

The coins of Atheles are gold pieces (gp), silver pieces (sp), and copper pieces (cp).

The exchanges rates are 10sp = 1gp, and 10cp = 1sp.

Each player gets **3d4 x 10 + 20 gp** at character creation.

Goods	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Caltrops	5 sp	1 lb.
Candle	1 cp	—
Case, map or scroll	1 gp	½ lb.
Chain (10')	30 gp	2 lb.
Chalk	1 cp	—
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.
Lock (amazing)	150 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Oil (1 pint)	5 sp	1 lb.
Pouch, belt (empty)	1 gp	½ lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50')	1 gp	10 lb.
Rope, silk (50')	10 gp	5 lb.
Sack (empty)	1 sp	½ lb.
Signet ring	5 gp	—
Shovel	2 gp	8 lb.
Soap (per lb.)	5 sp	1 lb.
Sledge	1 gp	10 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Tools and Kits		
Alchemist's lab	240 gp	40 lb.
Climber's kit	80 gp	5 lb.
Healer's kit	50 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument	5 gp	—
Musical instrument (masterwork)	100 gp	—
Thieves' tools	30 gp	1 lb.
Thieves' tools (masterwork)	100 gp	2 lb.

Goods	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Bread, per loaf	2 cp	½ lb.
Cheese, hunk of	1 sp	½ lb.
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	½ lb.
Inn stay (per day)		
Good	2 gp	—
Common	4 sp	—
Poor	1 sp	—
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1½ lb.

WEAPONS

All weapons do double damage, also called a critical hit, when a natural 20 is rolled: roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted. Type of weapons is P for piercing, S for Slashing, B for Budgeoning, and 2H for Two-Handed.

Weapon	Damage	Weight	Cost	Type	Range
Unarmed	1d3	—	—	Non-lethal	—
Light Weapons					
Dagger	1d4	1 lb.	2 gp	P	20'
Stiletto	1d4	1 lb.	4 gp	P	—
Whip	1d4	2 lb.	2 gp	S	—
Medium Weapons					
Handaxe	1d6	3 lb.	6 gp	S	—
Mace	1d6	5 lb.	9 gp	B	—
Quarterstaff	1d6	4 lb.	—	B / 2H	—
Rapier	1d6	2 lb.	20 gp	P	—
Scimitar	1d6	4 lb.	15 gp	S	—
Short Spear	1d6	3 lb.	1 gp	P	40'
Short Sword	1d6	2 lb.	10 gp	P	—
Large Weapons					
Battleaxe	1d8	6 lb.	10 gp	S	—
Longsword	1d8	4 lb.	15 gp	S	—
Falchion	1d8	8 lb.	20 gp	S / 2H	—
Morningstar	1d8	6 lb.	8 gp	B / P	—
Spear	1d8	9 lb.	5 gp	P / 2H	—
Trident	1d8	4 lb.	15 gp	P	—
Warhammer	1d8	5 lb.	12 gp	B	—
Extra Large Weapons					
Greataxe	2d6	12 lb.	20 gp	S / 2H	—
Great Sword	2d6	8 lb.	5 gp	S / 2H	—
Halberd	2d6	12 lb.	10 gp	P / S	—
Ranged Weapons					
Bolas	1d3	2 lb.	5 gp	B	60'
Sling	1d4	0 lb.	-	B	50'
Crossbow	1d8	8 lb.	45 gp	P / 2H	100'
Shortbow	1d6	2 lb.	30 gp	P	65'
Longbow	1d8	3 lb.	75 gp	P	110'
Composite bow	Add STR bonus	—	Add 100 gp	—	+20' range
Ammo					
Arrow (20)	—	—	1 gp	P	—
Bolt (10)	—	—	1 gp	P	—
Bullet, sling (10)	—	—	1 sp	B	—
Exotic Weapons					
Bastard Sword	1d10	6 lb.	35 gp	S	—
Dwarven Waraxe	1d10	12 lb.	50 gp	S / 2H	—
Iron Chain Whip	1d6	3 lb.	15 gp	S	—

Armor

Armor	Cost	AC bonus	Max Dex Bonus	Weight
Light Armor				
Padded	5 gp	1	8	10 lb.
Leather	10 gp	2	6	15 lb.
Studded Leather	25 gp	3	5	20 lb.
Chain shirt	100 gp	4	4	25 lb.
Medium Armor				
Hide	15 gp	3	4	25 lb.
Scale mail	50 gp	4	3	30 lb.
Chainmail	150 gp	5	2	40 lb.
Breastplate	200 gp	5	3	30 lb.
Heavy Armor				
Splint mail	200 gp	6	0	45 lb.
Banded mail	250 gp	6	1	35 lb.
Half-plate	600 gp	7	0	50 lb.
Full plate	1,500 gp	8	1	50 lb.
Shields				
Buckler	1 gp	1	—	2 lb.
Shield, light wooden	3 gp	1	—	5 lb.
Shield, light steel	9 gp	1	—	6 lb.
Shield, heavy wooden	7 gp	2	—	10 lb.
Shield, heavy steel	20 gp	2	—	15 lb.
Shield, tower	45 gp	4	2	45 lb.

Selling Items

Items commonly sell for 1/2 their listed price.

Masterwork Items

Masterwork items are created with superior materials and craftsmanship. A masterwork item grants a +1 to any roll using the item. This does not apply to damage. The cost for a masterwork item is quadruple the listed cost.

Choose Legacy Items

Certain items gain power as the adventurer gains levels. These items are a part of the adventurer's story; they are the famed sword, the lockpicks of luck, or the rope their mother gave them before they left home. Each player should work with their GM to choose a *Legacy Item* for their character that they start out with at first level as a part of their backstory, which will grow in strength as they grow in skill.

More about Legacy Items can be found later in this chapter.

Create Backstory

Each player should work with their GM to create a unique backstory for their character. Sometimes the GM might create a secret backstory for a player and only reveal part of the story at the beginning. Part of the adventure path will be discovering the rest of the story, and adding to the character's saga is part of gaining experience and going up in levels.
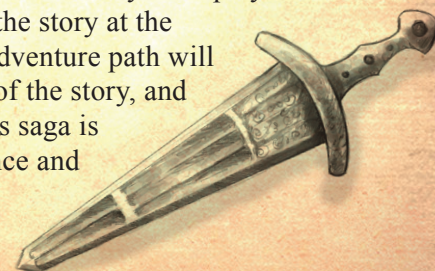
ADVENTURING

CARRY CAPACITY

Strength	Light Load	Medium Load	Heavy Load	Lift over Head	Lift off ground	Push or drag
7	23 lb. or less	24-46 lb.	47-70 lb.	70 lb.	140 lb.	350 lb.
8	26 lb. or less	27-53 lb.	54-80 lb.	80 lb.	160 lb.	400 lb.
9	30 lb. or less	31-60 lb.	61-90 lb.	90 lb.	180 lb.	450 lb.
10	33 lb. or less	34-66 lb.	67-100 lb.	100 lb.	200 lb.	500 lb.
11	38 lb. or less	39-76 lb.	77-115 lb.	115 lb.	230 lb.	575 lb.
12	43 lb. or less	44-86 lb.	87-130 lb.	130 lb.	260 lb.	650 lb.
13	50 lb. or less	51-100 lb.	101-150 lb.	150 lb.	300 lb.	750 lb.
14	58 lb. or less	59-116 lb.	117-175 lb.	175 lb.	350 lb.	875 lb.
15	66 lb. or less	67-133 lb.	134-200 lb.	200 lb.	400 lb.	1000 lb.
16	76 lb. or less	77-153 lb.	154-230 lb.	230 lb.	460 lb.	1150 lb.
17	86 lb. or less	87-173 lb.	174-260 lb.	260 lb.	520 lb.	1300 lb.
18	100 lb. or less	101-200 lb.	201-300 lb.	300 lb.	600 lb.	1500 lb.
19	116 lb. or less	117-233 lb.	234-350 lb.	350 lb.	700 lb.	1750 lb.
20	133 lb. or less	134-266 lb.	267-400 lb.	400 lb.	800 lb.	2000 lb.

CARRYING LOADS

Load	Max Dex Bonus	Speed					
		20'	30'	40'	50'	60'	70'
Medium	+3	15'	20'	30'	35'	40'	50'
Heavy	+1	15'	20'	30'	35'	40'	50'

One Day (Overland)	Speed					
	15 feet	20 feet	30 feet	40 feet	50 feet	60 feet
Walk	4 leagues	6 leagues	8 leagues	10 leagues	12 leagues	15 leagues

A league is approximately 3 miles, roughly the distance a person can walk in an hour. Distances are not strict in SagaBorn. Hiking times and travel depend very much on the character and land, but a league is a good unit to use as a general distance. Maps during this time are often inaccurate as well, so the GM can lengthen or shorten travel times to work with the story.

MOUNTS AND VEHICLES

Mounts	Per Hour	Per Day
Light Horse	2 leagues	15 leagues
War Horse	1 1/2 leagues	12 leagues
Pony	1 league	8 leagues
Mule	1/2 league	5 leagues
Cart	1/2 league	5 leagues
Sailing Ship	2 1/2 leagues	18 leagues
Galley	4 leagues	32 leagues

REST

An adventurer gains back 1d6 hp + thier CON bonus after 8 hours of rest. Rest is not just sleep, but also the down time after adventuring, hiking, or other activities. Cooking, sitting, and meditating all count as resting.

ANIMAL COMPANIONS

An animal companion's abilities are determined by the adventurer's level. An animal companion can be any non-magical small or medium creature, using the stats listed below.

Level	HD	Base Attack	Fort	Ref	Will	Skills	Talents	Natural Armor Bonus	STR/DEX bonus	Special
1	2	+1	+3	+3	+0	1	1	+0	+0	Link
2	3	+2	+3	+3	+1	2	1	+0	+0	—
3	3	+2	+3	+3	+1	2	2	+2	+1	Evasion
4	4	+3	+4	+4	+1	3	2	+2	+1	—
5	4	+3	+4	+4	+1	3	3	+2	+1	Share Vision
6	5	+4	+4	+5	+2	4	3	+4	+2	—
7	5	+4	+5	+5	+2	5	4	+4	+2	—
8	6	+5	+5	+5	+3	6	5	+5	+2	Share Mind

- *Link* — There is a link between an animal companion and their partner. A character can suggest an action to their animal companion as a free action, and there is a favorable understanding and bond between the two.
- *Evasion* — If an animal companion makes a successful Reflex save against an attack that deals half damage if successful, the rogue takes no damage.
- *Share Vision* — The character can see through the eyes of their animal companion at will. There are no distance restrictions.
- *Share Mind* — The character and companion share a strong mind link, and both gain a +4 against mind influencing spells and effects as long as they are with 100' of each other.

Gaining Levels

Experience and Leveling

In SagaBorn, leveling occurs at the discretion of the GM. While Challenge Ratings (CR) are used to aid the GM in gauging the difficulty of encounters, experience points are not used. Instead levels are rewards that occur after a certain number of encounters, which can be combat, environmental, and social-oriented. The number of encounters is up to the GM, using the table below as a general guideline; the rate at which characters level can be tweaked by adding to or reducing the number. Adding to the character's Saga should also play a part in the leveling of the character (see "Adding To Your Saga" below).

Character Level	Number of encounters per level for advancement
1	8
2	10
3	14
4	20
5	28
6	38
7	50
8	—

Other options would be to level the characters at the end of an adventure arc, or when major character milestones are achieved.

HEROIC ABILITIES — LEVEL BONUS

As an adventurer gains levels, they gain abilities that make them extraordinary. Below is the chart of heroic abilities that they receive as level bonuses. This information can also be found on the far right of all class level charts.

Heroic Abilities:

Level	Heroic Abilities
1st	1st Legacy Item, 10 skill points to start, 2 Talent Points to start
2nd	Bonus Hit Point, +1 Skill Point
3rd	Resistance +1, +1 Skill Point, +1 Talent Point
4th	+1 Ability Point, +1 Skill Point, 2nd Legacy Item
5th	Natural Armor +1, +1 Skill Point
6th	Resistance +2, +1 Skill Point, +1 Talent Point
7th	Natural Armor +2, +1 Skill Point, 3rd Legacy Item
8th	+1 Ability Point, +1 Skill Point, 1 Talent Point

- **Ability Points** — A character gains an additional ability point to spend at 4th and 8th levels.
- **Bonus Hit Point** — A character gains +1 HP (Hit Point) at second level in addition to any other HP gains due to class features..
- **Resistance** — A character gains a resistance bonus to all saving rolls of +1 at 3rd level, and +2 at 6th level.
- **Legacy Items** — A character gains a legacy item, which is an item that grows in power with the character at 1st, 4th, and 8th levels.
- **Natural Armor** — A character gains a +1 bonus to their AC by a natural armor increase at 5th level. It raises to a +2 bonus at 7th level.
- **Skill Points** — A character receives 10 points to spend on Skills at level 1, and gains one point per level thereafter.
- **Talent Points** — A character receives 2 points to spend on Talents at level one, and gains additional points at 3rd and 6th level.

MULTICLASSING

The abilities of a multiclassed character are the sum of their combined class abilities.

LEVEL
Character level is the total number of levels a character has. It affects the level-based abilities listed above in Heroic Abilities Table

Class level is the number of levels an adventurer has in that particular class.

HIT POINTS
A character gains hit points from each class as their class level increases, adding the new hit points to the previous total.

BASE ATTACK BONUS
Add the base attack bonuses acquired for each class to get the character's base attack bonus (BAB). A resulting value of +6 or higher can provide the character with multiple attacks as listed in their class chart.

SAVING THROWS
Add the base save bonuses for each class together.

ABILITY INCREASES
A multiclass character gains ability score increases based on character level, regardless of individual class level.

SPELLS
The character gains spells from all of their spellcasting classes and keeps a separate spell list for each class. If a spell's effect is based on the class level of the caster, the player must keep track of which class's spell list the character is casting the spell from.

MULTICLASSING MAGES
(OPTIONAL)

Most mages in Atheles begin their careers as wylders. Later they might find a focus for the Art and become a luminar. This would limit a magic user from attaining the highest levels of either class.

As an option, when a wylder begins training as a luminar and has gained one level in luminar, they can retroactively change their previous levels as a wylder to luminar levels. It is handled as if they have recreated their character as a luminar of their current level.

The loss of hit points and combat prowess is explained as their refocusing on the spellcraft it takes to become a luminar.

LEGACY ITEMS

Certain items gain power as the adventurer levels. These items are a part of the adventurer's story; they are the famed sword, the lockpicks of luck, or the rope their mother gave them before they left home.

These items are part of the legacy of the adventurer.

Level	Advancement for Weapons
1st	—
2nd	+1 to critical hit range. 20 = 19-20
3rd	—
4th	+1 to one legacy weapon
5th	—
6th	+2 to critical hit range 20 = 18-20
7th	—
8th	+2 to one legacy weapon

Level	Advancement for Armor
1st	—
2nd	1 Damage Reduction (DR)
3rd	—
4th	+1 to armor
5th	—
6th	2 Damage Reduction (DR)
7th	—
8th	+2 to armor

Level	Advancement for Magic Focus items
1st	—
2nd	Imbued with a 0 mana spell, can cast as a free action.
3rd	—
4th	Imbued with a 1 mana spell that does not have a dice pool.
5th	—
6th	Item can be called to its owner at any time.
7th	—
8th	Imbued with a 3 mana spell that does not have a dice pool.

GAINING NEW LEGACY ITEMS

On average, the GM should plan for each character to gain a legacy item at 1st, 4th, and 7th level. There are several options for doing this.

- **Option 1:** First and foremost, one of the character's items which they have been using for a while, starts gaining power from having used it in the battle for such a long time, becoming something more than a normal item: a *legacy item*. In this case, the GM should would work with each player to pick the item and its powers.
- **Option 2:** Another option is for the GM to work legacy items into the storyline so that each character gains one somewhere around 4th level. These could be items taken from a foe they bested, or ancient items unearthed in a long-forgotten treasure horde.
- **Option 3:** A third option, for characters that are training under a teacher at a church, the mage tower, under a guild, or some other society or group, is to have a legacy item bestowed upon them by their teacher once they gain a certain level of skill. Within the storyline, this could require a test of skill or a quest of some sort, and might be bestowed in a formal ceremony.

OTHER LEGACY ITEMS

Other items can be legacy items; the GM and player should work together to define the powers of these items.

ADDING TO YOUR SAGA

After each adventure, the players retell their most heroic moment, which is added to their Saga. It is up to the Game Master to determine Level Advancement, but a player should add a line to their Saga for each level.

The Saga is what the players are creating, the stories of their characters, within the overarching storyline the GM has crafted. What the heroes do within that storyline is what makes them legendary. A Saga could be more than just heroic battles—it could be a fumble so awkward that it is miraculous anyone survived, or that a silver tongue was more powerful than a sword in a saving the party from certain doom. Your Saga is what makes this your game.

COMBAT

CHARACTER ROUND:

SINGLE ACTIONS:
- Attack (characters can only attack once per round)
- Cast a spell (pay attention to casting time of individual spells)
- Heroic Action
- Move Action (can be split with another single action)
- Standard Action (open a door, kick over a table)
- Stabilize

ACTION DEFINITIONS

ATTACK
Using their base attack.

BASE ATTACK BONUS
The bonus added to your d20 attack roll.

HEROIC ACTION
When a character wants to do something out of the ordinary, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. Game Master roll: each rolls a d20 and adds the appropriate ability modifier (for a roll against the environment the GM adds a default +2). The highest roll wins. Heroic actions can be used for any non-combat actions that would be contested by another creature.

SKILL CHECKS
Most skill checks are against the standard DC 15. The GM can add modifiers based on different situations.

MOVE ACTION
The player can move up to their full movement. She can move, then perform another action, then continue moving as long as she does not move further than their full movement.

SPELL
Casting a single spell.

STABILIZE
A standard action to stabilize a disabled character on a DC12 Survival check.

STANDARD ACTION
A standard action is one action that takes a limited amount of time. Examples: Opening a door, flipping a table, unlocking a lock.

HOW TO ATTACK ANOTHER CREATURE

To hit:
D20 + BAB (Base Attack Bonus) + Ability Modifier (STR for melee, DEX for ranged) = or > Target's Armor Class

CRITICALS AND FUMBLES

Rolling a 20 is always a Critical Hit. Some weapons have a larger range, and you can choose the Expanded Critical Talent which adds 1 to your crit range.

CRITICAL HIT
A roll of a natural 20 during any attack causes double damage. Roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

FUMBLE
A roll of a natural 1 during any attack or action causes the character to fumble. The circumstances and consequences of a fumble are up to the GM, but we suggest it causes the character to have some negative effect, like dropping their weapon, tripping when charging, or says something incredibly offensive during a diplomatic negotiation.

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for you or your opponent to strike each other. An attack roll is made on a d20, with all appropriate modifiers added, and is successful if the result is equal to or higher than the target's AC. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier + natural armor

Table: AC size modifier chart

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Concealment

If a creature is at least 50% hidden behind an object, or has the ability to duck behind cover, then attackers suffer a -2 to attack rolls to hit. If a creature is fully Concealed, but still attacking, attackers suffer a -5 to attack rolls to hit.

Challenge Rating (CR)

A monster's CR is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Death

When your character's current hit points drop to -10 or lower, they're dead. They cannot be healed, and barring some kind of miracle, they cannot return to the world.

Nonlethal Damage

A character can choose to use nonlethal damage during combat. Nonlethal damage accumulates with standard damage. If nonlethal damage exceeds your current hit points, you fall unconscious.

Stabilizing a Disabled Character

If a hero is Disabled they must succeed at a DC 12 Constitution (Con) check to stabilize. After stabilized, they can try to succeed at a DC 14 Con check to see if they become mobile. If they become mobile, they can perform one action such as move at 1/2 speed, cast a spell, use a skill, or attack an adjacent creature at - 5 to hit and damage.

Conditions

- *Bleed* — A creature that is bleeding takes the amount of damage listed at the beginning of its turn. Bleeding can be stopped by a DC 10 Survival check or through the application of any spell that cures hit point damage
- *Blinded* — The character cannot see. They take a -2 penalty to Armor Class, lose their Dexterity bonus to AC (if any), and moves at half speed. Any target they attack gets a 50% chance to dodge the attack.
- *Confused* — A Confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A Confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a Confused character. Any Confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still Confused when its turn comes.
- *Cower* — The character is frozen in fear and can take no actions. A Cowering character takes a -2 penalty to Armor Class and loses their Dexterity bonus (if any).
- *Dazed* — The character or creature loses one action.
- *Dead* — A character or creature below -10 hit points.
- *Deafened* — A Deafened character cannot hear. They take a -4 penalty on initiative checks, have a 50% chance of failure of Awareness checks, and a 20% chance of spell failure when casting spells. Characters who remain Deafened for a long time grow accustomed to these drawbacks and can overcome some of them.
- *Disabled* — A character or creature at or below zero (0) hit points. No actions, communication, or movement allowed.
- *Distracted* — The character's focus is so intent that they are unaware of other actions around them.

- ***Energy-Drained*** — The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, they die. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities).

- ***Entangled*** — Being Entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An Entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An Entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

- ***Exhausted*** — An Exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes Fatigued. A Fatigued character becomes Exhausted by doing something else that would normally cause fatigue.

- ***Fatigued*** — A Fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the Fatigued character to become Exhausted. After 8 hours of complete rest, characters are no longer Fatigued.

- ***Flanked*** — A Flanked character has two enemies on opposite sides threatening them. They lose their DEX bonus to AC (Armor Class).

- ***Flat-footed*** — A character who has not yet acted during a combat is Flat-footed, not yet reacting normally to the situation. A Flat-footed character loses their Dexterity bonus to AC (if any).

- ***Frightened*** — A Frightened creature flees from the source of its fear as best it can. If unable to flee, it will fight. A Frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A Frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

- ***Helpless*** — A Helpless character is Paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A Helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a Helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can Sneak Attack Helpless targets. As a full-round action, an enemy can use a melee weapon to deliver a killing blow to a Helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A rogue also gets their sneak attack damage bonus against a helpless foe when delivering a killing blow. If the damage inflicted is not enough to to kill the defender, they must still make a Fortitude save (DC 10 + damage dealt) or die; multiple attacks require multiple saves.

- ***Immobilized*** — The character or creature cannot move, but can perform any other action.

- ***Incorporeal*** — The character or creature has no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other Incorporeal creatures, +1 or better magic weapons, legacy weapons, spells, spell-like effects, or supernatural effects.

- ***Nauseated*** — The character or creature experiences gastric distress, and may also vomit up the contents of their stomach. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

- ***Panicked*** — A Panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. If cornered, a Panicked

creature is also considered to be Cowering.

- *Paralyzed* — A Paralyzed character is frozen in place and unable to move or act. A Paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes Paralyzed cannot flap its wings and falls. A Paralyzed swimmer can't swim and will drown. A creature can move through a space occupied by a Paralyzed creature, regardless of whether it is an ally or an opponent.
- *Prone* — A character knocked down is considered Flat-footed and does not get their DEX bonus. Standing up from being Prone is a standard movement action.
- *Scared* — The character or creature tries to flee the source of the fear.
- *Shaken* — The character or creature takes a -2 penalty to all rolls.
- *Sickened* —The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- *Stunned* — Unable to take any actions.
- *Unconscious* — Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from nonlethal damage in excess of current hit points.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

BASE SAVE BONUS
A saving throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multiclass character, stack.

SAVING THROW TYPES
The three different kinds of saving throws are Fortitude, Reflex, and Will:

FORTITUDE
These saves measure your ability to stand up to physical punishment or attacks against your vitality

and health. Apply your Constitution modifier to your Fortitude saving throws.

REFLEX
These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

WILL
These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

SAVING THROW DIFFICULTY CLASS
The DC for a save is determined by the attack itself.

AUTOMATIC FAILURES AND SUCCESSES
A natural 1 (the d20 roll is actually a 1 on the die) on a saving throw is always a failure (and might cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 is actually a 20 on the die) is always a success.

Attacks of Opportunity (Optional)

If a character leaves a threatened space, or is performing an action that would distract them, any enemy who threatens them may perform an attack of opportunity. You may perform a single attack of opportunity once per round. The attack of opportunity is a free action.

Coup de grâce (Optional)

As a full-round action, you can use a melee weapon to deliver a coup de grâce to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and deliver a killing blow.

MAGIC

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 primary spellcasting ability 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 primary Spellcasting Ability Score (i.e., Intelligence, Wisdom, or Charisma) is high enough. At first level, a player chooses their spellcaster's primary ability, which all their bonuses are based upon. They cannot alter this choice, unless they change a spellcasting class, such as changing from wylder to luminar, or wylder to fighter.

Most spellcasters in Atheles use Intelligence as their primary spellcasting ability; however, the Game Master should feel free to allow the use of Wisdom or Charisma for the primary spellcasting ability if it makes for a better story or character development.

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

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

Spellcasting Base Ability Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
12-13	1	1	1	1
14-15	1	4	4	4
16-17	1	4	9	9
18-19	1	4	9	16
20-21	2	5	10	17
22-23	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).

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.

LEARNING SPELLS FROM SPELLBOOKS, SCROLLS, OR OTHER RECORDED MEDIA

A spellcaster can learn a new spell from any written form, but them 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.

- **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.

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

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 Mana Cost	Save DC
0	13
1	14
3	15
5	16
7	17

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.

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.

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 15 + spell cost). If they fail this check, they take *Mental Fatigue* damage equal to the spell's mana cost. If they succeed, they only take half damage, rounded up.

Roll a Spellcraft Check:
Focusing DC = 15 + 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 and has a Spellcraft skill less than 10, they will accidentally ravage their surroundings, despite their best intentions. However, once a Warden has trained

thoroughly and has a skill of at least 10 in Spellcraft (skill plus ability modifier), they needn't worry about this happening by accident.

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. However, 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.

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 (Optional)

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 herself 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.
9-10	Hair becomes stringy or turns grey or white, gain cough.
11-12	Eyes become pale or bloodshot, fingernails elongate.
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.
17-18	Teeth become stained or rotten and some might fall out, body stench.
19	Stooped posture, pale skin becomes wrinkled or glossy.
20	Eyes become all white. Cannot hide the aura of evil around you.
21-30	Hair falls out, skin pulled tight over bones, lose 1 CON.
31+	For every ten Ravage points after 30 you permanently lose 1 CON.

SPELLBOOK

Spell Summaries - Detailed spell descriptions in the following section.

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 Magic	Detects spells and magic items within 60'.
Detect Poison	Detects poison in one creature or small object.
Ghost Lights	Figment torches or other lights.
Ghost Sound	Figment sounds.
Light	Object shines like a torch for one hour.
Magic Hand	5 lb. telekinesis.
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.
Animate Rope	Makes a rope move at the caster's command.
Blessberry	Enchants 1d4 fresh berries. Gain +1 bonus to attack rolls and saving throws.
Call the Wind	Burst of wind causes 1d4+1 damage, 25' range.
Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Cause Fear	One creature flees in Fear from caster for 1d4 rounds.
Charm Person	Makes one person the caster's friend.
Chill Touch	1 touch/level deals 1d6 damage and possibly 1 STR damage.
Command	One subject obeys one-word command for 1 round.
Comprehend Languages	Understand all spoken and written languages.
Detect Navirites	Reveals creatures from the Navirim within 60'.
Detect Secret Doors	Reveals hidden doors within 60'.
Detect Snares and Pits	Reveals natural or primitive traps.
Disguise	Changes the caster's appearance.
Doom	One subject suffers -2 penalty to attacks, damage, saves, and checks.
Dream Call	Knocks Unconscious, Blinds, or Stuns 1d6 weak creatures.
Endure Elements	Ignores hot or cold environmental conditions.
Enlarge	Object or creature grows to the next size category.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Doubles the caster's speed.
Fey Fire	Outlines subjects with light, canceling Blur, Concealment, etc.
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.
Heal	Heals 1d8 +1.

Healberry	Enchants 2d4 fresh berries, bestowing the ability for each to cure 1 hp (max 8 hp/24 hours for any one creature). Eating one also provides the sustenance of an entire meal.
Hold Portal	Holds door shut.
Hypnotism	Fascinates 2d4 HD of creatures.
Identify	Determines single feature of magic item.
Imbue Staff	Caster's staff gains +1 bonus to hit and damage, or gains +1 bonus to hit and +1d4 subdual damage. Lasts 4 hours.
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.
Mage Fire	Cone of 15' x 15' fire that causes 1d4 damage.
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.
Magic Weapon	Weapon gains +1 bonus to hit and damage for one hour/caster level.
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.
Reduce	Object or creature shrinks 10%/level (max 50%).
Remove Fear	+4 bonus to saves against fear for one subject.
Sanctuary	Opponents can't attack the caster, and the caster can't attack.
Shield	Invisible disc gives cover and blocks Mage Bolts.
Shocking Grasp	Touch delivers 1d8 +1 electricity damage.
Silent Image	Creates minor illusion of the caster's design.
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.
Summon Creature	Calls outsider to fight for the caster for 4 rounds.
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.
Alter Self	As Change Self, plus more drastic changes.
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.
Barkskin	Grants +3 natural armor bonus.
Blindness/Deafness	Makes subject Blind or Deaf.
Blur	Attacks miss subject 20% of the time.
Bull's Strength	Subject gains 1d4+1 STR for 1 hr./level.
Call Element	Element of choice is summoned dealing 2d6 damage to every creature in 15' radius.
Cat's Grace	Subject gains 1d4+1 DEX for 1 hr./level.
Chill Metal	Cold metal damages those who touch it.
Darkness	20' radius of supernatural darkness.
Darkvision	See 60' in total darkness.

Daylight	60' radius of bright light.
Delay Poison	Prevents poison from harming the subject for 1 hour/level.
Detect Thoughts	Allows "listening" to surface thoughts.
Endurance	Gain 1d4+1 CON for 1 hour/level.
Energy Arrow	Ranged touch attack; 2d4 damage of the chosen energy for 1 round + 1 round/three levels.
Find Traps	Notice traps as a rogue does.
Fire Trap	Opened object deals 1d4 +1/level damage.
Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud	Fog obscures vision.
Force	Target is hit by an invisible blow, knocking it back 1d6 feet and doing 1d4 damage.
Gentle Repose	Preserves one corpse.
Glitterdust	Blinds creatures, outlines Invisible creatures.
Heat Metal	Hot metal damages those who touch it.
Hold Creature	Holds one creature Helpless; 1 round/level.
Invisibility	Subject is invisible for 10 min./level or until it attacks.
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).
Minor Image	As silent image, plus some sound.
Mirror Image	Creates decoy duplicates of the caster (1d4 +1 images).
Misdirection	Misleads divinations for one creature or object.
Nigel's Sacrificial Energy	Convert hit points to mana and transfer it to another mage.
Obscure Object	Masks object against divination.
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.
Resist Elements	Ignores 12 damage/round from one energy type.
Scare	Panics creatures up to 5 HD (15' radius).
See Invisibility	Reveals invisible creatures or objects.
Shatter	Sonic vibration damages objects or crystalline creatures.
Shield Other	The caster takes half of subject's damage.
Silence	Negates sound in 15' radius.
Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.
Sound Burst	Deals 1d8 sonic damage to subjects; might Stun them.
Speak with Animals	The caster can communicate with natural animals.
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.
Arcane Guard	Armor or shield gains +1 enhancement/three levels.

Bestow Curse	-6 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.
Continual Flame	Makes a permanent, heatless torch.
Daylight	60' radius of bright light.
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.
Fiery Arrows	Shoots four flaming bolts (4d6 damage).
Fireball	5d6 damage, 20' radius.
Fly	Subject flies at speed of 60.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Glyph of Warding	Inscription harms those who pass it.
Greater Heal	Heals target for 3d8+5.
Greater Magic Weapon	+3 bonus to weapon.
Gust of Wind	Blows away or knocks down smaller creatures.
Halt	Immobilizes subject for 1 round/level.
Haste	Extra partial action and +4 bonus to AC.
Illusory Script	Only intended reader can decipher.
Invisibility Purge	Dispels invisibility within 5'/level.
Invisibility Sphere	Makes everyone within 10' invisible.
Keen Edge	Doubles normal weapon's threat range for 10 min./level.
Lightning Bolt	Electricity deals 5d6 damage.
Major Image	As Silent Image, plus sound, smell, and thermal effects.
Neutralize Poison	Detoxifies venom in or on subject.
Nondetection	Hides subject from divination or scrying.
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.
Searing Light	Ray of light deals 2d8 damage, additional +4 damage against undead.
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.
Storm	Hampers vision and movement in outdoor area.
Stunning Trap	Creates text symbol that immobilizes reader.
Suggestion	Compels subject to follow stated course of action.
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.
Wind Wall	Deflects arrows, smaller creatures, and gases.

7 MANA SPELLS

Seven mana spells have a base cost of 7 mana points

Arcane Eye	Invisible floating eye moves 30'/round.
Charm Monster	Makes monster believe it is the caster's ally.
Confusion	Makes subject behave oddly for 1 round/level.
Detect Scrying	Alerts the caster of magical eavesdropping.
Dimensional Anchor	Bars extradimensional movement.
Discern Lies	Reveals deliberate falsehoods.
Dismissal	Forces a creature to return to the Navirim on successful Heroic Action - Caster primary ability vs. Will.
Dreamwalk	A spellcaster can bring their waking consciousness into the Navirim during sleep.
Emotion	Arouses strong emotion in subject.
Fear	Subjects within cone flee for 1 round/level.
Fire Shield	Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
Flame Strike	Smites foes with fire for 8d6 damage.
Freedom of Movement	Subject moves normally despite impediments.
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, etc.).
Ice Storm	Hail deals 5d6 damage in cylinder 40' across.
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
Improved Invisibility	As Invisibility, but subject can attack and stay Invisible.
Lesser Geas	Commands subject of 7 HD or less.
Locate Creature	Indicates direction to familiar creature.
Minor Globe of Invulnerability	Stops spells of lower cost.
Polymorph Other	Gives one subject a new form.
Polymorph Self	The caster assumes a new form.
Quench	Extinguishes non-magical fires.
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.
Shape the Weather	A caster uses a verbal component to change the weather slightly.
Shout	Deafens all within cone for 2d6 rounds and deals 2d6 damage.
Sleet Storm	Hampers vision and movement.
Solid Fog	Blocks vision and slows movement.
Spell Immunity	Subject is immune to one spell/four levels.
Spiked Stones	Creatures in area take 1d8 damage, might be slowed.
Stoneskin	Stops blows, cuts, stabs, and slashes.
Void Tentacles	8d4 +2 tentacles grapple randomly within 15' radius.
Wall of Fire	Deals 2d4 fire damage out to 10'. and 1d4 out to 20'. Passing through wall deals 3d6 +1 damage.
Wall of Ice	Ice plane creates wall with 15 hp +3/level, or hemisphere can trap creatures inside.

Foust

Spell Descriptions

Aid

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: 1 creature
Duration: 1 minute per level
Saving Throw: None

Aid grants the target a +1 morale bonus to attack 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

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.

Alter Self

Mana: 3
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 10 minutes per level
Saving Throw: None

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. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

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 keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

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.

Animal Messenger

Mana: 3
Casting Time: 1 standard action
Range: 25'
Target: One Tiny animal
Duration: One day per level
Saving Throw: None

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

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

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.

Animate Rope

Mana: 1
Casting Time: 1 standard action
Range: Medium (100')
Target: One ropelike object
Duration: 1 round per level
Saving Throw: None

You can animate a nonliving ropelike object.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil" and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope itself and any knots tied in it are not magical.

The spell cannot animate objects carried or worn by a creature.

Arcane Eye

Mana: 7
Casting Time: 10 minutes
Range: Unlimited
Target: N/A
Duration: 1 minute per level
Saving Throw: None

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 Guard

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour per level
Saving Throw: Will negates

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels.

Arcane Lock

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Door, chest, or portal
Duration: Permanent
Saving Throw: None

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.)

Arcane Mark

Mana: 0
Casting Time: 1 standard action
Range: Touch
Target: Any non-living
Duration: Permanent
Saving Throw: None

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.

Barkskin

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 minutes per level
Saving Throw: None

Barkskin toughens a creature's skin. The effect grants a +3 enhancement bonus to the creature's existing natural armor bonus.

Bestow Curse

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates

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

• A -6 penalty to an ability score (minimum ability score 1).
• 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: 1 hour per level
Saving Throw: None

You enchant berries to enhance those who eat them. A single berry gives the consumer a +1 bonus to attack rolls and saving throws.

BLINDNESS/DEAFNESS

Mana: 3
Casting Time: 1 standard action
Range: Medium (100')
Target: One living creature
Duration: Permanent
Saving Throw: Fortitude negates

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

The subject's outline appears Blurred, shifting and wavering. This distortion grants the subject Concealment (20% miss chance).

BULL'S STRENGTH

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour per level
Saving Throw: Will negates

The subject becomes stronger. The spell grants a 1d4+1 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

CALL ELEMENT

Mana: 3
Casting Time: 1 standard action
Range: 50'
Target: 15' AoE
Duration: Instant
Saving Throw: Reflex for half damage

The caster calls down a rain of a chosen element on a 15' radius area. They can call fire, ice, earth, or water.

CALL THE WIND

Mana: 1
Casting Time: 1 standard action
Range: 50'
Target: One creature
Duration: Instant
Saving Throw: None

The caster calls forth a blast of wind that does 1d4+1 damage if they succeed at a ranged touch attack.

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

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 + 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: 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour per level
Saving Throw: Will negates

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a 1d4+1 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Cause Fear

Mana: 1
Casting Time: 1 standard action
Range: 25'
Target: One living creature with 5 or fewer HD
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial

The affected creature becomes Frightened. If the subject succeeds on a Will save, it is Shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Charm Monster

Mana: 7
Casting Time: 1 standard action
Range: 25'
Target: One creature
Duration: 1 hour per level
Saving Throw: Will negates

This spell functions like Charm Person (see below), except that the effect is not restricted by creature type or size.

Charm Person

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

This spell makes a humanoid 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.

CHILL METAL

Mana: 3
Casting Time: 1 standard action
Range: 25'
Target: Metal equipment no more than 15' apart
Duration: 7 rounds
Saving Throw: Will negates

Chill metal makes metal extremely cold. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table above.

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill Metal counters and dispels Heat Metal.

CHILL TOUCH

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature or creatures touched (up to one per level)
Duration: Instant
Saving Throw: Fortitude partial or Will negates

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if Panicked for 1d4 rounds +1 round per caster level.

CLAIRAUDIENCE/ CLAIRVOYANCE

Mana: 5
Casting Time: 10 minutes
Range: Long (400')
Target: Magical sensor
Duration: 1 minute per level
Saving Throw: None

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: 1
Casting Time: 1 standard time
Range: 25'
Target: One living creature
Duration: 1 round
Saving Throw: Will negates

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You can select from the following options:

Approach
On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature can do nothing but move during its turn, provoking attacks of opportunity for this movement as normal.

Drop
On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall
On its turn, the subject falls to the ground and remains Prone for 1 round. It can act normally while Prone but takes any appropriate penalties.

Flee
On its turn, the subject moves away from you as quickly as possible for 1 round. It can do nothing but move during its turn, provoking attacks of opportunity for this movement as normal.

Halt
The subject stands in place for 1 round. It cannot take any actions but is not considered Helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

COMPREHEND LANGUAGES

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

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

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

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

Continual Flame

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Permanent
Saving Throw: None

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness-based spells of an equal or lower level.

Darkness

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 minutes per level
Saving Throw: None

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 or dispels any light-based spell of equal or lower spell level.

DARKVISION

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

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.

DAYLIGHT

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 minutes per level
Saving Throw: None

The object touched 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. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If Daylight is 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.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness-based spell of equal or lower level, such as 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

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)

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 MAGIC

Mana: 0
Casting Time: 1 standard action
Range: 60'
Target: Area Around Caster
Duration: Concentration, up to 1 minute per level (D)
Saving Throw: None

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

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

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

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the 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 Secret Doors

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

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject:

1st Round	Presence or absence of secret doors.
2nd Round	Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round	The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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 Snares and Pits

Mana: 1
Casting Time: 1 standard action
Range: 60'
Target: cone-shaped emanation
Duration: Concentration, up to 10 minutes per level
Saving Throw: None

You can detect simple pits, deadfalls, and snares, as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoors.

Detect Snares and Pits does detect certain natural hazards, such as quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell Snare), nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area:

1st Round	Presence or absence of hazards.
2nd Round	Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round	The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits 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 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

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

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.

DISCERN LIES

Mana: 7
Casting Time: 1 standard action
Range: 25' + 5' per /2 levels
Target: One creature per level, no two of which can be more than 30' apart
Duration: Concentration, up to 1 round per level
Saving Throw: Will negates

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you can concentrate on a different subject.

DISCONNECT

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

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.

DISGUISE

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

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.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

DISMISSAL

Mana: 7
Casting Time: 1 standard action
Range: Close (30')
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Heroic Action, see text

This spell forces an extraplanar creature back to its proper plane if it fails a Heroic Action - Caster primary ability 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

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.

DISPLACEMENT
Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round per level
Saving Throw: Will negates (harmless)

The subject of this spell appears to be about two feet away from its true location. The creature benefits from a 50% miss chance 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.

DOMINATE ANIMAL
Mana: 5
Casting Time: 1 round
Range: Close (30')
Target: One animal
Duration: 1 round per level
Saving Throw: Will negates

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.

DOOM

Mana: 1
Casting Time: 1 standard action
Range: Medium (100')
Target: One living creature
Duration: 1 minute per level
Saving Throw: Will negates

This spell fills a single subject with a feeling of horrible dread that causes it to become Shaken.

DREAM CALL

Mana: 1
Casting Time: 1 standard action
Range: 15'
Target: Cone-shaped burst
Duration: Instant
Saving Throw: Will Negates

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.

DREAMWALK

Mana: 7
Casting Time: 1 standard action
Range: Touch
Target: Self
Duration: 1 hour per level
Saving Throw:

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.

EMOTION

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

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 barbarian Rage or with itself. Emotion: Rage dispels Emotion: Fear.

ENDURANCE

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Will negates (harmless)

The affected creature gains greater vitality and stamina. The spell grants the subject a 1d4+1 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

ENDURE ELEMENTS

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)

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.

ENERGY ARROW

Mana: 3
Casting Time: 1 standard action
Range: Long (400')
Target: One creature or object
Duration: 1 round +1 round per three levels
Saving Throw: None

A magical arrow of a chosen energy type (fire, ice, acid, or air) springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of damage with no splash damage. The effect lasts for an additional round for every three caster levels, unless somehow neutralized, dealing another 2d4 points of damage in each additional round.

ENLARGE

Mana: 1
Casting Time: 1 round
Range: Close (30')
Target: One creature or object
Duration: 1 minute per level
Saving Throw: Fortitude negates

This spell causes instant growth of a creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A creature whose size increases to Large has a space of 10' and a natural reach of 10'. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and can make a Strength check (using its increased

Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

ERASE
Mana: 1
Casting Time: 1 standard action
Range: Close (30')
Target: One scroll, or two pages
Duration: Instant
Saving Throw: See text

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 (D)
Saving Throw:

This spell doubles your base land speed (this adjustment is treated as an enhancement bonus). There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

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

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 Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

FEAR
Mana: 7
Casting Time: 1 standard action
Range: Close (30')
Target: Cone-shaped burst
Duration: 1 round per level or 1 round; see text
Saving Throw: Will partial

An invisible cone of terror causes each living creature in the area to become Panicked unless it succeeds on a Will save. If cornered, a Panicked creature begins

Cowering. If the Will save succeeds, the creature is Shaken for 1 round.

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)

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.

FEY FIRE

Mana: 1
Casting Time: 1 standard action
Range: Long (400')
Target: creatures and objects in a 5' radius
Duration: 1 minute per level
Saving Throw: None

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. 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. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The fey fire can be blue, green, or violet, according to your choice at the time of casting. The fey fire does not cause any harm to the objects or creatures thus outlined.

FIERY ARROWS

Mana: 5
Casting Time: 1 standard action
Range: 200'
Target: Up to four creatures or objects
Duration: Instant
Saving Throw: None

Four bolts of flame shoot from your hand at up to four different targets for 1d6 damage per bolt. You must roll a ranged touch attack for each bolt.

The bolts set fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

FIND TRAPS

Mana: 3
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 minute per level
Saving Throw: None

You gain intuitive insight into the workings of traps. You can use the Awareness skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +5) on Awareness checks made to find traps while the spell is in effect.

Note that Find Traps grants no ability to disable the traps that you might find.

FIREBALL

Mana: 5
Casting Time: 1 standard action
Range: Long (400') + 40' per level
Target: 20' radius sphere
Duration: Instantaneous
Saving Throw:

The fireball spell is an explosion of flame that detonates with a low roar and deals 5d6 points of fire damage to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

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

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

FIRE SHIELD

Mana: 7
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 round per level (D)
Saving Throw:

This spell wreaths you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10'). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows:

Warm Shield
The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield
The flames are 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.

FIRE TRAP

Mana: 3
Casting Time: 10 minutes
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: Reflex half; see text

Fire Trap creates a fiery explosion when an intruder opens the item that the trap protects. A Fire Trap can ward any object that can be opened and closed.

When casting Fire Trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5' radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +8). The item protected by the trap is not harmed by this explosion.

A Fire-Trapped item cannot have a second closure or warding spell placed on it.

A Knock spell does not bypass a Fire Trap. An unsuccessful Dispel Magic spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

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

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

FLAME STRIKE

Mana: 7
Casting Time: 1 standard action
Range: Medium (100') + 10' per level
Target: Cylinder (10' radius, 40' high)
Duration: Instantaneous
Saving Throw: Reflex half

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 8d6 points of damage. Half the damage is fire damage, but the other half results directly from magical energy and is therefore not subject to being reduced by resistance to fire-based attacks.

FLAMING SPHERE

Mana: 3
Casting Time: 1 standard action
Range: Medium (100')
Target: 5' diameter sphere
Duration: 1 round per level
Saving Throw: Reflex negates

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30' per round. As part of this movement, it can ascend or jump up to 30' to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A Flaming Sphere rolls over barriers less than 4' tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The Flaming Sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. 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. A Flaming Sphere winks out if it exceeds the spell's range.

FLY

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Will negates (harmless)

The subject can fly at a speed of 60' (or 40' if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a Fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a Fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60' per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10' of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the Fly spell is dispelled, but not if it is negated by an antimagic field.

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

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.

FORCE

Mana: 3
Casting Time: 1 standard action
Range: 60'
Target: One creature or object
Duration: Instant
Saving Throw: Fortitude negates

The spellcaster issues a burst of invisible energy from their hand, pushing back an object or creature 1d6 feet and damaging it for 1d4 points of force damage.

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:

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: None

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.

GENTLE REPOSE

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Corpse touched
Duration: One day per level
Saving Throw: Will negates (object)

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.

GHOST LIGHTS

Mana: 0
Casting Time: 1 standard action
Range: 30'
Target: Empty space
Duration: 1 minute
Saving Throw: None

Depending on the version selected, 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. The Ghost Lights must stay within a 10' radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The Lights can move up to 100' per round. A Light winks out if the distance between you and it exceeds the spell's range.

Ghost Sound

Mana: 0
Casting Time: 1 standard action
Range: Close 30'
Target: Illusory sounds
Duration: 1 round per level
Saving Throw: Will disbelief (if interacted with)

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

Ghost sound can enhance the effectiveness of a Silent Image spell.

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)

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.
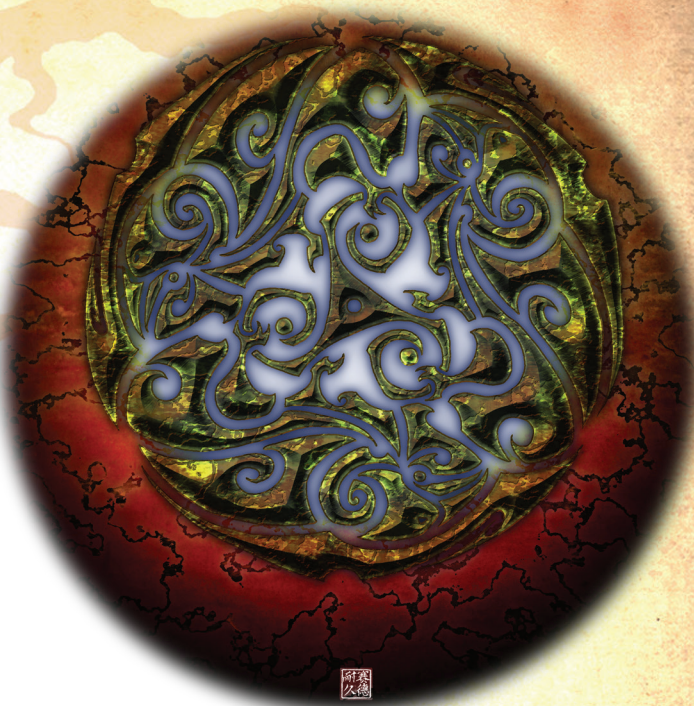
Glyph of Warding

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

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 3rd level 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

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.

GREATER HEAL

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)

This spell functions like heal, except that it heals 3d8+5 points of damage.

GREATER MAGIC WEAPON

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: One weapon
Duration: 1 hour per level
Saving Throw: Will negates (harmless)

This spell functions like Magic Weapon, except that it gives a weapon a +3 enhancement bonus to attack and damage rolls.

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

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

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)

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.

HALT

Mana: 5
Casting Time: 1 standard action
Range: 60'
Target: one creature
Duration: 1 round per level
Saving Throw: Will negates

The spellcaster utters the word "Halt," and the targeted creature must obey unless they succeed at a Will save, DC 18. They cannot move their feet, though they can still attack, cast a spell, or perform other actions that do not require movement.

HARM

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half; see text

Harm charges a subject with negative energy that deals 1d8 +1 damage. If the creature successfully saves, harm deals half this amount.

Harm heals undead creatures for 1d8+1.

HASTE

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: Fortitude negates (harmless)

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

When making a full attack action, a hasted creature can make one extra attack with any weapon he is holding. 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 bonus to attack rolls and a +4 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.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30', to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

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

HEALBERRY

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Fresh Berries
Duration: Permanent until eaten
Saving Throw: None

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.

HEAL

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 +1 points of damage.

HEAT METAL

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: Metal equipment of one creature per two levels, no two of which can be more than 30' apart; or 25 lb. of metal per level, all of which must be within a 30' circle
Duration: 7 rounds
Saving Throw: Will negates (object)

Heat Metal makes metal extremely warm. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own bonus is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table,) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table above.

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

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.

HYPNOTISM

Mana: 1
Casting Time: 1 round
Range: Close (30')
Target: Several living creatures, no two of which can be more than 30' apart
Duration: 2d4 rounds
Saving Throw: Will negates

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus to its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a -2 penalty.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, Heat Metal deals half damage and boils the surrounding water.

Heat Metal counters and dispels Chill Metal.

HOLD CREATURE

Mana: 3
Casting Time: 1 standard action
Range: Medium (100')
Target: One creature
Duration: 1 round per level; see text
Saving Throw: Will negates; see text

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.

ICE STORM

Mana: 7
Casting Time: 1 standard action
Range: Long (400')
Target: Cylinder (20' radius, 40' high)
Duration: 1 full round
Saving Throw: None

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Awareness check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

IDENTIFY

Mana: 1
Casting Time: 1 hour
Range: Touch
Target: One touched object
Duration: Instantaneous
Saving Throw: None

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.

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

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)

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: 1
Casting Time: 2 minutes
Range: Touch
Target: Staff or rod
Duration: 4 hours
Saving Throw: None

The spellcaster's staff gains +1 to hit and damage, or gains +1 to hit and +1d4 subdual damage.

IMPROVED INVISIBILITY

Mana: 7
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)

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

INVISIBILITY PURGE

Mana: 5
Casting Time: 1 standard action
Range: Self
Target: You
Duration: 1 minute per level
Saving Throw: None

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.

INVISIBILITY SPHERE

Mana: 5
Casting Time: 1 standard action
Range: Self or touch
Target: 10' radius emanation around the creature or object touched
Duration: 1 minute per level
Saving Throw: Will negates (harmless) or Will negates (harmless, object)

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.

INVISIBILITY

Mana: 3
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)

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. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the Invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an Invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as Bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

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.

JUMP

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Will negates (harmless)

The subject gets a +30 enhancement bonus to Jump-focused Athletics checks.

KEEN EDGE

Mana: 5
Casting Time: 1 standard action
Range: Close (30')
Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
Duration: 10 minute per level
Saving Throw: Will negates (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the critical hit range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the Keen Edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the Keen Edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

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:

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 GEAS

Mana: 7
Casting Time: 1 round
Range: Close (30')
Target: One living creature with 7 HD or less
Duration: One day per level or until discharged
Saving Throw: Will negates

A Lesser Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a Geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

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

If the instructions involve some open-ended task that the recipient cannot complete through his own actions

the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the Lesser Geas for 24 hours, 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 Lesser Geas.

Dispel Magic does not affect a Lesser Geas.

LESSER RESTORATION

Mana: 3
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates

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

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.

LIGHTNING BOLT

Mana: 5
Casting Time: 1 standard action
Range: 120'
Target: 120' line
Duration: Instantaneous
Saving Throw: Reflex half

You release a powerful stroke of electrical energy that deals 5d6 points of electricity damage to each creature within its line of effect. The bolt begins at your fingertips.

The Lightning Bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt continues beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

LIGHT

Mana: 0
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 minutes per level
Saving Throw: None

This spell 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.

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

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

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 Mislead, 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

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

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

Mage Fire

Mana: 1
Casting Time: 1 standard action
Range: 15'
Target: Cone-shaped burst
Duration: Instant
Saving Throw: Reflex half

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Magic Acorn

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: An acorn or plant seed
Duration: Permanent (enchantment of the acorn)
Saving Throw: Reflex partial

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 Hand

Mana: 0
Casting Time: 1 standard action
Range: Close (30')
Target: One non-magical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None

You point your finger at an object 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.

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)

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: 1
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 weapon a +1 enhancement bonus to attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus to attack rolls.)

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

Major Image

Mana: 5
Casting Time: 1 standard action
Range: Long (400')
Target: Empty space
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)

As Silent Image, plus sound, smell and thermal effects.

Message

Mana: 1
Casting Time: 1 standard action
Range: Medium (100')
Target: One creature per level.
Duration: 10 minutes per level
Saving Throw: None

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

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 IMAGE

Mana: 3
Casting Time: 1 standard action
Range: Long (400')
Target: Empty space
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)

This spell functions like Silent Image, except that Minor Image includes some minor sounds but not understandable speech.

MINOR TRICK

Mana: 0
Casting Time: 1 standard action
Range: 10'
Target: See text
Duration: 1 hour
Saving Throw: See text

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

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.)

MISDIRECTION

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: One creature or object, up to a 10' cube in size
Duration: 1 hour per level
Saving Throw: None or Will negates; see text

By means of this spell, you misdirect the information from divination spells that reveal auras (Detect Magic, Discern Lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of Misdirection is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (Augury, Detect Thoughts, Clairaudience/Clairvoyance, and the like).

MYSTIC COMPASS

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

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: 7
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)

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

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

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: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: 1 hour per level
Saving Throw: Will negates (harmless, object)

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. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast Nondetection. If you cast Nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, Nondetection wards the creature's gear as well as the creature itself.

OBSCURE OBJECT

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: One object touched of up to 100 lb. per level
Duration: 8 hours
Saving Throw: Will negates (object)

This spell hides an object from location by divination (scrying) effects, such as the Scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

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)

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.

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)

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

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

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

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

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 OTHER
Mana: 7
Casting Time: 1 standard action
Range: Touch
Target: Willing living creature touched
Duration: 1 minute per level
Saving Throw: None

This spell functions like Alter Self, except that you change the willing subject into another form of living creature. The new form can be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, 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.

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.

POLYMORPH SELF

Mana: 7
Casting Time: 1 standard action
Range: Self
Target: Willing living creature touched
Duration: 1 minute per level
Saving Throw: None

As Polymorph Other, except that you assume the form of a different creature.

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)

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)

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

The spellcaster creates a 10' radius sphere of protection that ravaging effects cannot penetrate.

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

All in a 10' radius of charmed object gain a +1 bonus vs. Creatures from the Navirim, 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

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

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.

QUENCH

Mana: 7
Casting Time: 1 standard action
Range: Medium (100')
Target: One 20' cube per level (S) or one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all non-magical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a Spellcraft check (1d20 +1 per caster level) against each spell to dispel it. The DC to dispel such spells is 11 + the base mana cost of the fire spell.

Each elemental (fire) creature within the area of a quench spell takes 1d6 points of damage per caster level (maximum 8d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

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

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

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1. The subject's Strength score cannot drop below 1.

REDUCE

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Fortitude negates

This spell causes instant diminution of a creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus to attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2½' and a natural reach of 0' (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5' and a natural reach of 5'. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce counters and dispels Enlarge.

REMOVE BLINDNESS/ DEAFNESS

Mana: 5
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)

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)

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, certains 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)

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)

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)

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

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

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 of any sort except from a rod of cancellation, a rod of negation, a Disintegrate spell, or a targeted Dispel Magic spell. These effects destroy the Sphere without harm to the subject. Nothing can pass through the Sphere, inside or out, though the subject can breathe normally.

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)

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

Resist Elements

Mana: 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes per level
Saving Throw: Fortitude negates

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level. The spell protects the recipient's equipment as well.

Resist Energy absorbs only damage. The subject could still suffer unfortunate side effects.

Restoration

Mana: 3
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates

This spell functions like Lesser Restoration, except that it also 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

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.

SANCTUARY

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round per level
Saving Throw: Will negates

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but can use non-attack spells or otherwise act.

SCARE

Mana: 3
Casting Time: 1 standard action
Range: Medium (100')
Target: One living creature per three levels, no two of which can be more than 30' apart
Duration: 1 round per level or 1 round; see spell description for Cause Fear
Saving Throw: Will partial

This spell functions like Cause Fear, except that it causes all targeted creatures with fewer than 6 HD to become frightened.

SCRYING

Mana: 7
Casting Time: 1 hour
Range: See text
Target: Magical sensor
Duration: 1 minute per level
Saving Throw: Will negates

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.

SEARING LIGHT

Mana: 5
Casting Time: 1 standard action
Range: Medium (100')
Target: Ray
Duration: Instantaneous
Saving Throw: None

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by Searing Light takes 2d8 points of damage. An undead creature takes an additional 4 damage.

SECRET PAGE

Mana: 5
Casting Time: 10 minutes
Range: Touch
Target: Page touched, up to 3' square in size
Duration: Permanent
Saving Throw: None

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

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

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

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.

Shape the Weather

Mana: 7
Casting Time: 3 rounds
Range: Long (400')
Target: Outside area up to 400' diameter sphere
Duration: 10 minutes per level
Saving Throw: None

This spell allows a spellcaster to shape the weather. They can call rain or wind. These cannot be drastic changes, and the more a spellcaster tries to bend the weather to their will, the more taxing the spell can be (subdual damage).

Shatter

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: 5' radius spread; or one solid object or one crystalline creature
Duration: Instantaneous
Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Shatter creates a loud, ringing noise. It can break brittle, non-magical objects; sunder a single solid, non-magical object; or damage a crystalline creature.

Used as an area attack, Shatter destroys 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.

Alternatively, you can target Shatter against a single solid object, regardless of composition, weighing up to ten pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield

Mana: 1
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 minute per level (D)
Saving Throw: None

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. This bonus applies against incorporeal touch attacks, since it is a force effect. Shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the Shield spell for cover.

Shield Other

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: One creature
Duration: 1 hour per level
Saving Throw: Will negates (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 Bonus to AC and a +1 resistance bonus to saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as Charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Shocking Grasp

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None

Your successful melee touch attack deals 1d8 +1 points of electricity damage. When delivering the jolt, you gain a +3 bonus to attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

Mana: 7
Casting Time: 1 standard action
Range: Close (30')
Target: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text

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 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. An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A Shout spell cannot penetrate a Silence 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)

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.

Silent Image

Mana: 1
Casting Time: 1 standard action
Range: Long (400')
Target: See text
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

SLEEP

Mana: 1
Casting Time: 1 round
Range: Medium (100')
Target: See text
Duration: 1 minute per level
Saving Throw: Will negates

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.

SLEET STORM

Mana: 7
Casting Time: 1 standard action
Range: Long (400')
Target:
Duration: 1 round per level
Saving Throw: None

Driving sleet blocks all sight (even Darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

Sleet Storm extinguishes torches and small fires.

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

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

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

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: No

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.

SOUND BURST

Mana: 3
Casting Time: 1 standard action
Range: Close (30')
Target: 10' radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being Stunned for 1 round.

Creatures that cannot hear are not Stunned but are still damaged.

SPEAK WITH ANIMALS

Mana: 3
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 minute per level
Saving Throw: None

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it might do some favor or service for you.

SPELL IMMUNITY

Mana: 7
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)

The warded creature is immune to the effects of one specified spell per four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell Immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one Spell Immunity or Greater Spell Immunity spell in effect on it at a time.

SPIDER CLIMB

Mana: 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)

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 STONES

Mana: 7
Casting Time: 1 standard action
Range: Medium (100')
Target: One 20' square
Duration: 1 hour per level
Saving Throw: Reflex partial

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 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 to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal 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 stones is a magic trap that can't be disabled with the Disable Device skill.

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

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

Stinking Cloud creates a bank of fog like that created by Fog Cloud, except that the vapors are 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

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)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/amarnium. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an amarnium weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

STORM

Mana: 5
Casting Time: 1 standard action
Range: Long (400')
Target: Cylinder 40' radius, 20' high
Duration: 1 round per level
Saving Throw: None

Storm blocks all sight (even Darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls.

The Storm spell extinguishes torches and small fires.

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

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.

SUGGESTION

Mana: 5
Casting Time: 1 standard action
Range: 25' + 5' per 2 levels
Target: One living creature
Duration: 1 hour per level or until completed
Saving Throw: Will negates

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

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

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

Summon Creature I

Mana: 1, see text
Casting Time: 1 standard action
Range: Close (30')
Target: Empty space
Duration: 1 round per level
Saving Throw: None

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)

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)

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

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 Insight 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

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)

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

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.

Wall of Fire

Mana: 7
Casting Time: 1 standard action
Range: Medium (100')
Target: Chosen location
Duration: Concentration + 1 round per level
Saving Throw: None

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10' and 1d4 points of fire damage to those past 10' but within 20'. The Wall of Fire deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the Wall deals 3d6 +1 points of fire damage to any creature passing through it. The Wall deals double damage to undead creatures.

If you evoke the Wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5' length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Ice

Mana: 7
Casting Time: 1 standard action
Range: Medium (100')
Target: Chosen location
Duration: Concentration + 1 round per level
Saving Throw: None

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A Wall of Ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the Wall of Ice when it is created can attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a Wall of Ice, and it deals full damage to the Wall (instead of the normal half damage taken by objects). The sudden melting of a Wall of Ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane
A sheet of strong, hard ice appears. The wall is one inch thick per caster level. It covers up to a 10' square

area per caster level. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10' square of Wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

Hemisphere

The Wall takes the form of a hemisphere whose maximum radius is 3' + 1' per caster level. The hemisphere is as hard to break through as the Ice Plane form, but it does not deal damage to those who go through a breach.

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)

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 (D)
Saving Throw: Will negates (harmless)

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: 10 minutes per level (D)
Saving Throw: Reflex negates; see text

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 a Reflex save. If this save succeeds, the creature is Entangled, but not prevented from moving, though moving is more difficult than normal for being Entangled (see below). If the save fails, the creature is Entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains Entangled, but can only move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5' for each full 5 points by which the check result exceeds 10.

If you have at least 5' of Web between you and an opponent, it provides cover. If you have at least 20' of Web between you, it provides total cover.

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

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.

WIND WALL

Mana: 5
Casting Time: 1 standard action
Range: Medium (100') + 10' per level
Target: Chosen location
Duration: 1 round per level
Saving Throw: None; see text

An invisible vertical curtain of wind appears. It is 2' thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward

when caught in a Wind Wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the Wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the Wall (although it is no barrier to incorporeal creatures).

While the Wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square Wind Walls to enclose specific points.

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)

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: One creature touched
Duration: Instant
Saving Throw: Will negates

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 armor check penalty, arcane spell failure chance, or speed reduction. Since it is made of force, incorporeal creatures can't bypass it the way they do normal armor.

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

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.

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A Simple, Story Focused D20 OGL System

The SagaBorn Roleplaying System was created as a simplified D20 system. Its goal is to present a system that is simple, streamlined, and efficient. It is meant to encourage more storytelling and epic action rather than browsing through rulebooks and arguing over what is "allowed."

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