

The
**Imperial
Age**



◆ GRIMOIRE ◆

INTRODUCTION

Imperial Age: Grimoires is designed to add realism to hermetic traditions in *Imperial Age* Magick campaigns. Unlike the stereotypical fireball-throwing fantasy wizard, hermetic disciples performed elaborate rituals (or incantations) to produce magickal effects. Many of these rituals were interpreted, duplicated, and translated from ancient sources and codified in a book, or grimoire, from which other members of an occult society could study and implement.

This supplement describes the basics of ritual magick, enhancing the material found in *Imperial Age: Magick*. It also details four grimoires which can be used as-is or modified for your *Imperial Age* campaign. For your convenience, this supplement also contains a complete *Imperial Age* spell and incantation list compiled from the Modern SRD to be used in the creation of your own grimoires.

MAGICKAL DISCLAIMER

While there is no doubt that the average gamer realizes that this work is for game purposes only and not a true book on magickal rituals, it is still necessary to point out that all of the grimoires, incantations, and occult societies in *Imperial Age: Grimoires* are fictional. None of them are workable magick and performing them would no more make one a mage than running through a d20 combat would make one a soldier.



*Imperial
Age:
Grimoire*

by
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GRIMOIRES AND MAGICKAL RITUALS

Do what thou wilt shall be the whole of the Law.

The study of this Book is forbidden. It is wise to destroy this copy after the first reading.

Whoever disregards this does so at his own risk and peril. These are most dire.

Those who discuss the contents of this Book are to be shunned by all, as centres of pestilence.

All questions of the Law are to be decided only by appeal to my writings, each for himself.

There is no law beyond Do what thou wilt.

Love is the law, love under will.

The priest of the princes,

--Ankh-F-N-Khonsu (a/k/a Alister Crowley)

Grimoire comes from the Old French *gramaire* and has the same root as grammar. Like grammar, a grimoire contains a set of symbols and instructions on how to assemble those symbols to create a desired end, whether it be a sentence or a spell. The grimoires of the Imperial Age bear little resemblance to the spell books of fantasy RPGs or popular fiction beyond their preoccupation with summoning of spirits. These works rarely contain lists of spells, nor is their aim the working of flashy magicks; rather they are books of instruction that are as much about achieving spiritual goals as they are working one's will in the world. Indeed, the two are inseparably linked.

Such works have existed throughout Western history, or so their adherents would claim. Some notable grimoires date back as far as the 13th Century and include *The Aim of the Sage*, *The Grand Grimoire*, *The Greater Key of Solomon*, *The Lesser Key of Solomon*, and the *Black Pullet*. During the 19th century esoteric groups like the Hermetic Order of the Golden Dawn rediscovered or reinvented many of these works. Collecting, editing, and translating (or more often deliberately mistranslating) them into English while adding their own efforts into the mix. It takes only a few moments with an computer and an internet connection to discover these texts.

While these works might make for interesting plot points in an Imperial Age game of intrigue and occult politics, they would have little actual mechanical effect in game. To make grimoires more interesting for Imperial Age campaigns featuring magick, what follows is a description of occult symbols found in actual grimoires available during the period and how they can be applied to Incantations that can be used in the game.

FINDING A GRIMOIRE

Typically learning of the existence of a specific grimoire requires a Research check whose DC is equal to the incantation it contains Knowledge (arcane lore) DC minus 15, while finding the incantation itself is equal to its Knowledge (arcane lore) DC minus 10. It is unlikely, however, to be that easy. Occult means "hidden" or "secret" and many of the authors and translators of these works deliberately left sections of their content out, mistranslated words, or added meaningless text to foil the uninitiated. If a GM so desires she can add an element of risk to the research and use of incantations found in grimoires.

Upon discovery of an incantation a character may make a Knowledge (arcane lore) check whose DC is equal to that of the incantation in question to determine if it is authentic or not. The GM may wish to make this check in secret granting a circumstance modifier of up to +/- 4 as warranted.

Further results may be applicable in certain situations. Many grimoires are not meant to be read by the neophyte but should be perfectly comprehensible by an initiate. On such texts allow a character who beats the DC by 5 or more to determine that not only is the text faulty but also what would happen if it was attempted. On a check that beats the DC by 10 or more allow the character to determine what changes need to be made to correct an occluded text.

PLATE IV.

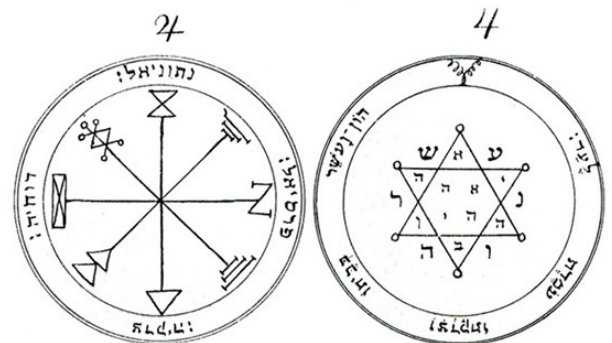


Fig. 18.

Fig. 19.

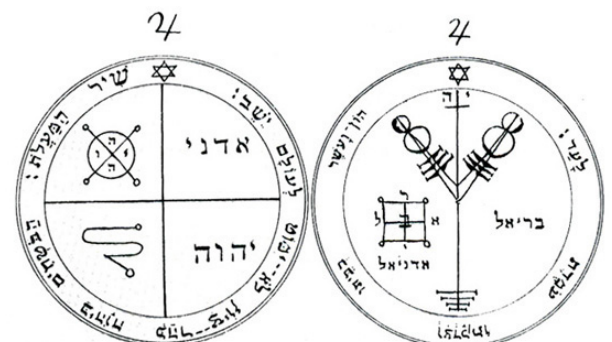


Fig. 20.

Fig. 21.

Attempting to perform an inaccurate incantation most often results in nothing more than the loss of time and effort needed to perform the ritual. However, some are designed to deliberately produce results equivalent to a Failure, even if the instructions are followed exactly. It is up to the GM to determine if such "trapped" incantations exist in her setting.

PREPARING THE MAGE FOR INCANTATIONS

Casting ritual magick through Incantations is quite different than traditional fantasy spell casting and involves many careful preparations. Although different grimoires recommend different specifics the basic preparations are generally the same. The first of which, essential for the incantation to work, is the physical and spiritual preparation of the practitioner or practitioners, although most rituals are solo affairs multiple participants are possible. To enter into a condition where he can conduct the ritual the mage must separate himself from the world, typically for a period of three to seven days but longer or shorter periods are also possible. This separation can involve fasting or specialized diets, typically meaning no intoxicating substances nor meat, and physical isolation from the world; but most frequently it requires a period of chastity. This is necessary to not only remove any possible emotional or spiritual contaminants from the mage but, more importantly, abstinence allows the mage to store the spiritual energy needed for the ritual, energies that are released in sexual congress. Some sources recommend that the mage also refrain from sleep, and while this can result in an altered state of perception it is as likely to result in sloppy action later in the process that can result in failure and even death and as such is generally not a good idea. The same can also be said for the ritualized use of alcohol, other drugs, sex, and even self-wounding or self-mutilation. The preparation period ends with a physical cleaning just before the rite is to begin. This cleaning may involve ritualized ablutions or it may simply be a good bath.

Emerging from his cleansing naked, the mage has divested himself of attachments and entanglements with the mundane world and is now ready to engage the spiritual world. While some recommend performing rituals naked, the standard practice is that one should be robed. The robe may be of any colour, except brown or black, but white is recommended. Names of power or sigils or other signs, in appropriate colours, may be stitched onto the robe. The robe should be otherwise simple and have no buttons, hooks, knots, or other clasps. Such things may block spiritual energy needed for the incantation. In addition to a robe some sources allow for white, preferably silk, undergarments, hats, hoods, crowns, and even slippers as desired. If the mage cannot make the robe and accessories himself a suitable set can be commissioned (Purchase DC 10 for a simple robe, DC 12 for a robe prepared with names and signs of power).

PREPARING THE SPACE FOR INCANTATIONS

Incantations are difficult and time consuming to prepare and perform; and need a ritualized space in which to be conducted. It is best that this space be as secluded as possible. The further from human habitation the better but many mages do not have the luxury of country estates. If performed in an urban environment an interior room is best, lacking windows. If there are windows they should be locked and covered so that no light can come in or out. Doors should be locked by the mage upon entering. The room itself should be unadorned and devoid of furniture. Thus it is best that the room be set aside for ritual use alone, but if necessary black clothe may be draped upon walls and floor to hide any distractions or potential contaminants to the ritual.

Many grimoires suggest that the space be cleansed before any ritual begins. This can be accomplished by burning a mixture of laurel leaves, camphor, salt, white resin, and sulphur in the room prior to beginning preparations. Incense and other aromatic materials have also been suggested and may be used as desire or availability permits (purchase DC 3). The purpose is to purify the area, removing any lingering hints of either previous rituals or mundane uses.

The mage is now ready to begin construction of the ritual circle. All incantations take place in a circle. This is done both to harness and focus the power of the ritual as well as to protect the mage from the forces invoked. There are numerous types of circles that can be drawn but a basic version is as follows:

Draw a circle, nine feet in diameter, with the point of a ritual sword or knife (see below) in the earth, or chalk or charcoal may be used, beginning at the East and proceeding deosil (clockwise), or widdershins (counter clockwise) if the working is dedicated to the Devil or other dark powers. Occasionally vermilion paint, as it usually contains sulphur and mercury, or salt is recommend. Draw a second circle, eight feet in diameter, within the first. Between the two names and signs of power may be writ and ritual objects (see below) may be placed. Typically these objects are placed equidistant to one another at the cardinal points with which their elements are associated; however other arrangements are possible when more or less than four objects are used. Some grimoires suggest that the mage should further adorn the circle with an outer or inner square, a triangle (associated with the appropriate element), a pentagram, a Seal of Solomon (the six pointed star also known as a Star of David), or in some cases the sigil representing the being to be summoned. For most workings, however, the basic circle with appropriate symbolism is sufficient.

RITUAL OBJECTS

In addition to the robe and materials for marking the circle, several standard objects are also needed. Some grimoires describe the construction of these objects in such elaborate detail that it would be almost impossible to do so accurately. It may be assumed that such descriptions are deliberately included to foil the reader, or to make the author appear all the more accomplished. What is most important in all cases, however, is that the objects be new. Failure to do so can taint magickal forces, offend spirits, or otherwise create unintended consequences. If the mage does not have the talent or inclination to craft these items they may be purchased or, more likely, commissioned. Listed below are the most common ritual objects, although specific incantations may require other items or variations on the following.

Brazier: A small metal charcoal brazier, often constructed with symbolic elements related to fire or the being to be contacted, is called for in many rituals. While the symbolic value of certain metals can be important in some incantations, typically a brazier of ordinary materials such as iron will be sufficient. The smoke of burned materials is often associated with Spirit. (Purchase DC 5)

Candles: The use, colour, and composition of candles receive a great deal of attention in some texts. Generally they are ordinary candles of tallow or beeswax either un-dyed or white. Such candles are cheap and easy to acquire. While coloured candles, which may be associated with certain signs of the Zodiac or spirits, are somewhat more difficult to find but still cheap and readily available. Candles made of unusual materials, such as the emphasis baby fat of the darkest of rituals, will likely have to be made by the mage himself. Candles typically are made in pairs, but regardless of their number count as a single component of the incantation.

Cup: The cup or goblet is the symbol of Water and is necessary for invoking spirits associated with the element. If the cup is not constructed by the mage one of fine quality should be purchased, made of crystal or precious metals. (Purchase DC 4)

Knife and Sword: A ceremonial knife and sword are necessary for many incantations. They should be forged or bought on a day or hour associated with Jupiter during the waxing of the moon and ritually consecrated before use. In some incantations a knife is used as a symbol of Air. (Purchase DC is equivalent to a masterwork knife or sword).

Pentacle: A silver pentacle, a circle containing a star or pentagram, is often used to symbolize Earth. The symbol should be about the size of the mages palm or slightly larger. (Purchase DC 5)

Wand: The wand is one of the main symbols of the magickal power and the use of ceremonial wands, staffs, or rods dates back to ancient Egypt. The standard wand is made of hazel and, according to the Grand Grimoire, should be nineteen and one half inches long, cut at sunrise with a ceremonial knife stained with blood. Pointed steel caps should be placed on both ends of the hazel wand and magnetized with a loadstone. The wand must be ritually consecrated before use. While used in most ceremonies, some rituals require a second rod to symbolize Fire. (Purchase DC 4)

RITUAL OBJECTS IN USE

As an optional rule, the Game Master may wish to apply modifiers based on the origin, quality, or history of the objects used in a ritual. If so consult the table below for appropriate adjustment for each Knowledge (arcane lore) check made during the incantation.

The Object Is...	Knowledge (arcane lore) DC modifier
New	-2
Constructed by performing mage	-2
Made of unusual but sympathetic materials	-3
Used in a previous incantation	+4
Used previously for mundane purposes	+2

When multiple objects are used only the single best and single worst modifiers should be used. For example, a mage uses for items in a ritual. Three of them are new. Of these he purchased a pentacle, carved the cup of wood himself, and made a set of candles of the fat from a white buffalo calf. The effort spent making these last two items has caused him to run short of time and he finds that he must make do with his letter opener for a dagger and a wand he used in a previous incantation. The modifiers for each item would be as follows: -2 for the new but purchased pentacle, -4 for the new and constructed cup, -7 for the unusual handcrafted candles, +2 for the letter opener, +4 for the wand. When the game master tabulates the adjusted DC for the ritual he ignores everything but the -7 and the +4, as the best and worst modifiers respectively, altering the DC of the ritual by -3.

Alternately, the game master may decide that the use of inappropriate materials results in failure of the incantation or a shorting of the effects duration or other variable effects. Similarly the use of extraordinary materials might reduce or eliminate backlash, or the effects of failure, or helpfully increase variable factors in the effects of the incantation.

RITUAL GESTURES AND STANCES

A wide variety of ritual gestures are used in incantations. Most are to be made either with the tip of the wand, sword or dagger or with the thumb of the right hand held between the middle and index fingers. In addition to those described below, specific signs for various spirits, the Zodiac, and elements exist. Those for the zodiac are well known while the ones for the elements are simple. Air is an equilateral triangle pointing up bisected horizontally while Earth is the same sign inverted so that the triangle points down. Fire is an unadorned equilateral triangle pointing up and Water is the same sign inverted. Spirit is a circle bisected four times so that eight equal pieces are formed, like cutting a pie. Signs for various spirits are unique and beyond the needs of the current text, but some grimoires contain almost nothing but these signs.

PENTAGRAMS

There are four pentagrams of Spirit and two each for the other four elements. It should be noted that while these are described in many grimoires, the details occasionally vary. Usually the upright version is for invocation and the inverse is for banishing, but again different texts describe different process. What follows is a standard compiled from several sources.

Air Pentagram: This sign has one point up and two down. It is drawn starting at left most point and going horizontally to the right.

Earth Pentagram: As the air pentagram but drawn starting at the continuing down at a diagonal to the left most point.

Fire Pentagram: As the air pentagram but drawn starting at the top and continuing down at a diagonal to the right most point.

Inverse Air Pentagram: This sign has two points up and one down. It is drawn starting at left most point and going horizontally to the right.

Inverse Earth Pentagram: As the inverse air pentagram but drawn starting at bottom middle and going diagonally up and right.

Inverse Fire Pentagram: As the inverse air pentagram but drawn starting at bottom middle and going diagonally up and left.

Inverse Water Pentagram: As the inverse air pentagram but drawn starting at right most point and going horizontally to the left.

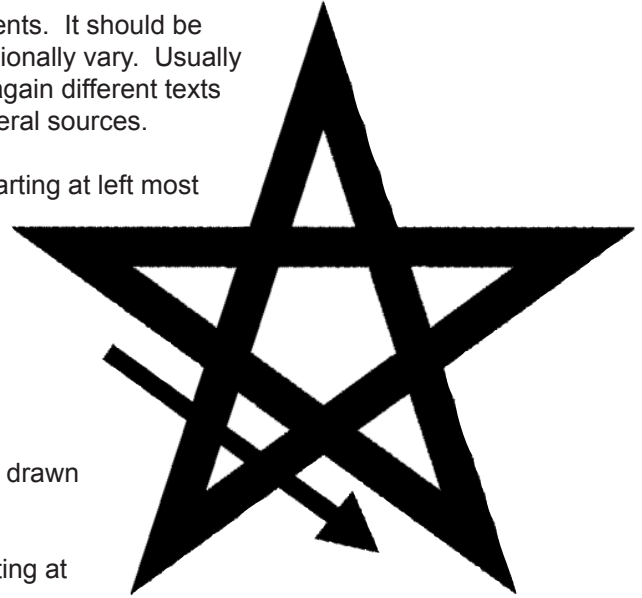
Spirit Pentagram of Active Banishing: This sign has two points up and one point down, drawn starting at the left most point and continuing diagonally to the upper right.

Spirit Pentagram of Active Invocation: This sign has one point up and two down. It is drawn starting and the bottom right and continuing up at a diagonal to the left most point.

Spirit Pentagram of Passive Banishing: This sign has two points up and one point down, drawn starting at the right most point and continuing diagonally to the upper left.

Spirit Pentagram of Passive Invocation: This sign has one point up and two down. It is drawn starting at the bottom left and continuing up at a diagonal to the right most point.

Water Pentagram: This sign has one point up and two down. It is drawn starting at right most point and going horizontally to the left.



STANCES

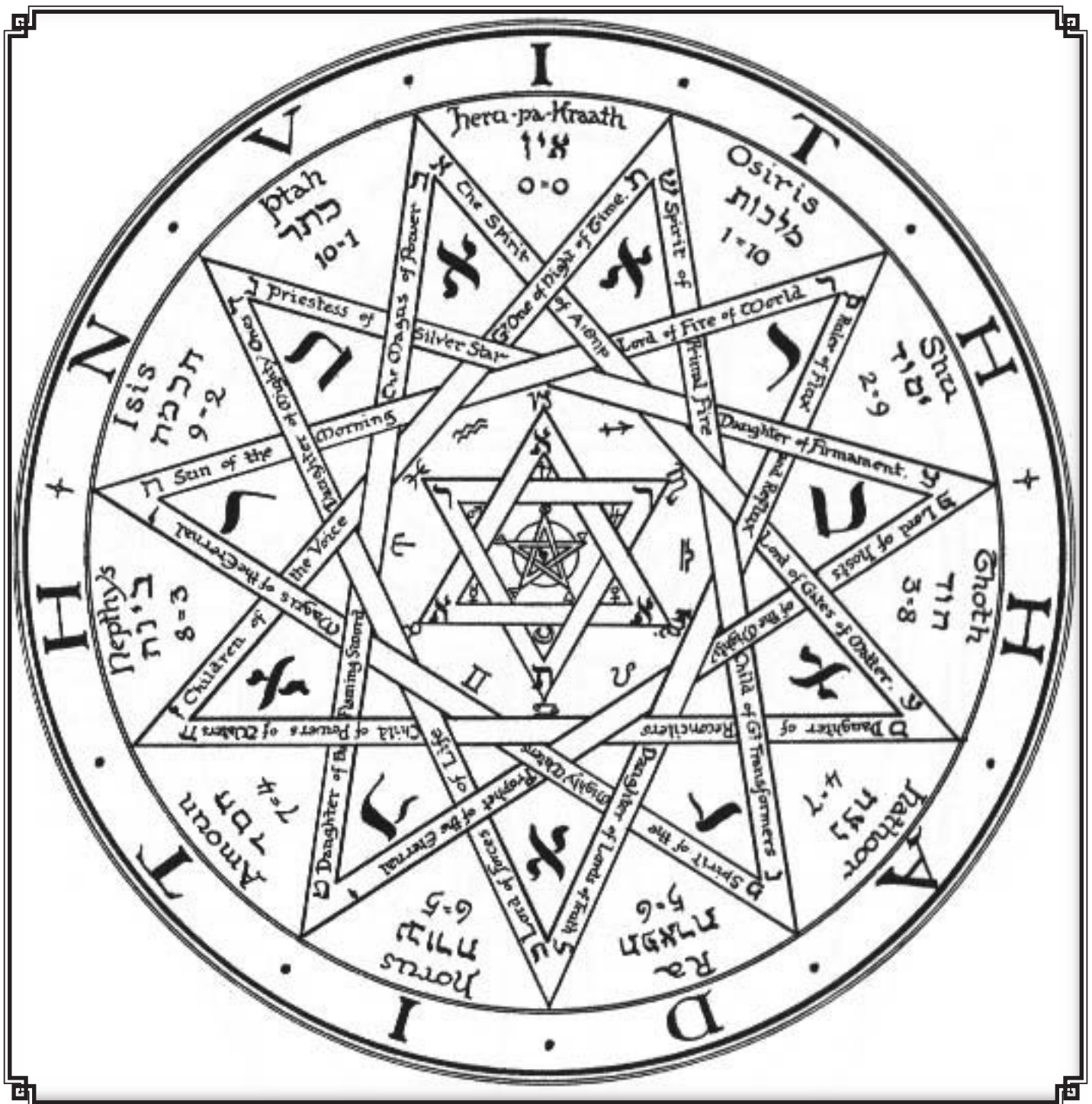
The following stances are used to invoke the spirits associated with cardinal points.

The Adoration of Ra: The mage stands upright facing east. His arms are level with the shoulders, bent up ninety degrees at the elbow with palms flat as if supporting a great weight above his head.

The Adoration of Hathoor: Facing south, the mage stands with his arms level to his shoulders, elbows bent so that his hands form a peak above his forehead, his thumbs touching so as to form a triangle with his hands.

The Adoration of Tum: Facing west, the mage stands with arms at his side, elbow bent so that his fingers make a point at his waistline just below the navel. The tips of his thumbs touch so as to form a triangle.

The Adoration of Khephera: The mage stands facing north with the left foot ahead of the other as if about to take a step. The left arm is held at the side. The right arm is held with the palm just above the head, forward as if in greeting.



SAMPLE GRIMOIRES

The following grimoires are fictional, but are very similar to the kinds of occult works being produced during the Imperial Age and, when possible, is associated with historical persons and events. Each work gives a little bit about its background and the incantations it contains.

Each grimoire also has a list of other spells and incantations it contains. These spells make no distinction between divine and arcane magick, regardless of their original designation, and it is left to the discretion of the GM to decide which category they fall into. If playing in a setting that only allows incantations simply ignore the spells or, as an option, allow players to create their own lesser incantations for applicable spells. The base Knowledge (arcane lore) DC for such should be 25+the spell's level and require a number of successes equal to the spell's level.

Finally, each work below gives a short description of a fictional, London-based occult society that is currently in possession of at least one copy of the book.

A NOTE ABOUT INCANTATIONS AND SCHOOLS OF MAGICK

Technically every incantation of the era calls upon some spirit to aid the caster in one-way or another. Under standard d20 rules they might all be considered Conjunction (Summoning) spells; however, the schools indicated below have been chosen based on the final effect of the incantation rather than the source of the effect.



THE BOOK OF THE BELOVED OF HATHOOR

First published in 1893 the author of this work identifies herself as "Isis Sophia." The grimoire is unique for the period in that it assumes the reader is female. It purports to contain four rituals transcribed from ancient Egyptian texts, along with the typical instructions upon preparation of the mage and elements. Regardless of its origins it is replete with Egyptian and Kabbalistic symbolism.

Research DC

- 10 The Book of the Beloved of Hathoor contains spells related to life and birth. It had a very small print run and is hard to acquire.
- 15 The grimoire is probably the work of Florence Farr, actress, author, and member of the Isis-Urania Temple of the Golden Dawn.
- 20 The Book of the Beloved of Hathoor contains three powerful and unique incantations: The Birth of the Sons of Ra, The Flooding of the Nile, and The Radiance of Hathoor.

Other Spells: aid, change self, clean, create water, detect magickal aura, enhance ability (wisdom only), light, mending, and sanctuary

Other Incantations: Hathoor's Touch (as Caduceus), The Invocation of the Storm (as Control Weather but can only produce rain in an appropriate season), and Mystic Veil.

SPECIFIC INCANTATIONS

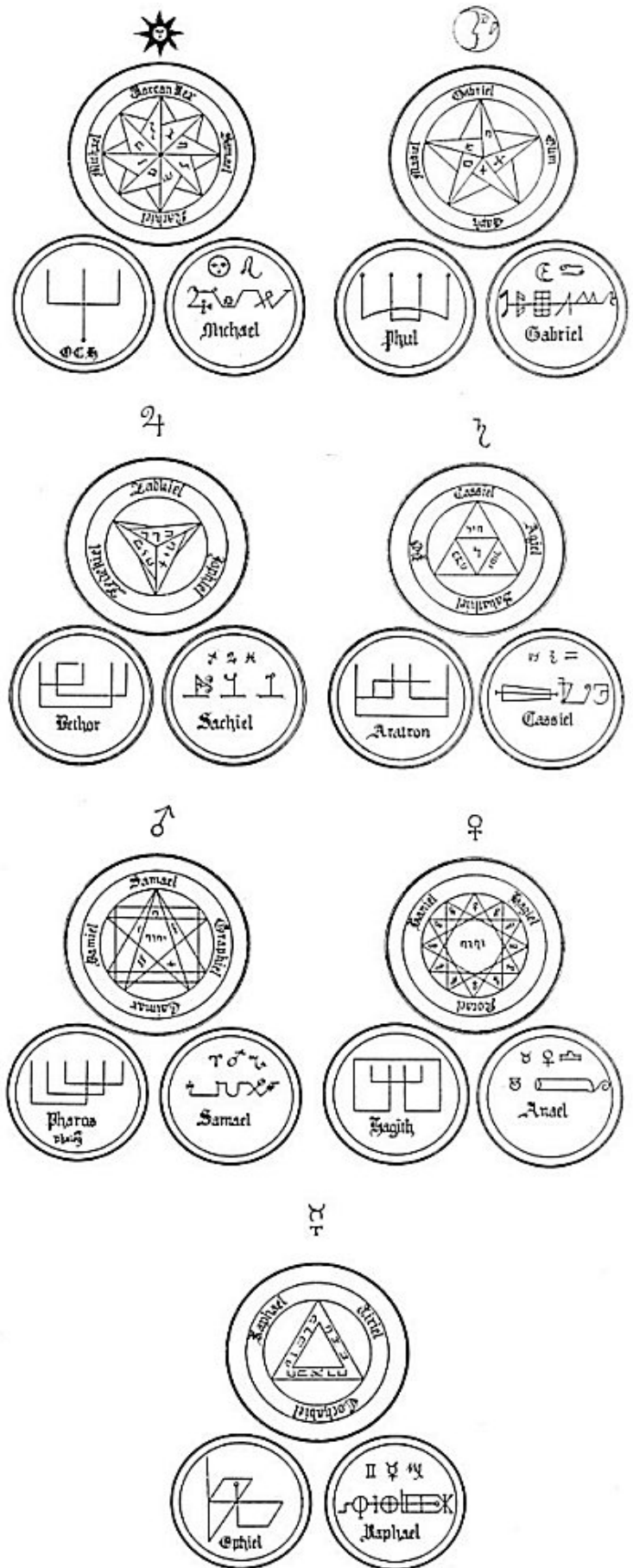
The Birth of the Sons of Ra

Conjuration (Summoning)

Skill Check: Knowledge (arcane lore) DC 35, 9 successes;
Failure: Two consecutive failed skilled checks; **Components:** V, S, M, B; **Casting Time:** 90 minutes (minimum) **Range:** Personal; **Target:** You; **Duration:** see text; **Saving Throw:** None; **Spell Resistance:** No.

Prior to incantation the caster should, at sunrise on the day the incantation is to be performed, slay a young fertile bull with a knife dedicated to Ra and drain his blood into a ritual cup. The caster prepares a standard circle inscribing it without and within with the name of Ra and the signs of the sun. In the centre of the circle she places a brazier of burning coals. To the East she places the air dagger and to the West the cup of bull's blood. To the North she then places a silver pentacle and to the South the fire wand.

She begins the ritual by facing east and making the Adoration of Ra. She calls upon his name and asks for his presence in the circle. She then travels to the South and calls upon Ra to enter her with his fire and glory. Continuing clockwise she stops at the cup of blood and dips two fingers into it. She then takes the blood and draws the Spirit Pentagram of Active Invocation on her belly, calling out to Ra to stir his spirit with in her. She



now proceeds to the North and bows three times, asking Ra to grant strength to the spirit within her. She then returns to the East and pricks her finger with a magick dagger and turns letting the blood drop into the brazier. By doing so, she calls upon Ra to seal this covenant between them for his glory. Turning again to face the East she repeats this process, beginning again with the adoration of Ra, for a total of nine times. Upon completion she travels counter clockwise and at each cardinal point she makes the Inverse Pentagram for the appropriate element (Earth, Water, Fire, and Air beginning in the North and ending in the East) in the air with her hand and says at each point "Let that which is called be still until summoned again." When she reaches the East and makes the last sign of banishing the ritual is complete.

Immediately her belly begins to swell in pregnancy and in a matter of moments she appears to be nine months pregnant. This process can be painful, but normally does no damage to the caster at this time. Thereafter she remains pregnant until such a time as she says, "Sons of Ra come forth!" At that moment she gives birth to 3d4 Sons of Ra, as Elohim, which serve her unconditionally. She is immune to their fear aura as well as their fire, although she can be harmed by fire damage caused by other sources. These Sons of Ra last until sunset, if summoned during the day, or until sunrise, if summoned at night, or until dismissed individually or in groups. Even if someone can take control on one or more of the Sons they can never harm their 'mother' and will be banished if commanded to do so.

Special: This incantation can only be performed by a woman and cannot be performed during her menstrual cycle.

Backlash: Upon release of the spell (giving birth) the caster suffers 2d6 points of damage and is exhausted.

The Flooding of the Nile

Conjuration (Healing)

Skill Check: Knowledge (arcane lore) DC 33, 7 successes; **Failure:** Two consecutive failed skilled checks; **Components:** V, S, M; **Casting Time:** 70 minutes (minimum) **Range:** Personal; **Target:** You; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** No.

Prior to the incantation the mage should draw a cup of her own blood and acquire a sufficient amount of river mud to form a small clay figure about the size of her hand, being careful to make sure that both remain wet until needed. Following the normal ritual cleansing she should prepare a standard circle. To the East should be placed the talisman for Earth and to the West the talisman for water. The circle should be dedicated to and inscribed with the names and signs of Isis, Hathoor, Sophia, and Thelema. In the centre a smaller circle should be drawn, with the bowl of blood and bowl of mud placed within.

The mage, appropriately attired, begins the ritual standing to the west of the smaller circle facing east and calls upon the blessings of the goddesses by name three times while tracing the wand in a circle above her head nine times. When she has done so, she walks clockwise around the circle once, stopping in the east and making the Adoration of Hathoor. When she returns to her original place she faces the East and makes the water pentagram with her hand before turning West and making the earth pentagram. She then gets on her knees and mixes a portion of the clay and blood to begin the construction of a small figure while chanting the name of Hathoor eleven times. She repeats this process an additional five times. After the sixth time the figure must be completed.

She then stands facing east and smears the remaining mud and blood on her forehead, her eyes, her throat, her heart, her arms and legs, and her naval. She then makes the Adoration of Hathoor to the East and declares three times: "Giver of life, may this earth be renewed by the flooding of your waters in the dry season." She ends with "So it is said, so mote it be!"

She then may take the figure with her or leave it in an appropriate place. Anytime during the next 24 hours that is killed she is immediately resurrected, losing one character level in the process. If the figure was on her person at the time of her death it crumbles to dust and she rises in the spot she dies. If it was not then her body crumbles to dust where she was killed and she rises in the spot where the clay figure was left.

Focus: A small clay figurine made by you during the ritual from river mud mixed with your own blood.

Failure: Death. You must succeed in a DC 15 Fortitude save or die.

The Radiance of Hathoor

Abjuration

Skill Check: Knowledge (arcane lore) DC 38, 8 successes; **Failure:** Two consecutive failed skilled checks; **Components:** V, S, M; **Casting Time:** 80 minutes (minimum) **Range:** Personal; **Target:** You; **Duration:** 8 hours; **Saving Throw:** None; **Spell Resistance:** No.

The mage prepares herself and her space thoroughly with a ritual cleansing. Wearing a robe of gold or red cloth she prepares her circle with the blessing signs and symbols of Hathoor. She further inscribes the sign of fire within the inner circle so that the points touch the circle itself. To begin she makes the Adoration of Hathoor. She then lowers herself to her knees and bows prostrate to the South and declares the glory of Hathoor. She rises to her feet again before again getting on her knees and prostrating herself while declaring Hathoor's glory. This time she returns to a sitting position, on her knees, and bows again and even a third time. She then rises to her feet and repeats the process of three bows twice more. After this she rises to her feet and again descends and bows but one time so that she has bowed a total of eleven times in this pattern: 1,3,3,3, and 1. She then rises to her feet and proceeds clockwise around her circle. At each cardinal point she says, "O Spirits of (East, North, and West as appropriate) Hathoor is great and full of glory! There are none like unto her and none may approach her splendour!" When she arrives again at the South she repeats the process of bowing and declaring the glory of Hathoor. This process continues until she has bowed and made the circuit for a total of four times, thus making a total of four Adorations of Hathoor and forty-four bows. She then declares "Hathoor bless your daughter!"

As she dispels the circle she is surrounded by a soft white glow, like starlight. This aura persists for eight hours and is visible in the dark or areas of low illumination. While the aura remains she gains a +4 deflection bonus to Defence and a +4 bonus to all saves. She further gains SR 24 against spells of the necromancy school or with the Evil descriptor. Finally, if an evil creature succeeds in a melee attack against her the aura flares causing the creature to be blinded. A DC (18+ mage's Cha modifier) Fortitude save negates this effect.

Failure: Hostile Spell. The caster is rendered blind.

THE LADIES' TEA AND BIBLE SOCIETY

History: Originally this group of upper middle class women began meeting for the purposes of reading and discussing the Bible. This quickly changed with the introduction of Miss Meredith Farnsworth, the niece of the group's founder Mrs. Abigail Farnsworth. Miss Farnsworth was young and had interesting notions about the role of women in society. Although many of her ideas were quite shocking to the more settled matrons of the group, they also found her notions titillating. She progressively introduced radical literature into the group's reading and eventually occult materials. At first these works were fairly tame and had little actual puissance. Eventually, however, Miss Farnsworth began leading the group in ceremonial rites and instructing them on how to conduct their own incantations, although she seems to be the only one with any degree of talent. She has also introduced the idea of sex magick, occasionally encouraging them to introduce their husbands to the group. This practice has led to some hostility and jealousy in the group but also an increasing amount of personal power for Meredith Farnsworth, who is now directing the wealth of the group to the search for occult literature and artefacts. The Book of the Beloved of Hathoor is one of their earliest acquisitions.

Membership: Membership is invitation only and such are few and far between. Essentially it is limited to upper middle class women that Meredith Farnsworth feels can be discreet, accepting, and most importantly useful to her. Their wealth or their husband's looks also play a factor in the decision. Other than Meredith herself all almost all the full Members are middle-aged women of means, while some of their husbands, or occasionally sons or brothers, are considered "Invitees."

Location: The group meets in the large London home, located in any suitably affluent neighbourhood, of Mrs. Farnsworth, whom inherited it from her father. As Mr. Farnsworth is deceased she and Meredith are the only regular inhabitants.

Rites: Each full moon the group conducts a full ritual involving Egyptian and pagan fertility goddess symbolism, most of which degenerate into an orgy with Meredith selecting a few special participants to join her in an 'inner ritual.' The group also continues to meet at least once a week to read and discuss occult literature. More rarely now they have a tea or reception that is open to suitable women in which they do discuss the Bible or an article related to it. These are typically used as recruiting sessions.

Goals: The group as a whole seems to have no real goals other than being entertained by the scandalous activities of the Society. Meredith Farnsworth, although seemingly simply a bohemian young woman, is far more calculating and is cultivating power in all forms but to what end, if any, is unclear.

THE LESSER CALLINGS

This work contains a great deal of biographical information about the anonymous author, although lacks specific place names to fully clarify his identity. He describes leaving home as a medical missionary to, one can gather, somewhere in Africa. Although a devout Anglican and obviously a trained anthropologist, the author is also a ceremonial practitioner who becomes interested in the tribal beliefs of the native peoples. What emerges is this work, a synthesis of British occultism, Kabala, and rather obscure (and otherwise undocumented) tribal ritualism.

Research DC

- 10 The Lesser Callings merge African mysticism with British occultism.
- 15 Many of the details of the author's self described life parallel those of Robert Felkin, a member of the Hermetic Order of the Golden Dawn, but also diverge in several places, leaving the authorship unclear.
- 20 The Lesser Callings, although draped in Christian symbolism, contains formula for summoning obscure spiritual entities, largely unknown and undocumented; each of these beings grants the caller specific abilities for a price. The Callings are for the beings known as Agnisi, a spirit of divination; Mbatuki, a spirit of wealth; Mirimo, a river spirit; and Ogbun, a spirit of death.

Other Spells: all summon vivilor spells.

Other Incantations: none.

SPECIFIC INCANTATIONS

The preparation for all of the Lesser Callings is the same. The caster draws the standard double circle and inscribes it with the Names of God in Hebrew. Within this circle he draws the Seal of Solomon encompassing a third circle in the centre. At each point and intersection of the Seal he places a candle of a colour appropriate to the spirit being summoned. The caster stands within the final circle to conduct the ritual.

The Calling of Agnisi

Divination

Skill Check: Knowledge (arcane lore) DC 36, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, F; **Casting Time:** 60 minutes (minimum); **Range:** Unlimited **Target:** One living creature or object; **Duration:** See Text; **Saving Throw:** None; **Spell Resistance:** No

The caster prepares the circle as described above using white candles. He also places a silver mirror on the floor or a small stand in the centre circle. From there he begins with a prayer invoking God to protect him against all unclean and deceptive spirits, devils, and imps. He then calls out "Agnisi Ever Wise, Agnisi the Full, Agnisi Whisperer I call to thee. By thy name I do call to thee. Agnisi come, Agnisi head me, Agnisi appear before me! Come thou spirit of mind Agnisi, listen to me thou spirit of word Agnisi, harken unto me thou spirit of voice! Three times three I have named you, three times three I have bound you, three times three you will obey me!" He then finally compels the spirit in the name of the Trinity and the Angels of Heaven to appear.

At this point the mirror becomes cloudy and the caster may then concentrate on a single object or person. He is immediately given a vision of that thing, being able to see and hear all that is happening at its location, even piercing spells of illusion and concealment that might hide it. The vision lasts for 6 minutes. The vision can be extended for an additional minute by making a DC 16 Concentration check. Each minute the vision is extended in this way the DC increases by +1 until the caster fails or chooses to end the vision. He now knows exactly where the object is located, although he does not necessarily know how to get there.

Finally the caster breaks the mirror with the words "Agnisi I thank thee! Agnisi come and go with me! Agnisi for an hour and a day abide with me so that thou may see and know the world! In the Name of God let it be so. Amen!"

Backlash: Compulsion. While being ridden by Agnisi the caster becomes obsessed with the unknown. While this is not atypical for many occultists, the caster's obsessions are extreme and result in an overwhelming desire to open anything closed and look inside or to uncover anything covered and to ask deeply personal questions. For example, a character entering the parlour of another will walk around the room opening cabinets and doors, looking under furniture, and even

attempting to see what is under the other's clothing all the while asking questions detailed questions about the details of his companion's health, sex life, and finances. This behaviour results in a -3 circumstance penalty to all social skill checks. This behaviour lasts for 25 hours.

Focus: A mirror.

Failure: Falsehood. The caster sees the target desired but sees whatever he expected to see regardless of reality.

The Calling of Mbatuki

Conjuration (Creation)

Skill Check: Knowledge (arcane lore) DC 38, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, F; **Casting Time:** 70 minutes (minimum); **Range:** see text; **Target:** see text; **Duration:** see text; **Saving Throw:** Will Negates, see text; **Spell Resistance:** Yes

The circle is prepared as described above, but using gold candles. In the centre circle the caster places a large brazier of burning coals and the item to be sacrificed, paper currency or other paper wealth is the most expedient. Standing in the centre he begins with a prayer invoking God to protect him against all unclean and deceptive spirits, devils, and imps. He then invokes Mbatuki by feeding the wealth into the brazier and saying: "Mbatuki I offer unto thee a gift! Mbatuki I make thee a pledge sealed in wealth! Mbatuki I purchase thy presence! Hearken unto me O Provider of Riches Mbatuki! Attend me O Flatterer Mbatuki! Abide with me Keeper of the Golden Goat Mbatuki! I would deal with thee Mbatuki! I would honour thee Mbatuki! I would make us both rich Mbatuki! Three times three I have named you, three times three I have bound you, three times three you will obey me!"

Above the brazier should appear a small figure somewhat like a short obese man wearing robes and jewels but with the head of a goat. The figure will bow and the caster should open his mouth and allow it to enter him.

Swallowing the caster says: "Mbatuki I thank thee! Mbatuki come and go with me! Mbatuki for an hour and a day abide with me so that thou may see riches! In the Name of God let it be so. Amen!"

Mbatuki grants the caster spell like abilities while he inhabits him. The caster may, once, create a 20 cubic foot volume of non-magickal material. This can be a single object or multiple objects provided they are all exactly the same. The caster must succeed in an appropriate skill check to make a complex item. Material components for spells created in this way cause the spells or incantations cause immediate failure. This material lasts as long as Mbatuki inhabits the caster afterwards it disappears.

The caster also gains three uses of Charm Person as an 8th level Telepath. If the caster also had levels in a psionic advanced class that would have allowed him to use Charm Person he does not spend any Power Points to manifest this ability. If his level in the psionic class is greater than 8th he may use his level instead.

Special Material Component: Currency or an item or items of value whose total purchase DC is 25+

Backlash: Compulsion. When being ridden by Mbatuki the caster becomes exceedingly vain and must wear the finest clothes and will stare into mirrors or other reflective surfaces until forced away from them. This causes the caster to suffer a -3 penalty to notice anything and to Initiative. If the caster's clothes are not at least of fine quality (Having a purchase DC of 12+) then the Mbatuki compels the caster to purchase new ones. Mbatuki remains for 25 hours.

The Calling of Mirimo

Transformation

Skill Check: Knowledge (arcane lore) DC 32, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 60 minutes (minimum); **Range:** Personal **Target:** You; **Saving Throw:** None; **Spell Resistance:** No

The caster prepares the calling circle as above using blue candles. In the centre circle is placed a vessel containing at least five gallons of water drawn from natural moving fresh water such as a brook, stream, river, or large lake. Standing in the centre he invokes God to protect him against all unclean and deceptive spirits, devils, and imps. He then invokes Mirimo by stirring the water with a wand made of willow and saying: "Mirimo the Swift I awaken thee! Mirimo the Patient I await thee! Mirimo the Roarer, I would hear thee! I beseech thee, Mirimo, to enter me! I beg of thee, Mirimo, to flow

through me! I command thee, Mirimo, to wash over me! Mirimo grant me they grace! Mirimo grant me the speed! Mirimo grant me they form! Three times three I have named you, three times three I have bound you, three times three you will obey me!”

The mage stops stirring the waters at this point, but they should continue to move. Slowly rising from them a small creature like a fish will appear. The mage should then dip his hand into the water and drink from it. Afterwards he says: “Mirimo I thank thee! Mirimo come and go with me! Mirimo for an hour and a day abide with me so that thou may see riches! In the Name of God let it be so. Amen!”

The mage now has the ability to turn into being of water as long as Mirimo is with him. When he transforms in this manner any item worn or carried merges with the new water form. He can choose to be a column of water taking up a single square, or he may choose to spread out into a puddle covering eight squares. As such he can flow under or through small spaces as normal water. He is immune nonmagickal damage, poison, sleep, paralysis, stunning, and is not subject to critical hits, flanking, the effects of massive damage, or any effect that requires the target to breathe. He takes double damage from fire or electricity effects and is subject to damage from magickal weapons and spells as normal. He can flow at twice his normal speed on land and gains a Swim speed of 90 feet. In this form he cannot attack, cast spells, use items, or use skills that require hands or feet. He has a Defence of 15 and retains his normal Saves and Initiative scores.

Backlash: Compulsion. When being ridden by Mirimo the caster must wear loose, flowing garments and cannot wear anything that clasps, binds, ties, pins, or others wise is bound in place. He cannot wear armour of any kind. Further he may not light a fire nor use fire based magick. This effect lasts for 25 hours.

The Calling of Ogbun

Necromancy

Skill Check: Knowledge (arcane lore) DC 34, 8 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, F; **Casting Time:** 80 minutes (minimum); **Range:** Touch **Target:** One or more creatures touched; **Saving Throw:** None; **Spell Resistance:** No

The Caster prepares the summoning circle using black candles. In the centre circle he places a sharp knife and the skull of a being, animal or human, either killed or exhumed the night before and cleaned for the ritual. The caster prays, invoking the Unspoken Name of God, three times asking for divine protection.

He then cuts his left palm with the knife and allows the blood to drip on the skull. He says: “Ogbun I offer this gift to thee! Ogbun I submit myself to thee! Ogbun drink from me! Grant me your gift Ogbun! Open they gates Ogbun! Release thy prisoners Ogbun! Great Ogbun Taker of Life, Great Ogbun Ender of Days, Great Ogbun Who Is Inevitable I summon thee! Three times three I have named you, three times three I have bound you, three times three you will obey me!”

The skull will then rise from the floor to look the caster in the eye. The caster should then take it in his cut hand and kisses it on the mouth, allowing Ogbun to enter him.

While Ogbun rides the caster he has the ability to animate undead of up to 20 HD in any combination by simply touching the creature’s corpse. These undead obey him for as long as Ogbun remains.

Backlash: Compulsion. While being ridden by Ogbun the caster cannot eat, drink, sleep, or engage in sexual activity. The caster must wear black at all times and may not use any item made of a once living thing (cotton, leather, paper, silk, wool, wood, etc) with the exception of bone, which may necessitate the caster wearing robes of black chain mail or a similar substance. Ogbun is a jealous being and use of any of these items results in him abandoning the caster. Should the caster have created any undead they are no longer under his control should Ogbun leave and will immediately attack anyone. Should the caster obey the dictates of Ogbun he will remain for 25 hours.

Failure: Death of the Caster. Ogbun does not like to be bothered.

THE VIGILANT BROTHERHOOD OF ST. DE LANCRE

History: Supposedly founded by the infamous, and un-saintly, Pierre de Lancre of Boudreaux, this French brotherhood has spread its influence to the United Kingdom, first through Scotland and now into the heart of London. Pierre de Lancre himself had seen to the executions, in his role of Judge, of over 70 supposed witches in 1609. He was soon dismissed from his office but claimed that over 3000 witches still existed in the area. According to the lore of the Brotherhood he then retired to a life of seclusion and spent his fortune to train a small band of witch hunters who could spread out through Europe and continue his work. Much of the early works of the organization, save those published publicly by de Lancre, are lost and in reality no one knows the true origins of the Brotherhood.

Ten years ago the arrival of Rene du Mont, a wealthy French businessman and Catholic zealot, in London society marked a renewal in the activities of the Brotherhood in the city. Their typical method of operation is to kidnap, torture, and 'try' a victim before 'execution.' Anyone taken by them is already considered guilty and the outcome is inevitable. They may be responsible for the death of several noted occultists, artists, and writers who have disappeared from London, as well as the theft of dozens of occult artefacts and grimoires. Not to mention an untold number of persons of less note. The Brotherhood hordes these items as 'evidence' against occult practitioners in general. Curiously, however, in recent years they have begun to field "Licensees" who use magick under the supervision of the Judges, the leaders of a Brotherhood cell, to find and capture magickal practitioners. Rumours indicate that one such Licensee used the Calling of Mirimo to gain access to an occultist's house and obtain 'evidence' for his trial and execution.

Membership: Membership in the Brotherhood is limited to "men of breeding, education, and most importantly Faith" according to the organization's charter. This typically means upper and middle class men of wealth who are devout Catholics, although some are crypto-Catholic Anglicans. It is divided into Parishes, typically by nation, which are presided over by a council of high justices who appoint judges. Judges lead Chapters, local groups, composed of bailiffs and brothers, and preside over the Witch Trials. Most members are bailiffs who conduct the investigation and capture of suspected witches. In occult society these bailiffs are called "cat killers", referring to the medieval association of cats with witches. Brothers are typically merely sympathetic members of the community who are aware of the Brotherhood's existence and support their mission. Brothers rarely know much about the workings or plans of the local Chapter but do know the identity of at least a few bailiffs. Finally, there are the so-called Licensees who practice magick, typically limited to divination and anti-magick spellcasting, at the command of the Judges. These unfortunates are typically either self-hating former occultists or children taken from 'witches' and raised by a judge to serve as a tool to use against other magick users. The bailiffs tend to call them 'hounds.'

Currently in London there are three Chapters each with its own judge, although they all defer to du Mont's wishes. Mary Brown, a teen-age girl kidnapped and raised by du Mont, is the only known Licensee in the city, but other assets can be called in at need.

Location: The London Chapters operate from a series of warehouses and buildings owned by du Mont or other wealthy members and connected via the sewer and ancient tunnels. Du Mont convenes meetings of Judges and high-ranking bailiffs at his mansion in the city but holds actual Trials in what is believed to be an ancient Roman temple located several hundred yards under the city. Its exact location and means of access are a carefully guarded secret. Bailiffs sometimes meet to receive orders at clubs, inns, pubs, and even churches run by brothers.

Rites: There are three important rites in the Brotherhood. The Confirmation is the induction ritual that follows a series of tests of knowledge, faith, and loyalty for the would-be bailiffs. Typically it involves participation in an act that would be considered criminal to ensure the inductee's silence. Brothers are inducted after a much shorter period of observation and the administration of a loyalty oath sworn in the name of God. The Examination is a euphemism for the investigation, capture, and subsequent torture of a suspected witch. Each stage involves ritual gestures and prayers intended to keep the bailiffs and judges involved focused on their duty and not tempted by worldly concerns such as greed, vengeance, or lust. Finally, the Trial is held and evidence is presented against the witch. Most of this evidence is a confession obtained under torture. At least three judges preside, always dressed in black robes and hoods so that their identities would be unknown to any 'witnesses' that might be brought to the Trial. Most often these are swift affairs whose outcome is foreordained but occasionally they are prolonged and further ritualized for reasons known only to the judges.

Goals: The eradication of all magick users, the collection of all objects and works of mystical significance, and the destruction of the occult in general.

THE NAMES OF THE DEAD

Legend surrounding this book says that no less a person than the famous John Dee translated it from a bizarre Arabic text that he found on his travels. Undoubtedly, even if the legend is true, the book has been copied and recopied hundreds of times since Dee's era, and may bear little resemblance to the original. Nevertheless, it is a highly sought after prize as it is said to allow one to speak to and command long forgotten deities of dead civilizations. Most recently a volume was produced for the Society of Thoth-Ibis, or at least such is claimed in the typically boastful and arrogant correspondence between the Society's Priest-General Henry Thomas Bishop and the poet, and member of the Hermetic Order of the Golden Dawn, Charles W.S. Williams.

Research DC

- 10 The Names of the Dead is a necromantic work attributed to Dr. John Dee, court astrologer to Queen Elizabeth.
- 15 Use of the grimoire is said to be dangerous due to corruptions of the text.
- 20 The Names of the Dead contains many incantations, not all of which are complete. Those that are workable include The Call of the Pale Horseman and the Destruction of Sodom.

Other Spells: Detect Magickal Aura, Read Magick, Bane, Speak with Animals, Magick Circle, Shadowmoth Plague

Other Incantations: Baleful Polymorph, Cast Into Shadow, Create Undead, Possession, Sigil of Algos

SPECIFIC INCANTATIONS

The Call of the Pale Horseman

Conjuration (Calling)

Skill Check: Knowledge (arcane lore) DC 39, 9 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 9 hours (minimum); **Range:** unlimited; **Target:** Pestilence, the Pale Horseman; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Spell Resistance:** None

A truly horrible incantation, there is no record of this spell having ever been used.

Unlike with most incantation the caster should be filthy, having not bathed or otherwise cleaned himself in any way for at least one week. Further, he should have been wearing the same clothes for that period of time as well, soiling himself as necessary. Also unlike most incantations it requires no circle. Instead the caster obtains the corpse of someone who has recently died of sickness. He strips the body naked and places it on the ground in some appropriate spot. He then paints the body with sigils described in the text, using a mixture of woad, human excrement, and blood. The caster then sits next to the corpse and chants the first verse of the Bible in Hebrew backwards (pronunciation is found in the text.) Once every hour after he begins he pierces the corpse with a rusty knife and declares, "Let the Lord of Unmaking Come!"

Once the ritual is ended, upon the ninth and final strike, the corpse is transformed into a gargantuan creature vaguely resembling a centaur but composed of stinking garbage and rotting flesh. The creature functions as an advanced garbage toxyderm. It obeys the caster but only in a general way, as it seeks nothing but to spread destruction and misery for as long as it may remain. The caster can, however, aim the creature at a chosen area. It lasts for nine hours or until the caster dismisses it.

Material Component: In addition to the normal components needed for ritual magick the caster must the corpse of someone who died from a disease.

Backlash: Disease. The caster must succeed in a DC 14 Fortitude save or contract the Plague, functions as the Hantavirus.

XP Cost: 1000 XP

Failure: The caster contracts the Plague, as above, but no saving throw is allowed.

Note: If interrupted the caster can resume the incantation, so long as less than one hour has past, as if he had just made his last strike at the corpse. However, if at any time the corpse is doused with salt or lye the incantation is ruined.

The Destruction of Sodom

Evocation and Transmutation

Skill Check: Knowledge (arcane lore) DC 40, 9 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 90 minutes (minimum); **Range:** Two miles; **Area:** Two-mile-radius circle, centred on target (see text); **Duration:** 24 hours (D); **Saving Throw:** None; **Spell Resistance:** No

The caster creates the standard double circle but using wood ash or charcoal, salt, and sulphur mixed into a paste (egg whites may be added as a binder) and used as paint. Within the circle at the appropriate cardinal points he draws the symbol of Fire, Earth, and Air while leaving the space for Water and empty circle. In the centre of the circle he places the stone (or other material from the target site), a knife, and a cup containing the ashes of a bull sacrificed and burned for this purpose.

He begins the ritual by standing before the stone, facing East, and makes the Air Pentagram with the dagger and calls out: "Lords of Air and Wind, Kings of Typhoon and Zephyr, I call on you to hear my plea. Look upon my enemies and judge them with thy wrath!" He then bends down and blows across the surface of the stone.

He then faces North and, with the dagger, makes the Earth Pentagram. He says, "Lords of Iron and Stone, Kings of Quaking Earth and Falling Stone, I call on you to hear my request. Look upon my enemies and judge them!" He then steps once upon the stone.

Finally he faces the South and makes the Pentagram of Fire with his dagger and says, "Lords of Spark and Flame, Kings of Holocaust and Conflagration, I call upon you to hear my complaint. Look upon my enemies and judge them!" He then pours the ashes upon the brick.

Finally he raised his arms, palms upward, and looks to the sky and declares, "To these bring my wrath, the very wrath of God! ABRAHADABRA!" At this point the stone is consumed in fire so that nothing but ash and salt remain.

Simultaneously at a spot centred on the location the stone was removed from a great black thunderstorm begins to form. Within ten minutes it fills the sky in a two-mile radius. It then begins to rain burning hail from the sky. This hail deals 10d6 points of damage to everything in the area each hour for the next twenty-four hours. The only remains of creatures killed, or inanimate objects reduced to 0 hp, by this effect is a mixture of salt and ash.

Material Component: A physical piece of the target site, such as a rock or stone or brick, weighing at least 1 pound and the ashes of bull.

Backlash: Two negative levels.

Failure: The cloud manifests but centred on the caster, moving when he does until the 24 hours are up or the caster is dead.



SOCIETY OF THOTH-IBIS

History: The Society of Thoth-Ibis is the earliest of the many groups that splintered off of the Golden Dawn. Led by Priest-General Henry Thomas Bishop the Society broke away over mundane matters of money and prestige. It claimed to follow ancient religious rites and to be a 'truer' form of occult practice. From the beginning a driving desire of the Society is to find the most ancient texts and rituals. They believe that prehistoric humans ruled over a magick powered society with mage-priest-kings who communed with gods and governed in their name. They would like nothing better than to return to such an age, with themselves as gods-on-earth.

While the initial stages of the organization mimicked Egyptian and Babylonian religious rites the group continued to delve further and further into the past, often accepting any piece of information or ritual that seemed to fit with their concept of the universe. This has led to the almost inevitable corruption of the Society.

Believing that the ancient magicks were amoral and fuelled by the 'primitive spark' the Society encourages its members to incorporate acts of violence and debauchery into their rituals. Rumours abound that they even practice cannibalism. Members now speak of the 'hungry gods' that 'sleep and dream' and speak of the source of magick being a physical thing rather than a spiritual one. No doubt the acquisition of the Names of the Dead has only sped their decent.

Membership: Membership is invitation only and entirely secret; although the names of some members are known in occult circles only a small few are openly willing to admit their participation in the Society. Members typically meet for rites wearing masks or other costumes that emulate Egyptian, Babylonian, and more obscure deities. Most of the membership comes from the upper middle class, typically with scholarly backgrounds. At least one member is a prominent banker and rumour has it that several are nobles.

Location: The Temple of Thoth-Ibis is a private club in central London. It contains a vast occult library and numerous private sitting rooms for individual study. By tradition no one speaks in the building and members do not acknowledge each other's presence when passing in the corridors or library; servants are summoned and commanded through a series of bells and hand gestures. If members do wish to communicate with one another they are to write a letter and leave it for a servant to deliver. Beneath the main building is a basement and subbasement. The former is divided into small rooms suitable for private magickal practice while the latter is larger and is used for group activities. It is only in this last area that the members speak to one another, and then often in ritualized code or under masks.

Rites: The Society meets irregularly to conduct group rituals at the behest of one or more of their members. It is rare for the full Society to meet for anything other than the induction of new members or to fill vacated offices.

Goals: Originally the goal of the society was stated as "To know and nothing else." Now, however, it seems that the group has more obscure and frightening motives, which almost certainly involve the amassing of occult power by any means necessary.



THE OPEN DOOR

The Open Door, of all the works on this list, is the most accessible to the novice. It contains a series of exercises intended to “heighten the mystic senses and strengthen the muscles of the spirit.” Completely anonymous, no clue is available to its origins save its rather large print run, suggesting that at the very least it had a wealthy patron, and the simple, and cryptic, dedication “For W. Ashbless - may he return from whence he came.” It is generally thought to be a decent, if simplistic work, and is only valued by the serious practitioner for a collection of three “advanced exercises” included in an appendix to the main work.

Research DC

- 10 The Open Door is a simple primer on ritual magick containing several very basic incantations. The author is unknown.
- 15 The grimoire does contain three incantations of value in an appendix that may not have been part of the original work: The Bidding of the Servant, The Cloak of Merlin, and the titular Open Door

Other Spells: Twenty 0 and 1st level arcane spells in equal number. There appear to be several versions of the book, although most overlap and keep the same number of spells total.

Other Incantations: none.

SPECIFIC INCANTATIONS

The Bidding of the Servant

Conjuration (Calling)

Skill Check: Knowledge (arcane lore) DC 32, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 60 minutes (minimum); **Range:** Close; **Target:** One outsider of up to 12HD; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Spell Resistance:** No

This incantation is simply the base for several different rituals and requires that the caster discover the name of the being he wishes to contact before beginning the ritual. Preparations begin as normal for the caster. The standard double circle is completed with the name of the being desired inscribed between the two. If the creature has items associated with it (an angle might have a sword, a book, and a feather while a demon might have a dire flail, a chalice of wine mixed with blood, and severed hand) they should be placed in smaller circles within the ring. Within the circle should be drawn the Spirit Pentagram of Passive Invocation with the name or symbol of the outsider written in the centre. The points of the pentagram should be lit with candles appropriate to the outsider’s nature (white for good, black for evil, and gray for neutral or blue for lawful and red for chaotic.)

The summoner walks clockwise, starting in the East, around the outside of the circle carrying incense and chants: “In the Name of the Great God I call to [true name of outsider]! In the Name of the Three in One I ask thee to hear me [true name of outsider]! In the Name of the Alpha and the Omega I request thy presence O puissant [true name of outsider]!” This is done seven times. On the seventh time when the summoner returns to the east he faces the circle and declares “ABRAHADABRA!”

The requested being then appears, unless it should be hindered in some way, in the centre of the circle. The summoner may now ask the creature a single boon. This may be negotiated as any bargain, but attempts to coerce the creature results in it leaving immediately. This may be role-played or be left to appropriate skill checks as the GM wishes. The creature will ask a favour or payment in return, the greater the boon the greater the expected payment. If both parties can come to an arrangement the outsider will then immediately set about doing what was asked of it, expecting paying when the task is done. Creatures summoned will not typically violate their own nature without a very good reason, thus an angle cannot be paid to do a work of evil although a devil might seemingly do good for the chance at having the summoner indebted to it or for greater evil later. Once the payment is received, or if a suitable payment cannot be agreed upon, the creature leaves this plane for its home.

Once the outsider is dismissed the summoner should walk around the circle counter clockwise seven times while ringing a bell or striking a gong and chant: “Thy work is done [name of the outsider]! Rest at home from thy labours [name of the outsider]! Tarry not with me or mine [name of the outsider]!” On the seventh time the summoner should face the circle and, making the Spirit Pentagram of Active Banishing, declare: “ABRAHADABRA!”

Options: Although the text cautions against it, the summoner may choose to randomly invoke a being by inserting "One Who Will Listen" for [name of the outsider] and using the Names of God in the summoning circle. This is unwise as an unknown outsider's motives and desires cannot be accounted for when making a bargain.

Material Component: In addition to the normal material components associated with ritual magick The Bidding of the Servant requires, in most cases, the possession of the creature's true name and that it be properly rendered in the circle; and the summoner must have the payment required by the outsider available once the task is completed.

Experience Point Cost: 600 XP

Failure: Attack. The outsider is offended and immediately attacks the summoner. A good or neutral outsider is likely to simply inflict a small amount of damage, or cast a spell that targets the summoner, as a warning and leave while an evil one will attempt to kill the summoner and then roam the world for 12 days.

The Cloak of Merlin

Illusion

Skill Check: Knowledge (arcane lore) DC 44, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M; **Casting Time:** 60 minutes; **Range:** Personal; **Target:** You; **Duration:** 6 hours; **Saving Throw:** None; **Spell Resistance:** No

The caster prepares a magick circle, placing the appropriate items at each of the four cardinal points. He wears only a plain white robe while conducting the ritual. He begins the ritual in the centre of the circle, his left hand grasping his wand and his left arm raised above his head. Tracing a circle counter clockwise in the air with the tip of his wand he calls out "Hecate! Hermes! Sophia! Thelema! Thoth! Spirits of magick I call upon thee! Clothe your servant in thy mystery!" He then walk to the East and making the Inverse Air Pentagram says, "Spirits of Air I bid thee carry not the sound of my passage nor any other noise that might reveal me!" He then walks to the North and makes the Inverse Earth Pentagram and says "Spirits of Earth I implore thee to hide me from those that walk upon thy surface and let them not feel my passage!" To the West he makes the Inverse Water Pentagram and calls "Spirits of Water I do ask thee to hide my presence from those who might perceive with sight beyond mortal kin!" To the South he makes the Inverse Fire Pentagram and cries "Spirits of Fire may thou hidest the heat of my body and the light of mine eyes!" Returning to the centre of the circle he again waves the wand above his head as he did before and calls "Spirits of Magick this I ask of thee! Keep me hidden from all senses so that I may go about as I wish! In thy mystery O Great Thoth! In thy mystery O Great Thelema! In thy mystery O Great Sophia! In thy mystery O Great Hermes! In thy mystery O Great Hecate! ABRAHADABRA!" So saying he drops his robe and goes naked.

The mage is now treated as if under the effects of the invisibility spell for 6 hours. Additionally he is treated as being under the effect of the silence spell. He cannot be detected by scent or by magickal means. He may attack normally without ending the effect, but due to the nature of the incantation he cannot cast spells that have a verbal component. He may carry and use items but may not wear clothing or armour of any kind, nor otherwise don an item that would cover more than 20% of his body. Doing so ends the effects of the spell immediately. He may end the effects at any time he chooses.

Failure: Delusion. The caster believes that the spell has worked even though it has not.

The Open Door

Transmutation

Skill Check: Knowledge (arcane lore) DC 32, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 70 minutes (minimum); **Range:** Personal; **Target:** You; **Duration:** 7 hours; **Saving Throw:** None; **Spell Resistance:** No

This incantation calls upon a being known as the Keeper of the Way, although the text itself does not give the beings true name it suggests that the mage must know it for the incantation to work. How this information is to be acquired is unknown.

Unlike other incantations this spell requires the preparation of two circles, each 5 feet in diameter and set twenty feet apart. One circle is designated the caster's circle, to the South, and one is designated the Keeper's circle, to the North.

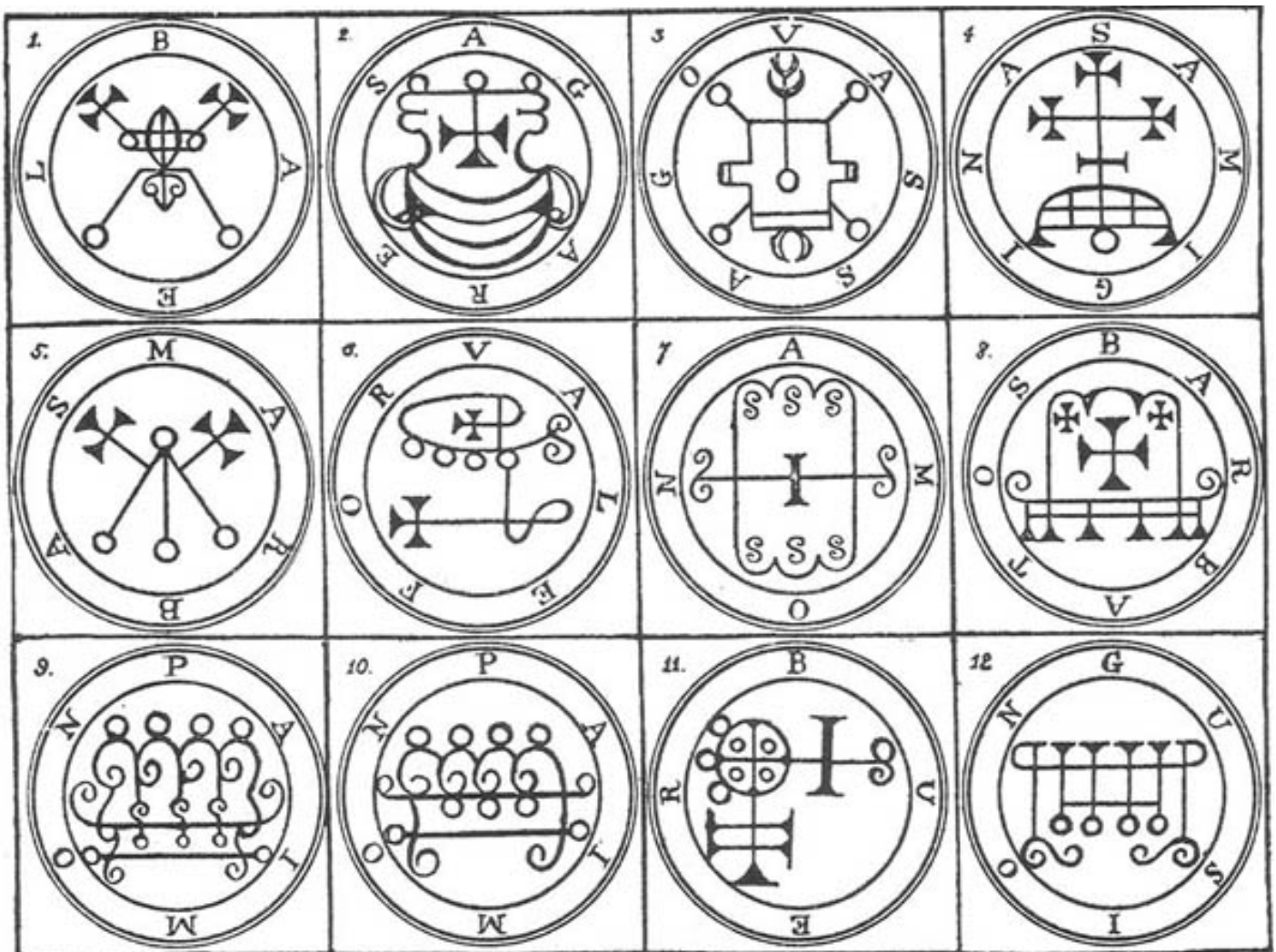
In the interior of the Keeper's circle should be drawn that being's sigil. Around the exterior should be drawn the Inverse Pentagram of Air. Around the interior of the caster's circle should be written "such names as shall be goode [sic] and proper for the protection of the mage." Without should be drawn the Pentagram of Air in such a way as its top most point touches the bottom most point of the previously drawn Inverse Pentagram of Air.

Having done so, and properly prepared himself, the caster shall stand within his circle and call the name of the Keeper of the Way eleven times, turning himself round clockwise in his circle once per each pronouncement of the name. Upon his last revolution he points he dagger at the Keeper's circle and declares "[Keeper of the Way] with this chain of magick I do bind thee to myself!" He then draws the Spirit Pentagram of Active Invocation in the air before him with the dagger. He shall do this ritual for a total of four times.

On the fourth time he shall not say "[Keeper of the Way] with this chain of magick I do bind thee to myself!" but rather "[Keeper of the Way] bound we are now, so may we be bound as brothers!" He then takes the dagger and pricks his finger, allowing seven drops of blood to fall onto the ground.

During the next seven hours the mage may become incorporeal at will for up to a total of seven rounds, once activated he may stay incorporeal for as long as he wishes as long as he has unused rounds. Only other incorporeal creatures, +1 or better magick weapons, and spells, spell-like abilities, and supernatural abilities can harm him. He is immune to nonmagickal attack forms. Even when hit by spells or magick weapons, he has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magick missile, or attacks made with ghost touch weapons). He can pass through solid objects at will, but not force effects (such as a wall of force). His attacks ignore natural armour, armour, and shields, although deflection bonuses and force effects (such as mage armour) work normally against him. He moves silently and cannot be heard with Listen checks.

Backlash: Each round the caster is incorporeal he takes 1d6 points of damage.



THE DEVIL'S DARLINGS

History: Somewhere along the way a Headmaster at Asbury's School for Young Gentleman labelled a group of trouble making students as "the Devil's Darlings" and the name stuck. Not only did it stick, it was adopted by the boys themselves and passed on to subsequent classes. Most years these boys are simply bullies, troublemakers, or pranksters with little cohesion beyond the time they spend together loafing, vandalizing, and tormenting younger students. That changed last year when Kevin Robins arrived. Handsome, charismatic, and highly intelligent Robins had a tendency to create trouble from simple boredom. Soon he had the Darlings shaped up into his own crew based on his own likings, quite remarkable for a First Year. He led them in numerous adventures involving highly improbable stunts and grand artistic attempts at vandalism for most of the year until he grew bored with that as well. The antagonism of rival groups was easily deflected while the efforts of the staff to control the group were far too ineffectual. Robins grew increasingly sullen and despondent, spending a great deal of time alone.

During one of his sulks Robins came across *The Open Door* and quickly became enamoured with it. He made the other Darlings read it, or read it to them when necessary. He began practicing the most simple of occult rituals, driving the boys to do so as well. He soon added a few of the more studious boys in his class to the group to get their help in handling some of the trickier sections of the book.

This has led to several adventures and misadventures for the boys, whose activities have attracted some minor magickal beings to the grounds. On more than one occasion a member of the group has barely escaped with his skin, or his soul, intact. These scrapes have done little to diminish their enthusiasm for magick, but it has forced Robins to occasionally think more seriously about where he is leading the Darlings.

Membership: Membership is open to any boy attending Asbury's who has a tendency to get in to trouble and a willingness to flout authority on a regular basis by invitation only. In the past traits like skill at sports, looks, or general reputation were the main criteria for an invitation but currently only those who show the intellectual and imaginative capacity to be interested in the occult are welcome. There are rarely more than ten and typically only four to six members.

Location: Asbury's School for Young Gentlemen, a boarding school for the sons of wealthy merchants, bankers, and minor nobles near London.

Rites: The Darlings play at ritual often but rarely stick to it. At any given time there could be dozens of rules and rituals at their meetings, but they will change as soon as they get bored with them. They do seem capable of working together to conduct incantations when they need to do so.

Goals: To have fun. Although the boys are beginning to see that there are larger consequences to their involvement in the occult and could be influenced in many different ways by the right person.



IMPERIAL AGE SPELL LIST

The following spells are taken from the *d20 Modern* SRD, organized into their appropriate schools, and described in their entirety for the sake of convenience. Game Masters are encouraged to add spells from other products if they are of the appropriate school and appropriate for the genre. Conversely, Game Masters should also feel free to remove any spells that they find inappropriate for their own campaigns.

For purposes of this list, arcane and divine spells are mixed together and grouped according to their school of magick, as per *The Imperial Age: Magick*. It is entirely possible that the only magick in an *Imperial Age* campaign is practiced by magickal practitioners, limited only by schools known. That said, spells that are exclusively divine are listed in italics. This is for campaigns which also use *The Imperial Age: Spiritualism* or other divine classes where a distinction is desired. For purposes of this list, the arcane casting level is used if a spell is both arcane and divine.

It is also important to note that not all schools are created equal; some lists have more spells than others. Game Masters should keep this in mind when player characters begin practicing magick, and may wish to trim or subdivide some schools in order to maintain rough parity.

THE SCHOOL OF ABJURATION

0 Level

Detect Magickal Aura. Detects spells and Magick items within 60 feet.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and Magickal writing.

Resistance. Subject gains +1 on saving throws.

1st Level

Burning Hands. 1d4 fire damage/ level (max 5d4).

Hold Portal. Holds door shut.

Remove Fear. +4 on saves against fear for one subject + one additional subject/four levels.

Sanctuary. Opponents can't attack you, and you can't attack them.

Shield. Invisible disc gives cover, blocks Magick missiles.

Shield of Faith. Aura grants +2 or higher deflection bonus.

2nd Level

Arcane Lock. Magickally locks a portal or chest.

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

Resist Energy. Ignores 10 points of damage/round from one energy type.

Shield Other. You take half of the subject's damage. Subject gains +1 deflection bonus to Defence and +1 resistance bonus to saves.

3rd Level

Dispel Magick. Cancels Magickal spells and effects.

Glyph of Warding. Inscription harms those who pass it.

Improved Arcane Lock. Closes and locks all specifically targeted doors within range.

Magick Circle. 10-foot-radius area grants +2 bonuses to Defence and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance. Nondetection. Creature or object becomes difficult to detect by divination and detection spells.

FLAVOUR TEXT

Imperial Age terminology is used throughout this text. While largely self-explanatory, 'magick' is used in place of 'magic,' while 'psychical abilities' are used in place of 'psionics.' Also, spells in the SRD that were deemed too 'modern' were either slightly modified or eliminated entirely.

4th Level

Energy Trap. Opened object deals 1d4 +1/level damage of given energy type.

Freedom of Movement. Subject moves normally despite impediments.

Minor Globe of Invulnerability. Stops 1st- through 3rdlevel spell effects.

Remove Curse. Frees object or person from curse.

Spell Immunity. Subject is immune to one spell per four levels.

Stoneskin. Stops blows, cuts, stabs, and slashes.

5th Level

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.

Spell Resistance. Subject gains spell resistance 12 + your caster level.

THE SCHOOL OF CONJURATION

0 Level

Arcane Graffiti. Inscribes personal rune or short message on object or surface.

Create Water. Creates 2 gallons/level of pure water.

Cure Minor Wounds. Cures 1 point of damage.

Detect Magickal Aura. Detects spells and Magick items within 60 feet.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and Magickal writing.

1st Level

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Mage Armour. Gives subject a +4 Defence bonus.

Obscuring Mist. Creates cloud of vapour that obscures all sight, including darkvision, beyond 5 feet.

Summon Vivilor I. Summons a 1st-level vivilor to fight for you.

2nd Level

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Delay Poison. Stops poison from harming subject for 1 hour/level.

Glitterdust. Blinds creatures, outlines invisible creatures.

Lesser Restoration. Dispels Magick ability penalty or repairs 1d4 ability damage.

Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.

Summon Vivilor II. Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.

Web. Fills 20-foot-radius spread with sticky spider webs.

3rd Level

Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).

Prayer. Allies gain +1 on most rolls, and enemies suffer -1.

Remove Disease. Cures all diseases affecting subject.

Secret Pocket. Creates extradimensional space within a pocket on a garment.

Shadowmoth Plague. Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread.

Summon Vivilor III. Summons a 3rd-level vivilor, 1d3 2ndlevel vivilors, or 1d4+1 1st-level vivilors to fight for you.

4th Level

Clown Carriage. Creates extradimensional space within enclosed vehicle that holds one passenger per caster level.

Crawling Carpet. Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).

Dimension Door. Teleports you and up to 50 lb./level.

Neutralize Poison. Detoxifies venom in or on subject.

Restoration. Restores level and ability score drains.

Summon Vivilor IV. Summons a 4th-level vivilor, 1d3 3rdlevel vivilors, or 1d4+1 2nd-level vivilors to fight for you.

5th Level

Cloudkill. Kills 3 HD or less; 4-6 HD save or die.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Mass Cure Light Wounds. Cures 1d8 +1/level damage for many creatures.

Phantom Watchdog. Spectral dog can guard or attack.

Rage of Bees. Summons 1d3 swarms of sentient killer bees to fight for you.

Raise Dead. Restores life to subject who died up to 1 day/level ago.

Secret Vault. Creates extradimensional space in which to hide a container, which you can retrieve at will.

Summon Vivilor V. Summons a 5th-level vivilor, 1d3 4thlevel vivilors, or 1d4+1 3rd-level vivilors to fight for you.

Wall of Iron. 30 hp/four levels; can topple onto foes.

Wall of Stone. Creates a stone wall that can be shaped.



THE SCHOOL OF DIVINATION

0 Level

Detect Magical Aura. Detects spells and magick items within 60 feet.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

1st Level

Comprehend Languages. Understands all spoken and written languages.

Instant Identify. Determines all magick properties of a single Magick item.

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

2nd Level

Augury. Learn whether an action will be good or bad.

See Invisibility. Reveals invisible creatures or objects.

Speak with Animals. You can comprehend and communicate with animals.

3rd Level

Locate Object. Senses direction toward object (specific or type).

Magick Circle. 10-foot-radius area grants +2 bonus to Defence and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance. Status. Monitors condition and position of one ally per 3 caster levels.

Tongues. Speak any language.

4th Level

Arcane Eye. Invisible floating eye moves 30 feet/round.

Detect Scrying. You are aware of any attempt to scry on you and can sense the presence of scrying devices.

Discern Lies. Reveals deliberate falsehoods.

Divination. Provides useful (if cryptic) advice to a single question.

Scrying. Spies on subject from a distance.

5th Level

True Seeing. See all things as they really are.

THE SCHOOL OF ENCHANTMENT

0 Level

Detect Magical Aura. Detects spells and magick items within 60 feet.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

1st Level

Bane. Enemies suffer -1 attack, -1 on saves against fear.

Bless. Allies gain +1 attack and +1 on saves against fear.

Command. One subject obeys one-word command for 1 round.

Sleep. Put 2d4 HD of creatures into comatose slumber.

2nd Level

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Zone of Truth. Subjects within range cannot lie.

3rd Level

Hold Person: Subject Freezes in place, 1 round/level

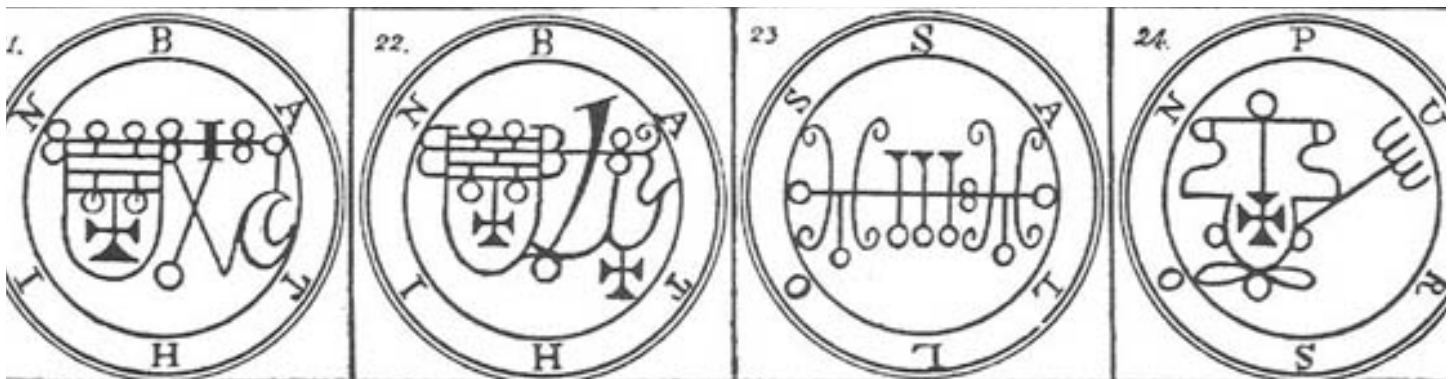
4th Level

Confusion. Makes subject behave oddly for 1 round/level.

5th Level

Greater Command. As command, but affects one subject/level.

Hold Monster. As hold person, but any creature.



THE SCHOOL OF EVOCATION

0 Level

Dancing Lights. Creates up to four lights or a glowing, vaguely humanoid shape.

Detect Magical Aura. Detects spells and magick items within 60 feet.

Light. Object shines like a torch.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

1st Level

Faerie Fire. Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.

Magick Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).

2nd Level

Darkness. Causes an object to radiate darkness out to a 20-foot radius.

Daylight. Object touched sheds light as bright as full daylight in a 60-foot radius.

Shatter. Sonic vibration damages objects or crystalline creatures.

3rd Level

Fireball. 1d6 damage per level, 20-foot radius.

Flaming Projectiles. Projectiles deal +1d6 fire damage.

Lightning Bolt. Electricity deals 1d6 damage/level.

Searing Light. Ray deals 1d8/two levels, more against undead.

4th Level

Faith's Fury. Damages and blinds creatures with a specific allegiance.

Ice Storm. Hail deals 5d6 damage in cylinder 40 feet across.

Shout. Deafens all within cone and deals 2d6 damage.

Wall of Fire. Deals 2d4 fire damage out to 10 feet and 1d4 out to 20 feet. Passing through wall deals 2d6 +1/level.

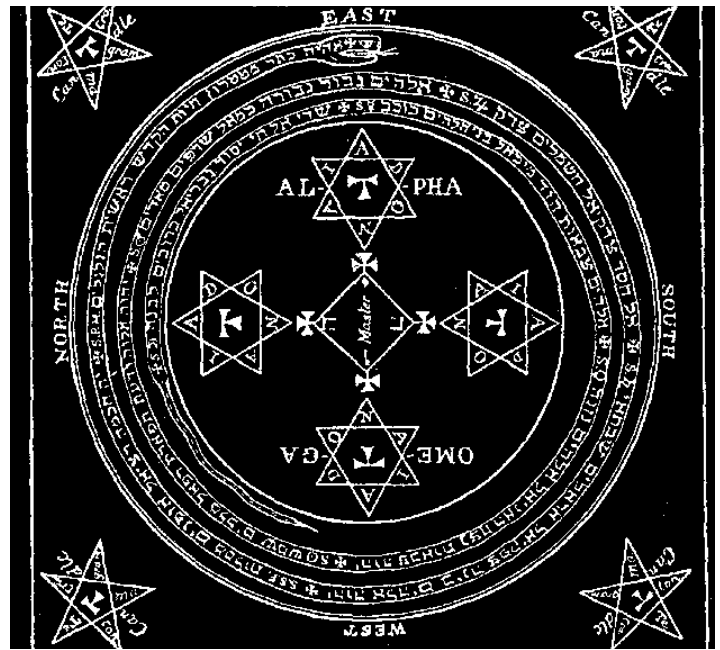
Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

5th Level

Cone of Cold. 1d6 cold damage/level.

Flaming Wrath. Smites foes with fire (1d6/level).

Wall of Force. Wall is immune to damage.



THE SCHOOL OF ILLUSION

0 Level

Daze. Subject takes no actions for 1 round.

Detect Magical Aura. Detects spells and magick items within 60 feet.

Prestidigitation. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

1st Level

Change Self. Changes your appearance.

Undetectable Magical Aura. Masks a magick item's aura from detection.

2nd Level

Blur. Attacks miss subject 20% of the time.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Magick Message. Device delivers a message of 25 words or less when specific conditions are met.

Magick Mouth. Speaks once when triggered.

Silence. Negates sound in 15-foot radius.

3rd Level

Displacement. Attacks miss subject 50% of the time.

Invisibility Sphere. Makes everyone within 10 feet invisible.

4th Level

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

5th Level

Seeming. Changes the appearance of one creature per two levels.

THE SCHOOL OF NECROMANCY

0 Level

Detect Magickal Aura. Detects spells and magick items within 60 feet.

Inflct Minor Wounds. Touch attack, 1 point of damage.

Prestidigitatlon. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

1st Level

Cause Fear. One creature flees for 1d4 rounds.

Inflct Light Wounds. Touch, 1d8 +1/level damage (max +5).

Ray of Fatigue. Ray fatlgues target.

2nd Level

Inflct Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).

3rd Level

Halt Undead. Immobilizes undead for 1 round/level.

Inflct Serious Wounds. Touch attack, 3d8 +1/level damage (max +10).

Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.

4th Level

Animate Dead. Creates undead skeletons and zombies.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of taking no action.

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

Inflct Critical Wounds. Touch attack, 4d8 +1/level damage (max +10).

Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

5th Level

Mass Inflct Light Wounds. Deals 1d8 +1/level damage to many creatures.

THE SCHOOL OF TRANSMUTATION

0 Level

Detect Magickal Aura. Detects spells and magick items within 60 feet.

Mage Hand. 5-pound telekinesis.

Mending. Repairs small breaks or tears in objects.

Message. Whispered conversation at distance.

Prestidigitatlon. Perform minor tricks.

Read Magick. Read scrolls, spell books, and magickal writing.

Virtue. Subject gains 1 temporary hp.

1st Level

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

Feather Fall. Objects or creatures fall slowly.

Jump. Subject gets bonus on Jump checks.

Magick Weapon. Weapon gains +1 bonus.

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

2nd Level

Darkvision. See 60 feet in total darkness.

Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.

Knock. Opens locked or magickally sealed door.

Levitate. Subject moves up and down at your direction.

Spider Climb. Grants ability to travel on walls and ceilings.

3rd Level

Gaseous Form. Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.

Greater Magick Weapon. +1/three levels (max +5).

Haste. Extra attack action, additional move, and +2 Defence.

Hold Person. Holds one person helpless; 1 round/level.

Keen Edge. Doubles normal weapon's threat range.

Slow. One subject/level may only move or attack; -2 to Defence, -2 on melee attack and damage rolls, -2 on Reflex saves.

Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

Water Breathing. Subjects can breathe underwater.

4th Level

Magick Bullets. Enchants bullets with the power to knock out or panic targets.

5th Level

Passwall. Breaches walls 1 foot thick/level.

Phantom Projectiles. Projectiles pass through obstacles and armour and ignore most damage reduction.

Telekinesis. Lifts or moves 25 lb./level at long range.

SPELL DESCRIPTIONS

Aid

Enchantment [Mind-Affecting]

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Animate Dead

Necromancy [Evil]

Level: Divine 3, Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One or more corpses touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, a caster can't create more HD of undead than twice his or her caster level with a single casting of *animate dead*.

The undead created remain under caster's control indefinitely. No matter how many times the caster uses this spell, however, he or she can control only 4 HD worth of undead creatures per caster level. If the caster exceeds this number, all the newly created creatures fall under his or her control, and any excess undead from previous castings become uncontrolled (the caster chooses which creatures are released). Any undead the character commands (if the character has the ability 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. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse; the creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: Purchase DC 15 + 1 per 2 HD of the undead.

Arcane Eye

Divination

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Unlimited; **Effect:** Magickal sensor; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The caster creates an invisible magickal sensor that sends him or her visual information. The caster can create the *arcane eye* at any point he or she can see, but it can then travel outside the caster's line of sight without hindrance. The *arcane eye* travels 30 feet per round (300 feet per minute) if viewing an area ahead primarily looking at the floor or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The *arcane eye* sees exactly as the caster would see if he or she were there. The *arcane eye* can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than 1 inch in diameter.

The caster must concentrate to use the eye. If the caster does not concentrate, the eye is inert until the caster again concentrates.

Arcane Graffiti

Conjuration (Creation)

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 0 ft.; **Effect:** One personal rune or short message; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An *arcane graffiti* spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 rounds.

The mark cannot be dispelled, but it can be removed by the caster or with a *clean* spell.

Arcane Lock

Abjuration

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size; **Duration:** Permanent; **Saving Throw:** None; **Spell Resistance:** No

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

Material Component: Purchase DC 15.

Augury

Divination

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

An *augury* can tell the caster whether a particular action will bring good or bad results for him or her in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, the caster gets one of four results:

“Weal” (if the action will probably bring good results).

“Woe” (for bad results).

“Weal and woe” (for both).

“Nothing” (for actions that don’t have especially good or bad results).

If the spell fails, the caster gets the “nothing” result. The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the *augury*. All *augury* spells cast by the same person about the same topic use the same result as the first *augury*.

Bane

Enchantment [Mind-Affecting]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All enemies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The caster’s enemies suffer a –1 penalty on their attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Bestow Curse

Necromancy

Level: Divine 3, Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Permanent; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The caster places a curse on the creature touched. The caster chooses one of the three following effects, depending on the version selected:

–6 penalty to an ability score (minimum score of 1).

–4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he or she takes no action.

A character may also invent his or her own curse, but it should be no more powerful than those described above, and the GM has final say on the curse’s effect.

The curse cannot be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

Bestow curse counters *remove curse*.

Bless

Enchantment [Mind-Affecting]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All allies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

The caster’s allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels *bane*.

Blur

Illusion

Level: Arcane 2; **Components:** V; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject’s outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does. Opponents who cannot see the subject ignore the spell’s effect.

Break Enchantment

Abjuration

Level: Divine 5; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target or Targets:** Up to one creature per level, all within 30 ft. of each other; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magickal transformations). *Break enchantment* can reverse even an instantaneous effect. For each such effect, the caster makes a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magick items, the DC is 25.

If the effect comes from some permanent magick item break enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Burning Hands

Transmutation [Fire]

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Area:** Semicircular burst of flames 10 ft. long, centred on your hands; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A thin sheet of flame shoots from the caster's outspread fingertips. The caster must hold his or her hands with the thumbs touching and fingers spread. The sheet of flame is about as thick as the caster's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Divine 1, Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1d4 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

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

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

Change Self

Illusion

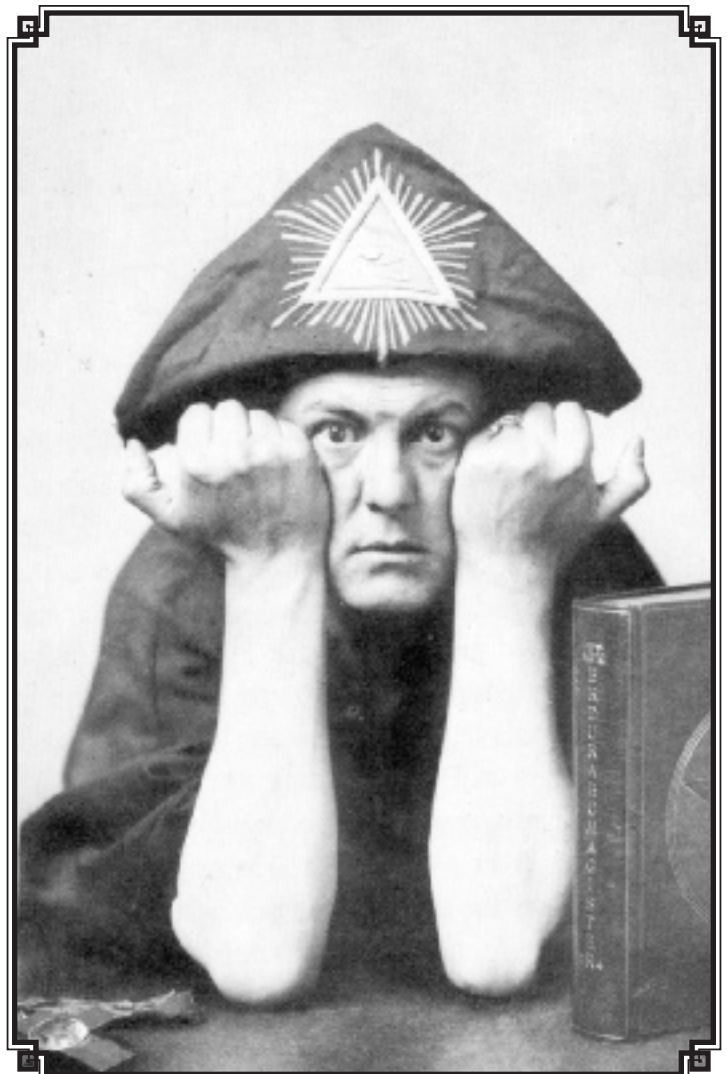
Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D)

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

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

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

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



Clean

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

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

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

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

Material Component: Bar of soap.

Cloudkill

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Cloud spreads 30 ft. wide and 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

A bank of yellowish green poisonous fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapours kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

The *cloudkill* moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapours are heavier than air, they sink to the lowest level of the land, even pouring down openings. It cannot penetrate liquids, nor can it be cast underwater.

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

Clown Carriage

Conjuration (Summoning)

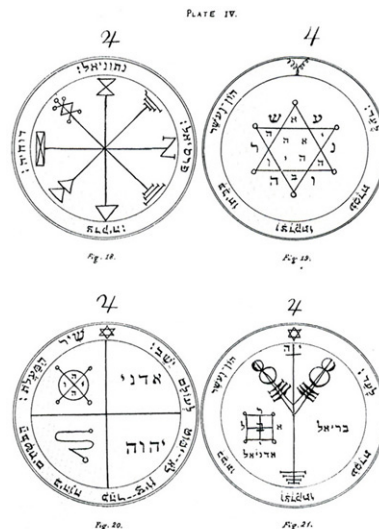
Level: Arcane 4; **Components:** V, S, F; **Casting Time:** 1 minute; **Range:** 0 ft.; **Effect:** Extradimensional space within an enclosed vehicle capable of holding one creature per caster level; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. The spell cannot be cast on vehicles without enclosed passenger compartments, such as hansoms. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster's level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same 5-foot-square and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone in squares adjacent to the vehicle.

Focus: Connected paper figures which must be unravelled to the correct number of affected people when the spell is cast.



Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 1; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The caster gives the subject a single command, which he or she obeys to the best of his or her ability at his or her earliest opportunity. The caster may select from the following options.

Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 round. The subject may do nothing but move during his or her turn, and he or she incurs attacks of opportunity for this movement as normal.

Drop: On the subject's turn, he or she drops whatever he or she is holding. The subject can't pick up any dropped item until his or her next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He or she may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he or she moves away from the caster as quickly as possible for 1 round. The subject may do nothing but move during his or her turn.

Halt: The subject stands in place for 1 round. The subject may not take any actions, but may defend him or herself normally.

If the subject can't carry out the caster's command on his or her next turn, the spell automatically fails.

Comprehend Languages

Divination

Level: Divine 1, Arcane 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

The caster can understand words spoken or written in a language he or she does not know (including the unique languages of some creatures). In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster 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. magickal writing cannot be read, other than to know it is magickal. This spell can be foiled by certain warding magick. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

Evocation [Cold]

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 10d6).

Confusion

Enchantment [Mind-Affecting]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** All creatures in a 15-ft. radius; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures affected by this spell behave randomly, as indicated on the following table.

d10 Roll	Behaviour
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature that is attacked automatically attacks its attackers on its next turn.

Crawling Carpet

Conjuration (Summoning)

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Full round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** Carpet of monstrous spiders, scarab beetles, or centipedes filling a 10-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon a number of monstrous insect swarms, each of which attacks any creature occupying its square. Each square of the spell's effect contains a swarm of monstrous spiders, monstrous scarab beetles, or monstrous centipedes, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee. Use the monstrous spider swarm statistics for monstrous scarab beetle swarms and monstrous centipede swarms as well.

Create Water

Conjuration (Creation)

Level: Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Up to 2 gallons of water/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large.

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

Conjuration (Healing)

Level: Divine 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 4d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Light Wounds

Conjuration (Healing)

Level: Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.



Cure Minor Wounds

Conjuration (Healing)

Level: Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1 point of damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 2d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Serious Wounds

Conjuration (Healing)

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless) (see text); **Spell Resistance:** Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.



Dancing Lights

Evocation [Light]

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Up to four lights, all within a 10-ft.-radius area; **Duration:** 1 minute (D); **Saving Throw:** None; **Spell Resistance:** No

You create up to four lights that resemble lanterns or flashlights (and cast that amount of light), or up to four glowing spheres of light, or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-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, and so forth. The lights can move up to 100 feet per round. A light winks out if the distance between you and the nearest light exceeds the spell's range.

Darkness

Evocation [Darkness]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magickal *darkness*. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of lower level (such as *light* and *dancing lights*). *Darkness* and the 2nd-level spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

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

Darkness counters or dispels any light spell of equal or lower level.

Darkvision

Transmutation

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

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

Daylight

Evocation [Light]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magickal light. Despite its name, this spell isn't equivalent to daylight insofar as it does not damage or destroy creatures normally harmed by daylight (such as vampires). If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magickal 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 spell of equal or lower level, such as *darkness*.

Daze

Enchantment [Mind-Affecting]

Level: Arcane 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One person; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Delay Poison

Conjuration (Healing)

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. *Delay poison* does not cure any damage that a poison may have already dealt.

Detect Magickal Aura

Universal

Level: Divine 0, Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The caster can detect magickal auras. The amount of information revealed depends on how long the caster studies a particular area or subject.

1st Round: Presence or absence of magickal auras.

2nd Round: Number of different magickal auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura.

Magickal areas, multiple types of magick, or strong local magickal emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magickal power and strength depend on a spell's functioning spell level or an item's caster level.

Functioning Spell Level	Item Caster Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–2nd	1st–3rd	Faint
3rd	4th–5th	Moderate
4th	6th–7th	Strong
5th	8th–10th	Overwhelming

If an aura falls into more than one category, *detect magickal aura* indicates the stronger of the two.

Length Aura Lingers: How long a magickal aura lingers after the source has vacated the location depends on the aura's original strength.

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

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

Detect Scrying

Divination

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** 120 ft.; **Area:** 120-ft.-radius emanation centred on you; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of scrying (including the *scrying* spell). The spell's effect radiates from you moves as you move. The spell also reveals the use of crystal balls or other magickal scrying devices. You know the location of every magickal sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster level checks. If you match or beat the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

Material Components: A small shard of mirror and a miniature trumpet.

Dimension Door

Conjuration (Teleporting)

Level: Arcane 4; **Components:** V; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target:** You and touched objects or other touched willing creatures weighing up to 50 lb./level; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object); **Spell Resistance:** No and Yes (object)

The caster instantly transfers him or herself from his or her current location to any other spot within range. The caster always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, the caster can't take any other actions until his or her next turn.

If the caster arrives in a place that is already occupied by a solid body, he or she is transported to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the caster appears in a free space within 1,000 feet. If there's no free space within 1,000 feet, the spell fails and the caster remains where he or she is.



Discern Lies

Divination

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

Each round, the caster concentrates on one subject, who must be in range. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the caster may concentrate on a different subject.

Dispel Magick

Abjuration

Level: Divine 3, Arcane 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target or Area:** One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

A caster can use *dispel magick* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magickal abilities of a magick item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. *Dispel magick* can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel magick* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magickal effect is already over before the *dispel magick* can take effect.

The caster chooses to use *dispel magick* in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell, he or she makes a dispel check to end the spell.

If the object that is targeted is a magick item, the caster makes a dispel check against the item's caster level. If the caster succeeds, all the item's magickal properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagickal for the duration of the effect. The item's physical properties are unchanged.

A caster automatically succeeds on his or her dispel check against any spell that he or she cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest caster level. If that fails, the caster makes dispel checks against progressively weaker spells until he or she dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magick items are not affected.

For each object that is the target of one or more spells, the caster make dispel checks as with creatures. Magick items are not affected by area dispels.

For each ongoing area or effect spell centred within the *dispel magick's* area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of the *dispel magick*.

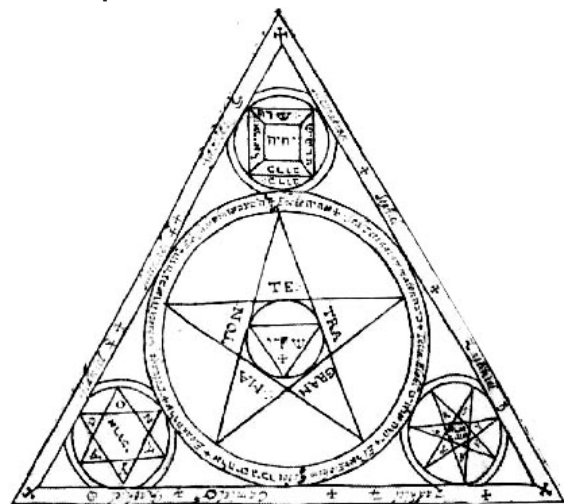
A caster may choose to automatically succeed on dispel checks against any spell that he or she has cast.

Displacement Illusion

Level: Arcane 3; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject appears to be about 2 feet away from his or her true location. The subject benefits from a 50% miss chance as if he or she had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the subject normally. True seeing reveals the subject's true location.

Material Component: Purchase DC 9.



Divination

Divination

Level: Divine 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information, the conditions may change so that the information no longer proves useful. The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against *divination* spells have been taken). If the dice roll fails, the caster knows the spell failed unless specific magick yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Components: Incense and a sacrificial offering appropriate to the caster's religion (purchase DC 13).

Energy Trap

Abjuration

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** Object touched; **Duration:** Permanent until discharged (D); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

Energy trap creates an explosion of one energy type (acid, cold, electricity, fire, or sonic/concussion) when an intruder opens the item that the trap wards. The energy trap can ward any closable item. When casting *energy trap*, the caster selects the energy type and a point on the item as the spell's centre. When someone other than the caster opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's centre. The energy blast deals 1d4 points of damage (of the given energy type) +1 point per caster level. The item protected by the trap is not harmed by this explosion.

The warded item cannot have a second closure or warding spell placed on it.

An unsuccessful *dispel magick* spell does not detonate the spell.

Underwater, the acid and fire versions of this spell deal half damage.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves

denoting a password that the caster can share with friends.

A successful Search check (DC 29) finds an *energy trap*, and a successful Disable Device check (DC 29) safely removes it.

Material Components: Purchase DC 10.

Enhance Ability

Transmutation

Level: Divine 2, Arcane 2; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The spell grants a temporary +5 enhancement bonus to one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) chosen by the caster at the time of casting.

A temporary increase to Intelligence or Wisdom does not allow arcane or divine casters to gain extra spells, but the save DCs for their spells increase. A temporary increase in Intelligence doesn't grant extra skill points.

Faith's Fury

Evocation

Level: Divine 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** 20-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text); **Spell Resistance:** Yes

The caster draws upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by the caster: chaos, evil, good, or law. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures with the designated allegiance and blinds them for 1 round. A successful Fortitude saving throw reduces damage to half and negates the blinding effect.

The spell does not affect creatures that do not have the chosen allegiance.

An outsider with the designated allegiance instead suffers 1d6 points of damage per caster level (maximum 10d6).

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

Faerie Fire

Evocation [Light]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Creatures and objects within a 5-ft.-radius burst; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness (but not magical *darkness*), *blur*, *displacement*, *invisibility*, or similar effects.

The light is too dim to have any special effect on undead or dark-dwelling creatures. The *faerie fire* can be blue, green, or violet, according to your word at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a –2 morale penalty on saving throws, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and takes a –2 penalty to its Defence.

Feather Fall

Transmutation

Level: Arcane 1; **Components:** V; **Casting Time:** See text; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level; **Duration:** Until landing or 1 round/level; **Saving Throw:** Will negates (harmless) or Will negates (object); **Spell Resistance:** Yes (object)

The creatures or objects affected fall slowly. The rate of falling is instantly changed to a mere 60 feet per round, with no damage incurred upon landing while the spell is in effect. However when the spell duration ceases a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save him or herself if he or she unexpectedly falls. Casting the spell is a free action.

This spell has no effect on ranged weapons unless they are

falling quite a distance. If the spell is cast on a falling item the item does half normal damage based on weight with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

Fireball

Evocation [Fire]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A *fireball* spell detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.

The caster points his or her finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the caster and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, bursts into the *fireball* at that point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage the caster must "hit" the opening with a successful 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 a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Flaming Projectiles

Transmutation [Fire]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

The caster turns ammunition (such as arrows, bolts, bullets, and shuriken) into fiery projectiles. Each projectile deals an extra 1d6 points of fire damage to any target it hits. The *flaming projectiles* can easily ignite flammable materials or structures, but won't ignite creatures struck.

Flaming Wrath

Evocation [Fire]

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Cylinder (10-ft. radius, 40 ft. high); **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of fire damage per caster level (maximum 10d6).

Freedom of Movement

Abjuration

Level: Divine 4; **Components:** V, S, M, DF; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or creature touched; **Duration:** 10 minutes/_level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell enables the caster or the creature touched to move and attack normally for the duration of the spell, even under the influence of magick that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, 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

Transmutation

Level: Arcane 3; **Components:** S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Willing corporeal creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The subject and all her gear become insubstantial, misty (or smoky), and translucent. The subject gains damage reduction 10/+1. Her material armour (including natural armour) becomes worthless, though her size, Dexterity, deflection bonuses, and Defence bonuses from force armour (for example, from the *Mage armour* spell) still apply. She becomes immune to poison and critical hits. She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject loses supernatural abilities while in gaseous form. If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous subject can't run but she can fly (speed 10 feet, perfect manoeuvrability). She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists. She is subject to wind. She can't enter water or other liquid.

Material Component: A bit of gauze or pinch of ash.

Glitterdust

Conjuration (Creation)

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Creatures and objects within 10-ft. spread; **Duration:** 1 round/level; **Saving Throw:** Will negates (blinding only); **Spell Resistance:** Yes

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

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

Glyph of Warding

Abjuration

Level: Divine 3; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target or Area:** Object touched or up to 5 sq. ft./level; **Duration:** Permanent until discharged (D); **Saving Throw:** See text; **Spell Resistance:** Yes (object)

This inscription harms those who enter, pass, or open the warded area or object.

The caster sets the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which the caster sets when casting the spell) is subject to the magick it stores. Alternatively or in addition to a pass phrase trigger, *glyphs of warding* can be set according to physical characteristics or creature type, or species. Glyphs can also be set with respect to allegiance. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, they can ward separate compartments of the same object.

The glyph can be placed to conform to any shape up to the limitations of the spell's total square footage. When the spell is completed, the glyph becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magickal probing, though they can be dispelled. Nonmagickal disguises cannot fool a glyph of warding.

Read magick allows a character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Detecting the glyph requires a successful Search check (DC 28), and safely removing it requires a successful Disable Device check (DC 28).

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

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: The caster can store any harmful spell of up to 3rd level that he or she knows. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centred on the intruder. All saving throws operate as normal, except that the DC is based on the level of the glyph.

Material Component: Purchase DC 15.

Greater Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 5; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The caster gives the subjects a single command, which they obey to the best of their ability at their earliest opportunity. The caster may select from the following options.

Approach: On the subjects' turn, the subjects move toward the caster as quickly and directly as possible for the duration. The subjects may do nothing but move during their turn, and they incur attacks of opportunity for this movement as normal.

Drop: On the subjects' turn, they drop whatever they are holding.

Fall: The subject immediately falls to the ground and remains prone for the duration. They may act normally while prone, but take any appropriate penalties.

Flee: On the subjects' turn, they move away from the caster as quickly as possible for the duration. The subjects may do nothing but move during their turn.

Halt: The subjects stand in place for the duration. The subjects may not take any actions, but may defend themselves normally.

If a subject can't carry out the caster's command on his or her next turn, the spell automatically fails for that subject.

At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Greater Magick Weapon

Transmutation

Level: Divine 4, Arcane 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One weapon or 50 projectiles (all of which must be in contact with each other at the time of casting); **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1. This bonus increases to +2 at 8th caster level. An enhancement bonus does not stack with a mastercraft weapon's bonus to attack.

Alternatively, the caster can affect up to fifty arrows, bolts, or individual bullets, or a single magazine of up to 50 rounds. The projectiles must be of the same type, and they have to be together. Projectiles (but not thrown weapons) lose their transmutation after use.

A caster can't cast this spell on a natural weapon such as an unarmed strike



Halt Undead

Necromancy

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** Up to three undead, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Haste

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

When making a full attack action, the subject may make one extra attack with any weapon he or she is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit does not actually grant an extra action, so a character can't use it to cast a second spell or otherwise take an extra action in the round).

The subject gains a +2 dodge bonus to Defence. Any condition that makes the subject lose his or her Dexterity bonus to Defence (if any) also makes the subject lose dodge bonuses.

All of the subject's modes of movement (including normal movement, burrow, climb, fly, and swim) increase by 30 feet (to a maximum of double the subject's normal speed).

Haste dispels and counters *slow*.

Hold Monster

Enchantment [Mind-Affecting]

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One living creature; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psychical abilities).

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Person

Enchantment [Mind-Affecting]

Level: Divine 2, Arcane 3; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One Medium-size or smaller humanoid; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psychical abilities).

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Portal

Abjuration

Level: Arcane 1; **Component:** V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One portal, up to 20 sq. ft./level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

This spell magickally bars a door, gate, window, or shutter of wood, metal, or stone. The magick holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magick* spell can negate the *hold portal*. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Ice Storm

Evocation [Cold]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Cylinder (20-ft. radius, 40 ft. high); **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** Yes

Hail falls for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to creatures in their path. Listen checks made within the ice storm's effect take a -4 penalty, and all ground movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no after-effects (other than the damage inflicted).

Improved Arcane Lock

Abjuration

Level: Arcane 3; **Range:** Long (400 ft. + 40 ft./level); **Target:** One door, cabinet, chest, or portal/level, up to 30 sq. ft./level each; **Duration:** 1 hour/level

As *arcane lock*, except as described above. Additionally, *improved arcane lock* closes all targeted doors or containers if they're open when the spell is cast, then locks them. Unlike most spells, the caster need not have an unblocked line of effect to each door targeted by the spell, but the caster must know the location of each door. Spellcasters often use *improved arcane lock* to simultaneously close and lock every door in a building, either to trap something inside or lock something out.

Inflict Critical Wounds

Necromancy

Level: Divine 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 4d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Light Wounds

Necromancy

Level: Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Minor Wounds

Necromancy

Level: Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 1 point of damage.

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.



Inflict Moderate Wounds

Necromancy

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 2d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Serious Wounds

Necromancy

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

The caster lays his or her hand upon a creature and channels negative energy that deals 3d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Insect Plague

Conjuration (Summoning) [see text]

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** Cloud of insects 180 ft. in diameter; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** No

A horde of insects swarm in a thick cloud when this spell is cast. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the *insect plague*, regardless of Defence, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect).

Heavy smoke drives off insects within its bounds. Fire also drives insects away. The insects return as soon as the fire is extinguished. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Instant Identify

Divination

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Full-round action; **Range:** Touch; **Target:** One touched object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

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

Material Component: A pearl (purchase DC 12).

Invisibility

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or a creature or object weighing no more than 100 lb./level; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched vanishes from sight, even from *darkvision*. If the recipient is a creature carrying gear, the gear vanishes, too. If the caster casts the spell on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magick to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magickally silenced, and certain other conditions can render the recipient detectable. 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. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Invisibility Sphere

Illusion

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal or touch; **Area:** 10-ft.-radius sphere around the creature or object touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

All creatures within 10 feet of the recipient, including the recipient, vanish from sight, even from *darkvision*. The centre of the effect is mobile with the recipient. If the creatures are carrying gear, the gear vanishes, too. Those affected by this spell cannot see each other but can see themselves. 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. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet beyond the range of the spell becomes visible.

The subjects are not magickally silenced, and certain other conditions can render a recipient detectable. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends. 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. If a subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Jump

Transmutation

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes

The subject gets an enhancement bonus on Jump checks. The enhancement bonus is +10 at 1st level, +20 at 3rd level, and +30 at 5th level (the maximum).

Keen Edge

Transmutation

Level: Arcane 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). 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.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Knock

Transmutation

Level: Arcane 2; **Components:** V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One door, box, or chest with an area of up to 10 sq. ft./level; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Spell Resistance:** No

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

Lesser Restoration

Conjuration (Healing)

Level: Divine 2; **Components:** V, S; **Casting Time:** 3 rounds; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Lesser restoration dispels any magickal 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 does not restore permanent ability drain.

Levitate

Transmutation

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal or close (25 ft.+ 5 ft./2 levels); **Target:** You or one willing creature or one object (total weight up to 100 lb./level); **Duration:** 1 round/level (D); **Saving Throw:** None; **Spell Resistance:** No

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the subject to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The caster cannot move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed).

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

Light

Evocation [Light]

Level: Divine 0, Arcane 0; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to glow, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magickal darkness does not function.

Lightning Bolt

Evocation [Electricity]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level; **Area:** 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

The caster releases a bolt of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the caster. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Locate Object

Divination

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Circle, centred on you, with a radius of 400 ft. + 40 ft./level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Mage armour

Conjuration (Creation) [Force]

Level: Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of *mage armour*, providing a +4 equipment bonus to Defence. Unlike mundane armour, *mage armour* carries no armour penalty, maximum Dexterity bonus, arcane spell failure chance, or speed reduction.

Arcane Hand

Transmutation

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** NonMagickal, unattended object weighing up to 5 lb.; **Duration:** Concentration; **Saving Throw:** None; **Spell Resistance:** No

The caster can lift an object and move it at will from a distance. As a move action, the caster can move the object up to 15 feet in any direction, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

Magick Bullets

Transmutation

Level: Arcane 4, Divine 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 bullets, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You enhance up to 50 individual bullets of the same calibre or a single magazine of up to 50 rounds with the power of a 1stlevel spell you already know. The bullets must be fired from a gun for the subsidiary magickal effects to take hold. The related spells you must know to create *magick bullets* of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix *magick bullets* with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, *magick bullets* deal normal damage before they impart their magickal effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

Magick Bullet Type	Other Spell Known	Effect
Curing bullet (divine)	<i>Cure light wounds</i>	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	<i>Inflict light wounds</i>	Creature damaged by pain bullet must succeed at a Will save (DC 14) or take an additional 1d8+5 points of damage
Knock-out bullet (arcane)	<i>Sleep</i>	Creature damaged by knock-out bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	<i>Cause fear</i>	Creature damaged by terror bullet must succeed at a Will save (DC 14) or be panicked (-2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

Magick Circle

Abjuration

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Area:** 10-ft.-radius emanation from touched creature; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No (see text)

This spell wards an area from attacks by creatures of a specific allegiance (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magickal barrier around the subject at a distance of 10 feet. The barrier moves with the subject and has four major effects:

First, everyone inside the *magick circle* gains a +2 deflection bonus to Defence and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified allegiance.

Second, the barrier blocks any attempt to possess creatures within the *magick circle* (as by a *possession* incantation). The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the *magick circle* thwarts any attempt to exert mental control over creatures within its area. If a dominated creature enters the *magick circle*, mental control is lost for the duration of the *magick circle* spell or until the creature leaves the protected area.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified allegiance. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching a creature inside the *magick circle*. The protection against contact by summoned or conjured creatures ends if anyone inside the *magick circle* makes an attack against a blocked creature or the subject tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and reach and step inside the *magick circle*.

Magick Message

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Full round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One object (see text); **Duration:** Permanent until discharged; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell imbues a device such as a typewriter, radio, telephone, phonograph or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A phonograph plays the message as a repetitive song lyric. A voice speaks the message through a telephone, or a code comes through a telegraph wire.

The spell functions when specific conditions are fulfilled according to your command as set in the spell.

Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn." Triggers react to what appears to be the case.

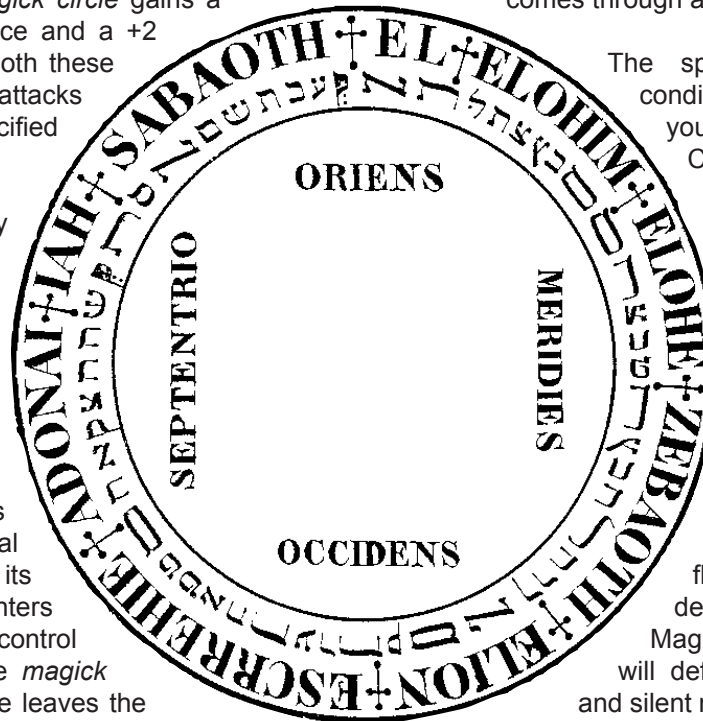
Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger (it's common for a television to flicker to life in a dark apartment, delivering a *magick message*).

Magickal darkness and *invisibility* will defeat a visual trigger, however, and silent movement and magickal silence defeats audible triggers. Audible triggers can

be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example, "Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A *magick message* cannot distinguish class, level, Hit Dice, or allegiance.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magick message* to respond to triggers up to 90 feet away. Regardless of range, the *magick message* can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A carved jade figurine (purchase DC 8).



Magick Missile

Evocation [Force]

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

A missile of magickal energy shoots from the caster and unerringly strikes its target, dealing 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, the caster gains an additional missile. He or she has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If the caster shoots multiple missiles, they can be targeted at a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before rolling for spell resistance or roll damage.

Magick Mouth

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature or object; **Duration:** Permanent until discharged; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell imbues the target with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magickal effects.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magickal darkness or invisibility does. Silent movement or magickal silence defeats an audible trigger.

Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magick mouth* cannot distinguish allegiance, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level.

Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: Purchase DC 12.

Magick Weapon

Transmutation

Level: Divine 1, Arcane 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Weapon touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

Magick weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Mass Cure Light Wounds

Conjuration (Healing)

Level: Divine 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level to nearby living allies.

Mass cure light wounds deals damage to undead in its area rather than curing them.

Mass Inflict Light Wounds

Necromancy

Level: Divine 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless)

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level to nearby living enemies.

Mass inflict light wounds heals undead in its area rather than damaging them.

Mending

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target:** One object of up to 1 pound/level; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

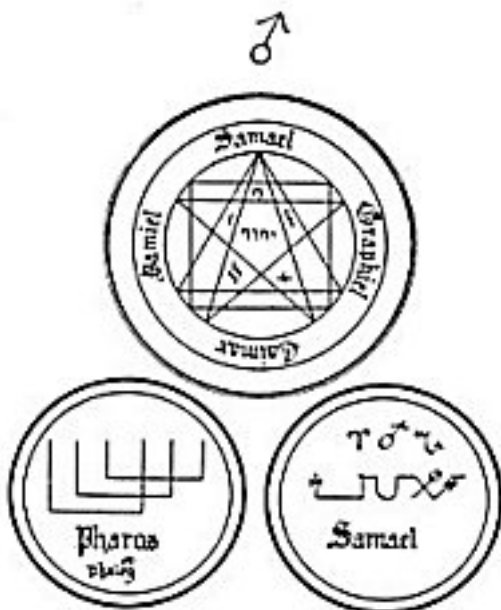
Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by *mending*. The spell can repair a magick item, but the item's magickal abilities are not restored. The spell has no effect on creatures (even constructs).

Message

Transmutation [Language-Dependent]

Level: Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Targets:** One creature/level; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

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



Minor Globe of Invulnerability

Abjuration

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** 10 ft.; **Area:** 10-ft.-radius spherical emanation, centred on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

An immobile, faintly shimmering magickal sphere surrounds the caster and excludes all spell effects of 3rd level and lower. The area or 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. This includes spell-like abilities and spells or spell-like effects from objects. However, any type of spell can be cast through or out of the magickal globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted dispel magick spell, but not by an area dispel magick. The caster 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 *minor globe of invulnerability* stops it.

Neutralize Poison

Conjuration (Healing)

Level: Divine 4; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object of up to 1 cu. ft./level touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or 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 is simply immune to all poison effects for 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.

Nondetection

Abjuration

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination and detection spells, such as *scrying*. *Nondetection* also prevents location by such magick items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at 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.

Material Component: A pinch of diamond dust (purchase DC 10).

Obscuring Mist

Conjuration (Creation)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 30 ft.; **Effect:** Cloud centred on you spreads 30 ft. and is 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

Amisty vapour arises around you. It is stationary once created. The vapour obscures all sight, including *darkvision*, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flaming wrath*, or similar spell burns away the fog in the spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Passwall

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** 5-ft.-by-8 ft. opening, 1 ft./level deep; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or the caster dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Phantasmal Killer

Illusion [Fear, Mind-Affecting]

Level: Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; **Spell Resistance:** Yes

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can perceive the *phantasmal killer*. You see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails the Will save, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.



Phantom Projectiles

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armour) and thus ignore cover bonuses and equipment bonuses to Defence. Barriers of magical force, such as a *wall of force*, stops them. *Phantom bullets* count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage. Additionally, the *phantom bullets* disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component: In addition to the bullets, the caster needs a small chunk of lithium.

Phantom Watchdog

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Phantom watchdog; **Duration:** 1 hour/caster level or until discharged, then 1 round/caster level; **Saving Throw:** None; **Spell Resistance:** No

The caster conjures up a spectral watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured. The *phantom watchdog* immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible creatures but does not perceive illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to Defence.) The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If the

caster is ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: Purchase DC 3 for the lot.

Prayer

Conjuration (Creation)

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 30 ft.; **Area:** All allies and foes within a 30-ft.-radius burst centred on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

The caster brings special favour upon him or herself and allies while bringing disfavour to his or her enemies. The caster and allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes take a -1 penalty on such rolls.

Prestidigitation

Universal

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target, Effect, or Area:** See text; **Duration:** 1 hour; **Saving Throw:** See text; **Spell Resistance:** No

Once cast, the *prestidigitation* spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. *Prestidigitations* can slowly lift 1 pound of material. They can colour, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavour 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a *prestidigitations* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitations* spell 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.

Protection from Arrows/Bullets

Abjuration

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Rage of Bees

Conjuration (Summoning)

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** 1d3 swarms of sentient killer bees, no two of which can be more than 30 ft. apart; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon 1d3 swarms of sentient killer bees, each one filling a 5-foot square within the spell's effect. The swarms independently attack targets designated by you.

Raise Dead

Conjuration (Healing)

Level: Divine 5; **Components:** V, S, M, DF; **Casting Time:** 1 minute; **Range:** Touch; **Target:** Dead creature touched; **Duration:** Instantaneous; **Saving Throw:** None (see text); **Spell Resistance:** Yes (harmless)

The divine spellcaster restores life to a deceased creature. The caster can raise creatures that have been dead up to one day per caster level.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magickal diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this spell.

A creature that has been turned into an undead creature can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character that died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A spellcasting creature that doesn't prepare spells has a 50% chance of losing any spell he or she has prepared but not yet cast, in addition to losing spell slots for losing a level.

Material Component: Purchase DC 26.

Ray of Fatigue

Necromancy

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** 1 minute/level; **Saving Throw:** No; **Spell Resistance:** Yes

The caster must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a –2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature that is already fatigued.

Read Magick

Universal

Level: Divine 0, Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

This spell allows the caster to read magickal inscriptions on objects that would otherwise be unintelligible. This deciphering does not invoke the magick contained in the writing. Furthermore, once the spell is cast and the caster has read the magickal inscription, he or she is thereafter able to read that particular writing without recourse to the use of *read magick*. The caster can read at the rate of one page (250 words) per minute.

Remove Curse

Abjuration

Level: Divine 3, Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or item touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Remove curse instantaneously removes any curses on a creature. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters bestow curse.

Remove Disease

Conjuration (Healing)

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

Remove disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. Since the spell's duration is instantaneous, it does not prevent re-infection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration

Level: Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart; **Duration:** 10 minutes (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The caster grants the target a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause *fear*.

Remove Paralysis

Conjuration (Healing)

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Up to four creatures, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The caster can free one or more creatures from the effects of any temporary paralysis or related magick, including a hold spell 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 loss.

Resist Energy

Abjuration

Level: Divine 2, Arcane 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection to damage from whichever one of five energy types the caster selects: acid, cold, electricity, fire, or sonic/concussion. The creature 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 magickal 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 by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The character could still suffer unfortunate side effects.

Resistance

Abjuration

Level: Divine 0, Arcane 0; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject is granted a +1 resistance bonus on saving throws.

Restoration

Conjuration (Healing)

Level: Divine 4; **Components:** V, S, M; **Casting Time:** 3 rounds; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell 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.

Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.

Material Component: Purchase DC 20.

Sanctuary

Abjuration

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

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, then that part of the attacker's action is lost, and the attacker 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 or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded Divine to heal wounds, for example, or to *bless*, perform an *augury*, summon creatures, and so on.

Scrying

Divination

Level: Arcane 4, Divine 5; **Components:** V, S, M/DF, F; **Casting Time:** 1 hour; **Range:** See text; **Effect:** Magickal sensor; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds at a Will save, the *scrying* attempt 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 or in some other dimension (such as the extradimensional space created by a *clown carriage* spell), it gains a +5 circumstance bonus to its Will save.

Knowledge of Subject	Will Save Modifier
None*	+10
Second-hand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

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

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

If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: *darkvision*, *read Magick*, *tongues*, and *true seeing*. *Detect magickal aura* has a 5% chance per caster level of operating correctly through the sensor.

Material Components: Some droplets of nitric acid in an eyedropper. A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase DC of 19.

Searing Light

Evocation

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

The caster must succeed at a ranged touch attack to strike his or her target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Pocket

Conjuration (Summoning)

Level: Arcane 3, Divine 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Object touched; **Target:** One pocket on a garment; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

The *secret pocket* spell creates an extradimensional space that only you can reach through a pocket in the target garment. The *secret pocket* can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions—it just has to be able to fit through the opening. The contents of the extradimensional space never cause the pocket to bulge, and items inside the *secret pocket* have no weight once they're placed inside (although the weight still counts against the capacity of the extradimensional space). Whenever you reach into the pocket, you access the extradimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extradimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extradimensional space through the pocket.

Material Component: A black handkerchief.

Secret Vault

Conjuration (Summoning)

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 10 minutes; **Range:** See text; **Target:** One chest and up to 1 cu. ft. of goods/caster level; **Duration:** 60 days or until discharged; **Saving Throw:** None; **Spell Resistance:** No

You hide a briefcase, backpack, or similar item in an extradimensional space for up to 60 days and can retrieve it at will. The item used as a *secret vault* can contain up to 1 cubic foot of material per caster level (regardless of the item's actual size). If you put anything living inside the *secret vault*, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (an attack or move action), and it appears next to you.

To create the *secret vault*, you cast the spell while touching both the full-size container and a miniscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extradimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Material Component: A briefcase, duffle bag, or similar container prepared with expensive and rare reagents, as well as a miniscule replica of it. The actual storage container and the miniature replica have a combined purchase DC of 25.

See Invisibility

Divination

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Cone; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

The caster sees any objects or beings that are invisible as if they were normally visible.

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

Material Components: Purchase DC 7.

Seeming

Illusion

Level: Arcane 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/two levels, no two of which can be more than 30 ft. apart; **Duration:** 12 hours (D); **Saving Throw:** Will negates or Will disbelief (if interacted with); **Spell Resistance:** Yes or No (see text)

This glamour functions like the *change self* spell except you can change the appearance of other creatures as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Shadowmoth Plague

Conjuration (Summoning)

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Full round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** 5-ft.-high cloud of shadowmoths filling a 10-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon a number of shadowmoth swarms, each of which attacks any creature occupying its square. Each square of the spell's effect is filled with a swarm of shadowmoths, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Shatter

Evocation [Sonic/Concussion]

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area or Target:** 5-ft.-radius spread; or one solid object or one crystalline creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (object) or Fortitude half (see text); **Spell Resistance:** Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagickal objects; sunders a single solid, nonmagickal object; or damages a crystalline creature. Used as an area attack, *shatter* destroys nonmagickal objects of glass, crystal, ceramic, or porcelain, such as vials, windows, mirrors, bottles, windshields, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 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 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic/concussion damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Material Component: A tuning fork.

Shield

Abjuration [Force]

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates *magick missile* attacks directed at the caster. The disk also intercepts attacks, providing a +4 bonus to Defence. The *shield* carries no armour penalty or arcane spell failure chance.

Shield of Faith

Abjuration

Level: Divine 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magickal field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Shield Other

Abjuration

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defence and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage 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, and level draining 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.

Material Component: A pair of platinum rings (purchase DC 15 each) worn by both you and the warded creature.

Shout

Evocation [Sonic]

Level: Arcane 4; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text) (object); **Spell Resistance:** Yes (object)

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he or she tries to cast.

The *shout* spell cannot penetrate the *silence* spell.

Silence

Illusion

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 15-ft.-radius emanation centred on a creature, object, or point in space; **Duration:** 1 minute/level; **Saving Throw:** Will negates or none (object); **Spell Resistance:** Yes or no (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 centred 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 magick items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defence against sonic or language-based attacks.

Sleep

Enchantment [Mind-Affecting]

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Several living creatures within a 15-ft.-radius burst; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. 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. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

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

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

Slow

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Affected creatures move and attack at a drastically slowed rate. *Slowed* creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer –2 penalties to Defence, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Slow counters and dispels *haste* but does not otherwise affect magically speeded or slowed creatures.

Speak with Animals

Divination

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level

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 animals 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 the animal is friendly,

it may do some favour or service for you (as determined by the GM).

This spell does not work on magickal beasts or vermin.

Spell Immunity

Abjuration

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every 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, such immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magick 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 school of spells or a group of spells that is similar in effect.

A creature can have only one *spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spider Climb

Transmutation

Level: Divine 2, Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Climb checks to scale a surface.

Status

Divination

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One creature touched/three levels; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Status allows a divine caster to mentally monitor the relative positions and general condition of his or her companions. The caster is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

Abjuration

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject gains damage reduction 10/— against physical attacks. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

Material Components: Purchase DC 23.

Summon Vivilor I

Conjuration (Summoning)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One summoned creature; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

This spell summons a 1st-level vivilor, a strange creature from the edge of Shadow. The caster chooses the form the vivilor will take when it appears, and the vivilor maintains that shape for the duration of the spell. The vivilor appears where you designate and acts immediately, attacking your enemies unless you give it other orders. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The vivilor acts normally on the last round of the spell and dissipates into nothingness at the end of its turn.

You choose the form the vivilor will take.

Summon Vivilor II

Conjuration (Summoning)

Level: Arcane 2, Divine 2; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivilor I*, except you can summon one 2nd-level vivilor or 1d3 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor III

Conjuration (Summoning)

Level: Arcane 3, Divine 3; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivilor I*, except you can summon one 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor IV

Conjuration (Summoning)

Level: Arcane 4, Divine 4; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivilor I*, except you can summon one 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2nd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor V

Conjuration (Summoning)

Level: Arcane 5, Divine 5; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivilor I*, except you can summon one 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.



Telekinesis

Transmutation

Level: Arcane 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Target or Targets:** See text; **Duration:** Concentration (up to 1 round/level) or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Spell Resistance:** Yes (object) (see text)

The caster can move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

This version of the spell lasts up to 1 round per caster level, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the caster's range. The spell ends if the object is forced beyond the range. If the caster ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The caster can hurl up to a total weight of 25 pounds per caster level.

The caster must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack bonus + Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

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

Tongues

Divination

Level: Divine 4, Arcane 3; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make him or herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Trace Purge

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 15-ft.-radius emanation centred on a point in space; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

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

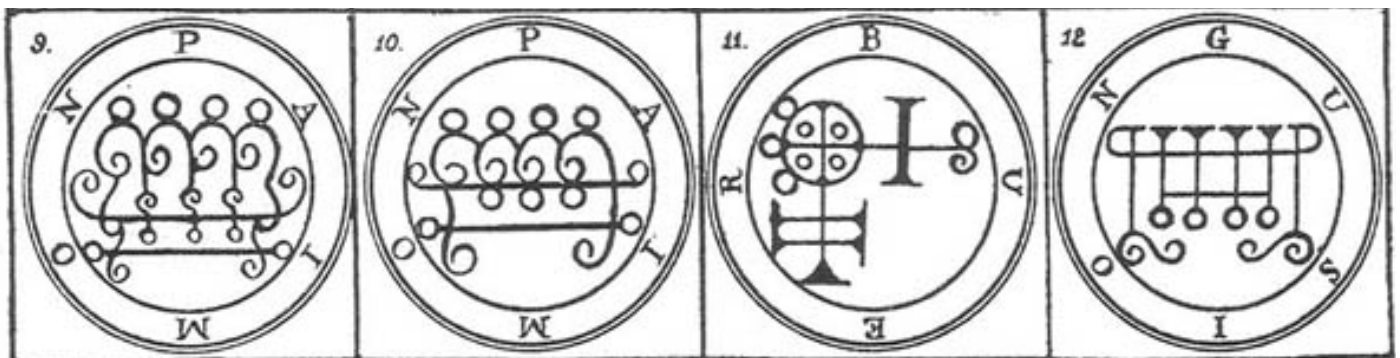
Material Component: A pair of tweezers.

True Strike

Divination

Level: Arcane 1; **Components:** V, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** See text

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



True Seeing

Divination

Level: Divine 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magickal darkness, notices secret doors hidden by magick or psychical abilities, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and psychical abilities.

Material Component: Purchase DC 16.

Undetectable Magickal Aura

Illusion

Level: Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched weighing up to 5 lb./level; **Duration:** 1 day/level (D); **Saving Throw:** None (see text); **Spell Resistance:** No

This glamour allows you to mask a magick item's aura from detection. It fools *detect magickal aura* spells such that the item appears nonmagickal. If the object bearing *undetectable magickal aura* has *instant identify* cast on it, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Material Component: A small square of silk that must be passed over the object.

Vampiric Touch

Necromancy

Level: Arcane 3, Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous and 1 hour (see text); **Saving Throw:** None; **Spell Resistance:** Yes

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 5d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the target's current hit points +10, which is enough to kill the target. The temporary hit points disappear 1 hour later.

Via Negativa

Necromancy

Level: Arcane 4, Divine 4; **Components:** S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

When you cast the *via negativa* spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The *via negativa* spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the *via negativa* spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the *via negativa* spell begins with a handshake motion. If you use an innocuous handshake with someone to start an *via negativa* spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

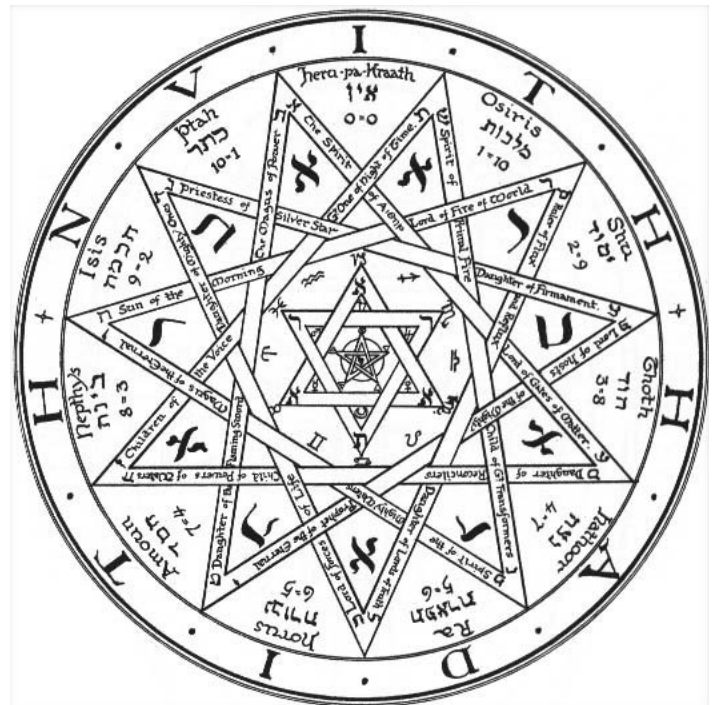
Material Component: A ring with a black pearl (purchase DC 22).

Virtue

Transmutation

Level: Divine 0; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Yes (harmless); **Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.



Wall of Fire

Evocation [Fire]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high; **Duration:** Concentration + 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal).

If any 5-foot 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 Force

Evocation [Force]

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

A *wall of force* spell creates an invisible wall of force. The *wall of force* cannot move, it is immune to damage of all kinds, and it is unaffected by *dispel magick*. Spells, breath weapons, and flamethrowers cannot pass through the wall in either direction, although *dimension door* can bypass the barrier. Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of force* must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

Evocation [Cold]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

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. Fire, including fire spells, can melt a wall of ice. Fire deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the *wall of ice* (by reducing it to 0 hit points in a single attack) creates a 10-foot-radius cloud of fog that lasts for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster levels. 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-foot 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 takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Wall of Iron

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Iron wall whose area is up to one 5-ft. square/level (see text); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

The caster causes a flat, vertical iron wall to spring into being. This wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the caster can shape its edges to fit the available space.

The *wall of iron* is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. 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 25 + 2 per inch of thickness.

If the caster desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: Purchase DC 18.

Wall of Stone

Conjuration (Creation)

Level: Divine 5, Arcane 5; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Stone wall whose area is up to one 5-ft. square/level (S); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. The *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A *wall of stone* can be created in almost any shape the caster desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. If used to bridge

a chasm, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half.

Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 hit points per inch of thickness and hardness 8. 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 20 + 2 per inch of thickness.

It is possible to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Wall Walk

Transmutation

Level: Arcane 3, Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An improved version of the *spider climb* spell, *wall walk* allows for faster, easier movement. The subject can travel on vertical surfaces or ceilings as well as they can walk on the ground. No matter how smooth the wall, the subject of a *wall walk* spell can run up it or even fight from a sideways position, never needing to make Climb checks to do so. The subject can switch from floor to walls to ceilings as many times as his speed allows.

Unlike the *spider climb* spell, *wall walk* doesn't require the subject to use his hands to climb, so the subject can hold items and wield weapons normally.

Material Component: A black strip of Velcro.

Water Breathing

Transmutation

Level: Divine 3, Arcane 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creatures touched; **Duration:** 2 hours/level (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Web

Conjuration (Creation)

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Webs in a 20-ft.-radius spread; **Duration:** 10 minutes/_level; **Saving Throw:** Reflex negates (see text); **Spell Resistance:** Yes

The *web* spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, and so forth—or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibres.

An entangled creature takes a –2 penalty on attack rolls, takes a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving is slow and may cause it to become stuck (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress 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 feet for each full 5 points by which the check result exceeds 10.

The *web* provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

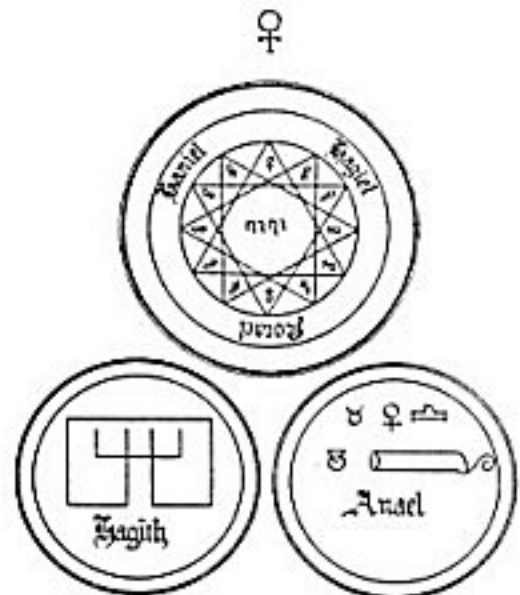
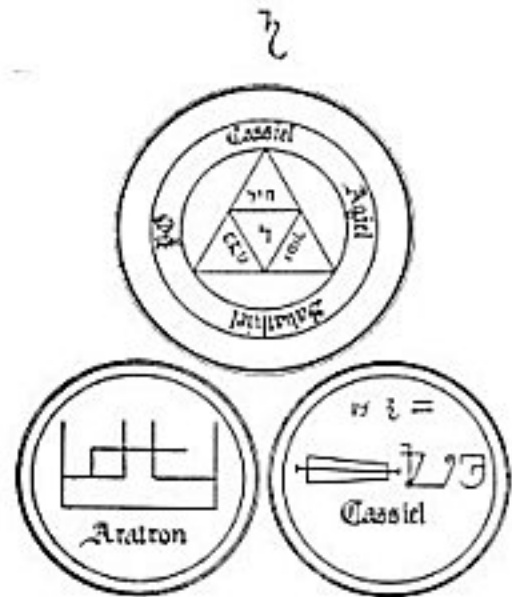
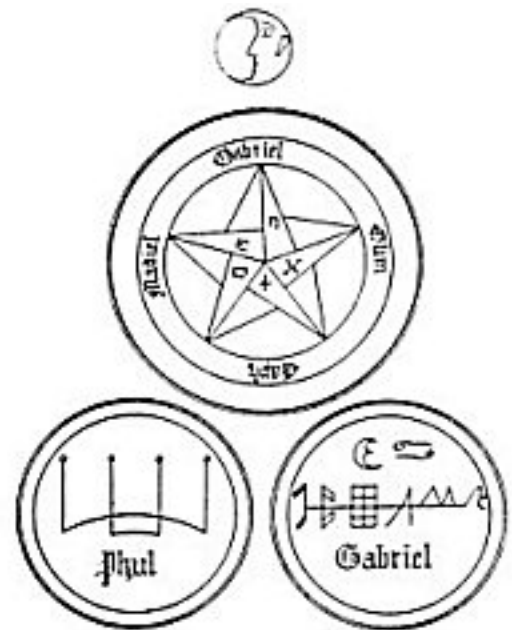
The strands of a *web* spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Zone of Truth

Enchantment [Mind-Affecting]

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 5-ft.-radius/level emanation; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures that leave the area are free to speak as they wish.



MAGICKAL INCANTATIONS

The following incantations are taken from the Modern SRD and are reprinted here for convenience. It is important to remember that incantations, unlike spells, may be used by anyone. The GM should be extremely careful when bringing incantations into his campaign.

Baleful Polymorph

Transmutation

Skill Check: Knowledge (arcane lore) DC 41, 6 successes, and Knowledge (earth and life sciences), 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, SC; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Target:** Helpless creature touched; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 17 + caster's Cha modifier) and see text; **Spell Resistance:** Yes

As the *polymorph* incantation, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, toad, or viper). If the new form would prove fatal to the creature (such as polymorphing a land bound target into a fish), the subject gets a +4 bonus on the save. If the incantation succeeds, the target must also make a Will save. If this second save fails, the creature gains the Intelligence, Wisdom, and Charisma scores of its new form. It still retains its class and level, hit points, base attack bonus, base save bonuses, allegiances, extraordinary abilities, supernatural abilities, and spell-like abilities, as well as any spellcasting ability possessed.

Note that incorporeal or gaseous creatures are immune to being polymorphed, and a shapeshifter (such as a werewolf) can revert to its natural form as a move action.

Material Component: Laboratory equipment and alchemical supplies (purchase DC 25).

Focus: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather. If you have a living, helpless creature that can serve as a model for the target creature, you gain a +2 bonus on the Knowledge (arcane lore) checks required for this incantation.

Secondary Casters: 12 required (not including the primary caster).

Failure: Reversal on all secondary casters, using the same saving throw DC.

Bibliolalia

Divination

Skill Check: Knowledge (arcane lore) DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, XP; **Casting Time:** 60 minutes (minimum); **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

The *bibliolalia* incantation puts you in an oracular trance as you pore through books in a library. At the incantation's conclusion, you uncover lore about an important person, place, or thing beyond the limits of mundane research.

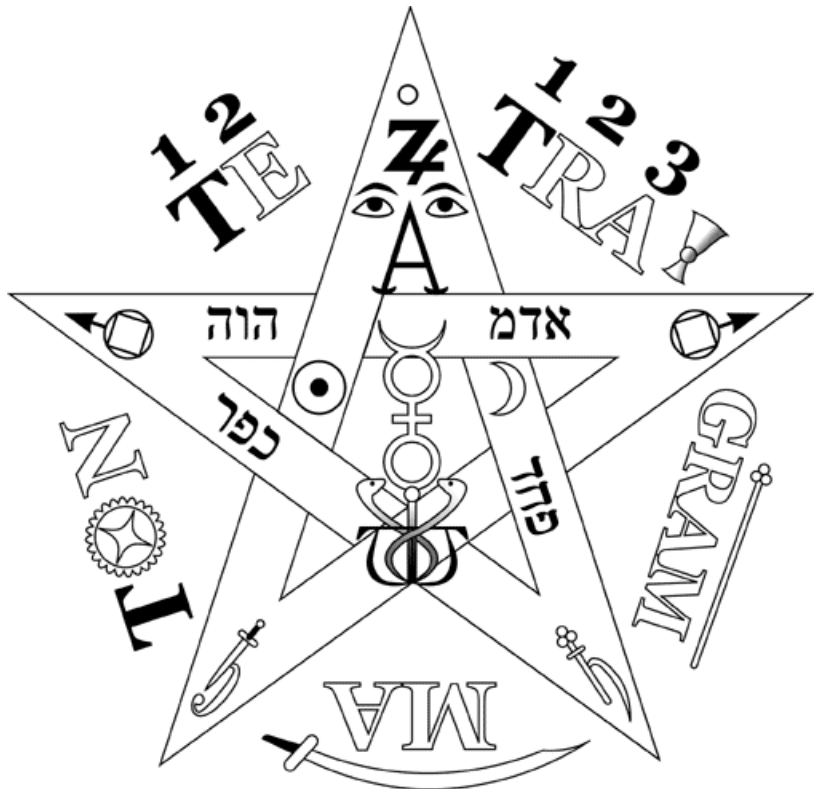
The information gleaned through a *bibliolalia* incantation isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of magickal inspiration that reveals the information.

No set of rules can adequately describe how much information the *bibliolalia* incantation provides. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

Focus: A large library with at least a token occult section (purchase DC 25).

Experience Point Cost: 200 XP.

Failure: Falsehood. The *bibliolalia* incantation reveals information that seems accurate, but is actively misleading.



Body Double

Conjuration (Creation)

Skill Check: Knowledge (arcane lore) DC 39, 6 successes (and see text) and Disguise DC 39, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Effect:** One duplicate creature; **Duration:** 12 days; **Saving Throw:** None; **Spell Resistance:** No

The *body double* incantation creates a duplicate of any creature formed from mystic clay, with alchemical blood and an eldritch life of its own. At first glance, the duplicate appears to be exactly the same as the creature you modelled it after, but there are differences: The *body double* has only half the level or Hit Dice (which affects its skills, feats, and class features). It has the surface mannerisms and personality of the real creature, but its Intelligence, Wisdom, and Charisma scores are all 5. Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check when you cast the incantation to determine how good the likeness is, and this Disguise check sets the DC for Spot checks (to notice imperfections in the duplication) and Sense Motive checks (to discern that the *body double* is behaving oddly).

At all times the *body double* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. The *body double* has no ability to become more powerful. It cannot earn experience points. If destroyed, it reverts to clay and melts into a vaguely humanoid lump within 1 minute. The *body double* doesn't naturally heal and responds to neither conventional medicine nor natural healing. A complex process requiring at least one day, materials (purchase DC 5 + 1 per hit point), and a fully equipped magickal laboratory can repair damage to the *body double*.

Material Component: The spell is cast over an elaborate clay simulacrum of the creature to be duplicated, and some piece of the creature (a hair or fingernail, for instance) must be placed within the clay. Additionally, the incantation requires rare earths and unguents (purchase DC 30).

Experience Point Cost: 1,000 XP.

Failure: Betrayal. The *body double* has allegiances opposite the original creature and a pathological hatred of both the original creature and the caster. Furthermore, the *body double* isn't under the command of the caster, although it may play along for a while as it learns about its new enemies.

Caduceus

Conjuration (Healing)

Skill Check: Knowledge (arcane lore) DC 31, 4 successes, and Treat Injury DC 31, 2 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Target:** Living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Caduceus enables you to channel magick into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeble-mindedness, nausea, and poison. It also cures up to 150 points of damage. A single casting of the incantation is enough to simultaneously achieve all these effects.

Caduceus also removes negative levels, but it does not restore permanently drained levels.

The *caduceus* incantation has no effect on undead or constructs.

Focus: Medical equipment found in a hospital emergency room (purchase DC 25).

Failure: Death. Target must succeed at a Fortitude save (DC 15) or die. If the save succeeds, the target is reduced to -1 hit points, unless he was already below that.



Cast into Shadow

Abjuration

Skill Check: Knowledge (arcane lore) DC 33, 6 successes (see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP, B; **Casting Time:** 1 hour (minimum); **Range:** 55 ft.; **Target:** One or more outsiders, no two of which can be more than 30 ft. apart; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 17 + caster's Cha modifier) and see text; **Spell Resistance:** Yes

The *cast into Shadow* incantation enables you to force outsiders (usually, but not always, fiends) away from the world you know, trapping them in some distant dimension. Up to 2 HD of creatures per caster level can be sent away in this fashion.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes. If you successfully overcome the target's spell resistance, and the target fails its save, the target disappears. In general, targets never find their way back from beyond Shadow—or if they do, they don't remember their previous time here.

Options: If the target or targets are all helpless, the DC for the incantation is reduced by –6. At the GM's option, certain rare items might work twice as well (each providing +2 against spell resistance and +4 on the spell's DC).

Material Component: An object the creature hates, fears, or opposes. Discovering such an item may require a Research check.

Experience Point Cost: 1,000 XP.

Backlash: Caster is exhausted.

Failure: Attack from an outsider of the same allegiance. The attacking outsider has a Challenge Rating equal to the average party level +1. It attacks the caster within a few rounds of the incantation's failure. It has been brought to this world by the failed incantation, so it may retreat and try to make a home for itself here. It will always bear a grudge against the caster for bringing it here, however, and it is a potential source of later mischief.

Control Weather

Evocation

Skill Check: Knowledge (arcane lore) DC 34, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC; **Casting Time:** 60 minutes (minimum); **Range:** Two miles; **Area:** Two-mile-radius circle, centred on you; **Duration:** 24 hours (D); **Saving Throw:** None; **Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes for the effects to manifest after the incantation is completed. The current, natural weather conditions are determined by the GM. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use an attack action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Secondary Casters: 12 required (not including the primary caster).

Failure: Mirrorcast. The opposite weather effect manifests over the course of 10 minutes (rain rather than a heat wave, for example, or a thaw rather than a blizzard). This weather persists for 4d12 hours and cannot be dismissed.

Create Clone

Necromancy

Skill Check: Knowledge (arcane lore) DC 32, 7 successes, and Knowledge (earth and life sciences) DC 32, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, XP; **Casting Time:** 8 hours (minimum) and see text; **Range:** Touch; **Effect:** One clone; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement. The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (through periodic applications of *cure minor wounds* or more advanced medical means). Prior to the incantation being cast, the duplicate body must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the incantation fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is somehow unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Material Component: The piece of flesh and various laboratory supplies (purchase DC 25).

Focus: Genetics laboratory (purchase DC 30).

Experience Point Cost: 500 XP.

Failure: Betrayal, and possibly reversal as well. If the caster and cloned creature were allies or neutral toward one another, then the cloned creature gains allegiances opposite the ones it once had. If the caster and cloned creature were enemies, then each one gains the allegiances the other one had (although neither one knows the other has new allegiances).

Create Golem

Conjuration (Creation)

Skill Check: Knowledge (arcane lore) DC 32, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation fuses an elemental spirit with a patchwork collection of body parts knitted into a single bipedal form. *Create golem* brings a flesh golem to life under your command. The golem can follow simple instructions. It does not speak.

Options: If you want to create a gear golem rather than a flesh golem, increase the DC of the Knowledge (arcane lore) check by +8 and increase the experience point cost to 700 XP. If you want to create an advanced golem, increase the DC of the Knowledge (arcane lore) check by +2 for each additional Hit Die.

Material Component: The body of the golem must be made to exacting eldritch specifications, with rare ingredients and unusual components (purchase DC 25).

Experience Point Cost: 400 XP.

Failure: Attack. The golem immediately goes berserk, attacking everyone and everything.



Create Undead

Necromancy [Evil]

Skill Check: Knowledge (arcane lore) DC 31, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse or skeleton; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Much more potent than the *animate dead* spell, this evil incantation allows you to create a powerful undead creature from the creature's dead remains. The incantation raises a corpse as a liquefied zombie, mummy, or vampire. It turns a skeleton into an ash wraith or spirit, and the bones turn to dust upon completion of the incantation.

You can create an undead creature up to 20 Hit Dice, and you may control up to 20 Hit Dice of undead at a time. If you create new undead in excess of this amount, older undead slip from your control.

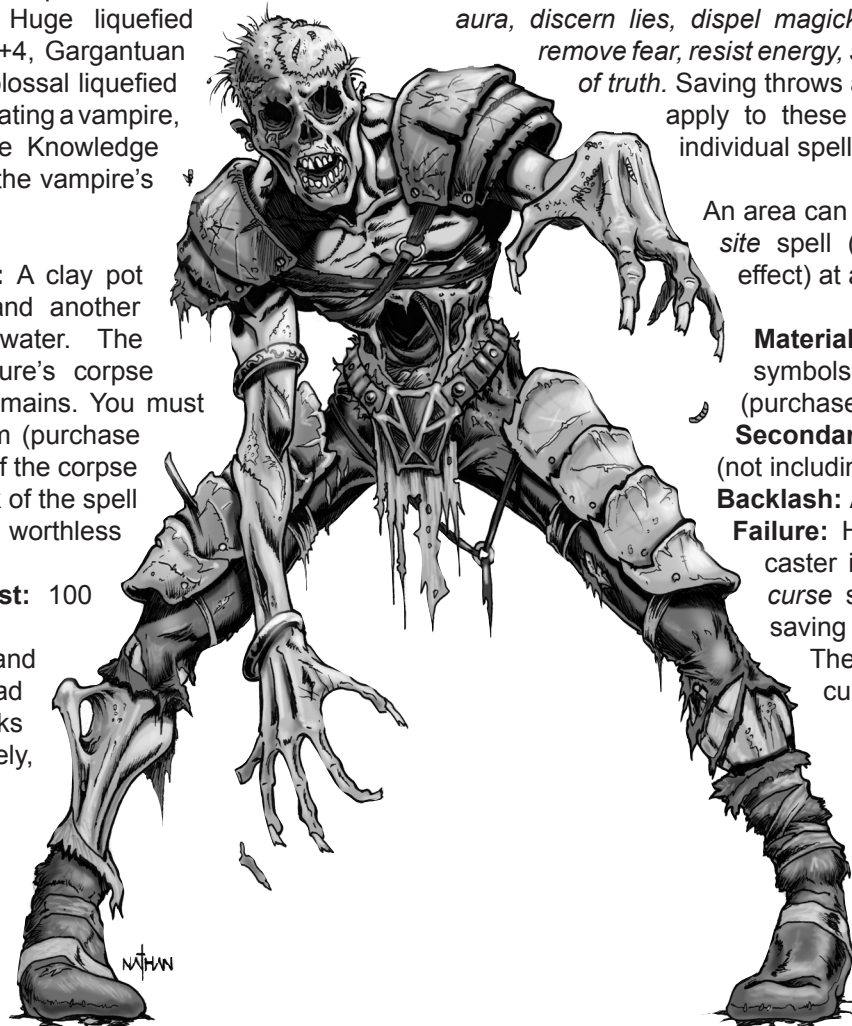
This incantation must be cast at night.

Options: The type of undead you're creating has a great influence on the Knowledge (arcane lore) check DC. Apply the following modifiers: animating spirit -10, frightful spirit -8, groaning spirit -6, Small or smaller liquefied zombie -4, Medium liquefied zombie -2, weakening spirit +0, mummy +0, Large liquefied zombie +0, possessing spirit +2, Huge liquefied zombie +2, ash wraith +4, Gargantuan liquefied zombie +8, Colossal liquefied zombie +10. If you're creating a vampire, increase the DC of the Knowledge (arcane lore) check by the vampire's Hit Dice + 4.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The spell requires a creature's corpse or complete skeletal remains. You must place a black onyx gem (purchase DC 20) into the mouth of the corpse or skeleton. The magick of the spell turns the gem into a worthless shell.

Experience Point Cost: 100 XP.

Failure: Betrayal and attack. The undead creature rises and attacks the caster immediately, fighting until slain.



Dedicate Site

Evocation [Good]

Skill Check: Knowledge (arcane lore) DC 35, 5 successes, and Spellcraft DC 35, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, B; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Area:** 120-ft.-radius emanation centred on touched point; **Duration:** One year; **Saving Throw:** See text; **Spell Resistance:** See text

Dedicate site makes a particular place, building, or structure particularly attuned to a specific allegiance. This has two major effects.

First, the site or structure is guarded by a *magick circle* effect (as the spell) against any allegiance you choose.

Second, you may choose to fix a single spell effect to the dedicated site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share an allegiance with you, or creatures that have another allegiance. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting the *dedicate site* incantation again.

Spell effects that may be tied to a dedicated site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *detect magickal aura*, *discern lies*, *dispel magick*, *freedom of movement*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details).

An area can receive only one *dedicate site* spell (and its associated spell effect) at a time.

Material Component: Various symbols relevant to your allegiance (purchase DC 25).

Secondary Casters: 11 required (not including the primary caster).

Backlash: All casters are exhausted.

Failure: Hostile spell. The primary caster is targeted with a *bestow curse* spell, but does not get a saving throw or spell resistance.

The GM chooses the exact curse.

Greater Dispel Magick

Abjuration

Skill Check: Knowledge (arcane lore) DC 31, 4 successes, and Spellcraft DC 31, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 60 minutes (minimum); **Range:** 220 ft.; **Target:** One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

As the *dispel magick* spell, except that the bonus on the dispel check is +15, not the caster level. Additionally, *greater dispel magick* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magick* can't dispel that effect.

Material Component: Various rare incenses, herbs, and reagents (purchase DC 20).

Backlash: Caster takes 4d6 points of damage.

Failure: Augment. One characteristic of the magickal effect targeted (area, range, duration, etc.) doubles. The target spell might deal twice as much damage or a curse might bestow twice the penalty, for example. The GM determines which aspect of the target spell is so augmented.

Mystic Veil

Illusion

Skill Check: Knowledge (arcane lore) DC 34, 7 successes (and see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), B; **Casting Time:** 70 minutes (minimum); **Range:** 55 ft.; **Effect:** Visual and audible figment that covers 12 10-foot cubes (S); **Duration:** 12 hours; **Saving Throw:** None or Will disbelief (if interacted with) (see text); **Spell Resistance:** No

This incantation combines several elements to create a powerful protection from scrying and direct observation. When casting the incantation, you dictate what will and will not be observed in the incantation's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if marching soldiers disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Options: You can create the material component for the *mystic veil* illusion yourself at no cost. If you do, the incantation also requires a successful Craft (visual arts) check (DC 34).

Material Component: Realistic paintings, digitally-altered photos, or other representations of the desired illusion (purchase DC 17).

Backlash: Caster takes 2d6 points of damage.

Failure: Delusion. The caster and anyone else present at the conclusion of the incantation believe the *mystic veil* is effective, but no one else is fooled.

Polymorph

Transmutation

Skill Check: Knowledge (arcane lore) DC 31, 5 successes, and Knowledge (earth and life sciences) DC 31, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Target:** Willing creature touched; **Duration:** 12 minutes; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The *polymorph* incantation gives a creature another form that you designate, which must be within one size category of the subject's normal size. The new form can have no more Hit Dice than you or the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice. You can transform the subject into an average member of its own species. The new form cannot be an elemental, outsider, or undead unless the subject is that type already. The new form can't be incorporeal or gaseous.

The subject's Strength, Dexterity, and Constitution scores change to the average scores for the new form.. The subject doesn't gain or lose any hit points, regardless of its new Constitution score.

The subject retains its own Intelligence, Wisdom, and Charisma scores. The subject's class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject also retains all extraordinary, supernatural, and spell-like abilities, as well as any spellcasting ability.

You can freely designate the new form's minor physical qualities (such as hair colour, hair texture, and skin colour) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

The subject acquires the physical qualities of the new form while retaining its own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, up to a maximum speed of 120 feet for flying or 60 feet for nonflying), darkvision and/or low-light vision, natural armour bonus, natural weapons (such as claws, bite, and

so on), species skill bonuses, species bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

The subject also gains any extraordinary special qualities possessed by the new form. You do not gain any extraordinary special qualities not listed above under physical qualities, such as blindsight, fast healing, regeneration, energy resistance, scent, or spell resistance. You do not gain any supernatural abilities or spell-like abilities of the new form.

If the new form is capable of speech, the subject can communicate normally. Though the subject retains any spellcasting ability he had in his original form, the form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have humanlike hands to use somatic or material components.

When the *polymorph* occurs, the subject's equipment, if any, either remains worn or held by the new form (if the new form is capable of wearing or holding the item), or melds into the new form and becomes non-functional. When the subject reverts to his true form, any objects previously melded into the new form reappear in the same locations they previously were and are once again functional. Any new items he wore in polymorphed form and can't wear in his normal form fall off and land at his feet; any that he could wear in either form or carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Options: If you have a living, helpless creature that can serve as a model for the target creature, the DC on the Knowledge (arcane lore) checks for this incantation is reduced by -2.

Material Component: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather.

Focus: Laboratory equipment (purchase DC 25).

Failure: Damage. The target takes 12d6 points of damage.

Possession

Necromancy

Skill Check: Knowledge (arcane lore) DC 34, 6 successes;

Failure: Two consecutive failed skill checks; **Components:**

V, S, M, XP; **Casting Time:** 60 minutes (minimum); **Range:**

Touch; **Target:** One helpless creature of fewer Hit Dice than

you; **Duration:** 12 hours (D); **Saving Throw:** Will negates

(DC 16 + caster's Charisma modifier); **Spell Resistance:**

Yes

By casting the *possession* incantation, you place the subject's soul in a receptacle (a gem or large crystal) while your soul inhabits the subject's body, leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the receptacle. The spell ends when you send your

soul back to your own body (restoring the subject's soul to its body and causing the receptacle to crumble into dust).

You possess the body and force the creature's soul into the receptacle unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in your body, and the receptacle turns to dust. If successful, your life force occupies the host body, and the host's life force is imprisoned in the receptacle. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As an attack or move action, you can send the trapped soul back to its body and return to yours. This ends the spell.

If the host body is slain, you return to your body and the life force of the host departs (that is, it is dead). If the spell ends while you are in a host, you return to your body and the soul in the receptacle returns to its body. Destroying the receptacle ends the spell and returns both souls to their original bodies. The spell can be dispelled at either the receptacle or the host.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

Material Component: A large gem or crystal (purchase DC 25).

Experience Point Cost: 1,000 XP.

Failure: Mirrorcast. You wind up trapped inside the receptacle, and the subject's soul inhabits your body.

Quartz Compulsion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

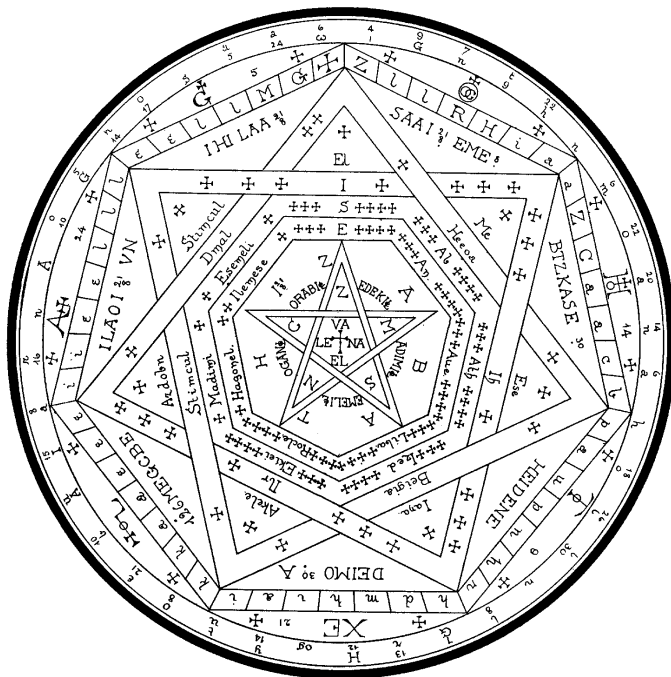
Skill Check: Knowledge (arcane lore) DC 33, 6 successes, and Intimidate DC 33, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, B; **Casting Time:** 80 minutes (minimum); **Range:** Unlimited; **Target:** One creature with fewer Hit Dice than you; **Duration:** 16 hours (see text); **Saving Throw:** Will partial (DC 18 + caster's Cha modifier); **Spell Resistance:** Yes

The *quartz compulsion* incantation lets you telepathically contact the subject by gazing through a quartz shard, regardless of where the subject is located. You can telepathically converse for 16 minutes with the subject. Your telepathic contact can also contain a *suggestion* (as per the *suggestion* psycical ability), which the subject does her best to carry out. A successful Will save negates the suggestion effect but not the contact itself. Telepathic communication is possible even if the creature's Intelligence score is as low as 1, but you must have a language in common with the subject to communicate. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *quartz compulsion* comes, the message is understood but the *suggestion* is ineffective.

Focus: A carefully cut shard of quartz (purchase DC 22).

Backlash: Caster is exhausted.

Failure: Reversal. You converse with the subject normally, but the *suggestion* attempt automatically fails, and the subject can instead compel you (as per the *suggestion* psycical ability). You don't get a saving throw, and spell resistance does not apply. Depending on the specific *suggestion*, you may not realize that your attempt failed or that you've been compelled.



Sigil of Algol

Enchantment (Compulsion) [Mind-Affecting]

Skill Check: Knowledge (arcane lore) DC 32, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centred on Magick rune (see text); **Duration:** 12 minutes (and see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

This incantation, named after the Greek god of pain, allows you to scribe a potent rune of power upon a surface. When triggered, the *sigil of Algol* causes one or more creatures within 60 feet of the rune (treat as a burst) to suffer wracking pain if they fail a Fortitude save. The pain imposes a -4 penalty on attack rolls, skill checks, and saving throws. These effects last for 12 hours after the creature leaves the area of the spell.

Once triggered, the symbol becomes active and glows, lasting for 12 minutes. Any creature that enters the area while the *sigil of Algol* is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *sigil of Algol* is inactive (though visible and legible at a range of up to 60 feet). To be effective, a *sigil of Algol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders it ineffective (unless a creature removes the covering, in which case the *sigil of Algol* works normally).

As a default, a *sigil of Algol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *sigil of Algol* can't trigger it (even if they meet one or more of the triggering conditions, such as reading it). Once the incantation is complete, the triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *sigil of Algol* to render it inoperative triggers it if it reacts to touch. You can't use a *sigil of Algol* offensively; for instance, a touch-triggered rune remains untriggered if an item bearing the *sigil of Algol* is used to touch a creature. Likewise, a *sigil of Algol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *sigil of Algol* can be based on a creature's name, identity, or allegiances, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a *sigil of Algol*, you can specify a password

or phrase that prevents a creature using it from triggering the rune. Anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the *sigil of Algos*. If the character leaves the radius and returns later, he must use the password again. You also can attune any number of creatures to the *sigil of Algos*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) extends the casting time by 1 hour. Attuning a large group (up to 25 creatures) takes one day. Attuning larger groups takes proportionately longer, as the GM sees fit. Any creature attuned to a *sigil of Algos* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own sigils, and thus always ignore the effects and cannot inadvertently trigger them.

Read magick allows you to identify a *sigil of Algos* with a successful Spellcraft check (DC 16). Of course, if the *sigil of Algos* is set to be triggered by reading it, this will trigger the symbol.

The *sigil of Algos* can be removed by a successful *dispel magick* targeted solely on the rune. A *clean* spell has no effect on a *sigil of Algos*. Destruction of the surface where a *sigil of Algos* is inscribed destroys the rune but also triggers its effects.

Note: Magick traps such as *sigil of Algos* are hard to detect and disable. Characters can use the Search skill to find a *sigil of Algos* and the Disable Device skill to thwart it. The DC in each case is 31.

Material Component: Rare alchemical paints and herbs (purchase DC 20).

Experience Point Cost: 500 XP.

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Sigil of Lyssa

Enchantment (Compulsion) [Mind-Affecting]

Skill Check: Knowledge (arcane lore) DC 35, 7 successes (and see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centred on magick rune (see text); **Duration:** 16 minutes (and see text); **Saving Throw:** Will negates (DC 18 + caster's Charisma modifier); **Spell Resistance:** Yes

As the *sigil of Algos* incantation, except that the rune causes creatures within 60 feet of the rune (treat as a burst) to go temporarily insane if they fail their Will saves. Creatures affected by this spell behave randomly for the next 16 hours, as indicated on the following table:

1d10	Behaviour
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behaviour is checked at the beginning of each creature's turn. Any confused creature that is attacked automatically attacks its attackers on its next turn. *Remove curse* won't end the insanity, but a *break enchantment* spell or *heal* incantation will.

Once triggered, the symbol becomes active and glows, lasting for 16 minutes. Any creature that enters the area while the *sigil of Lyssa* is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Read magick allows you to identify a *sigil of Lyssa* with a successful Spellcraft check (DC 18). Of course, if the *sigil of Algos* is set to be triggered by reading it, this will trigger the symbol.

Note: Magick traps such as *sigil of Lyssa* are hard to detect and disable. Characters can use the Search skill to find a *sigil of Lyssa* and Disable Device to thwart it. The DC in each case is 33.

Material Component: Rare alchemical paints and herbs (purchase DC 25).

Experience Point Cost: 700 XP.

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Subjugate Outsider

Conjuration (Calling)

Skill Check: Knowledge (arcane lore) DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, B; **Casting Time:** 6 hours (minimum); **Range:** 55 ft.; **Target:** One outsider of up to CR 6 (see text); **Duration:** Instantaneous (see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

Casting this incantation attempts a dangerous act: to lure a creature from another dimension or plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The trap is a ward similar to a *magick circle* spell, but focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be uttered during the incantation. If you wish to call a vivitor with this incantation, you can choose its abilities just as if you had cast the *summon vivitor* spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the incantation. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful spell resistance roll or a successful Charisma check (DC 20 + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The GM then assigns a bonus based on the service and reward, from +0 to +6. This bonus applies to your Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell or incantation. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the trap and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the incantation remains in effect for a maximum of ten days, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Options: If you call an outsider of CR 11 to CR 15, the DC for the incantation is increased by +4. If you call an outsider of CR 16 or higher, the DC for the incantation is increased by +8.

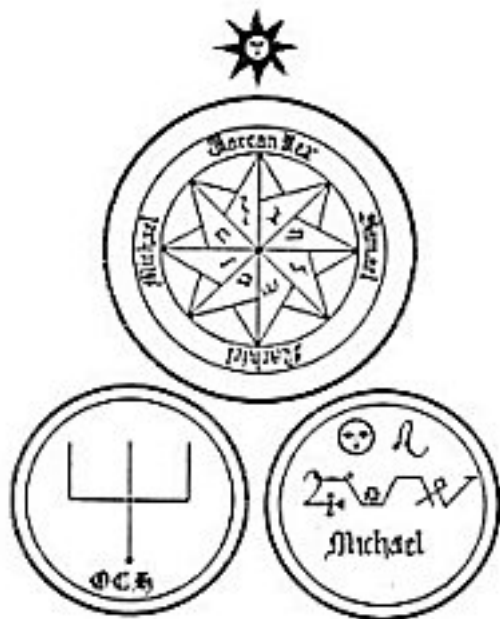
Material Component: Various rare alchemical pigments (purchase DC 25), which are used to trace a series of symbols in a circle on the floor. This circle is the trap for the outsider.

Secondary Casters: 12 required (not including primary caster).

Backlash: All casters (primary and secondary) receive one negative level (Fortitude save, DC 15, to remove).

Failure: Attack. The called outsider immediately attacks the casters, and is thereafter roams the world freely for 10 days before returning to its home plane or dimension.

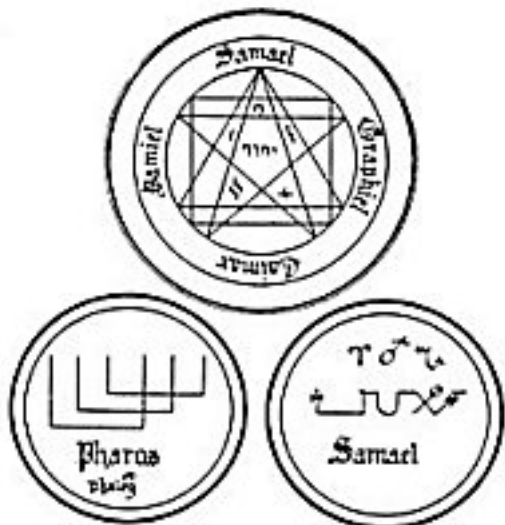




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Teleport

Conjuration (Teleporting)

Skill Check: Knowledge (arcane lore) DC 31, 5 successes, and Navigate DC 31, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC, B; **Casting Time:** 60 minutes (minimum); **Range:** Personal and Touch; **Target:** You, up to six touched willing creatures, and touched objects weighing up to 500 lb./level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation instantly transports you to a designated destination up to 1,000 miles away. You can bring along up to 500 pounds of touched objects and up to six additional willing creatures (and their gear or objects up to their maximum load). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. The creatures may be the secondary casters of the incantation, but they don't need to be.

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

Options: If you have global positioning system coordinates for your destination, decrease the Knowledge (arcane lore) and Navigate check DCs by -2.

Secondary Casters: Three required (not including primary caster).

Backlash: All casters take 2d6 points of damage.

Failure: Mirrorcast. If the second consecutive Knowledge (arcane lore) check fails by 5 or less, you arrive off target, appearing safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be travelled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth.

If the second Knowledge (arcane lore) check fails by 6 or more, you wind up in an area that's visually or thematically opposite to the destination. The GM determines the point of arrival.

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