



True20 Spells

True20 Spells version 1.3

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Preface

Most True20 Powers (e.g. Blast, Mind Control) are specific; the rest (Animal Mimicry, Shapeshift) are extremely general. Spells occupy an intermediate position. Spell-casters have a long list of very specific supernatural abilities. If you want to play a spell-lobbing superhero, a student in a school of magic, or a fantasy cleric, mage, or druid, the Spell Power may be for you.

Basics

Spells are flexible Powers with a unifying supernatural theme. They come in three flavors.

Divine Spells: (8 points per rank) You can cast spells by drawing on your god, gods, faith, or other religious source.

Magic Spells: (9 points per rank) You can cast spells by drawing on magic, mystic energy, witchcraft, or other mystical force.

Nature Spells: (7 points per rank) You can cast spells by drawing on nature, the elements, the earth, or other natural source.

One rank of Spells lets you cast 1st Level spells and gives you 3 Mana. Each additional rank of Spells gives you 3 additional Mana. Every two additional ranks of Spells lets you cast another spell level.

Rank	Mana	Maximum Spell Level
1	3	1
2	6	1
3	9	2
4	12	2
5	15	3
Etc.		

Casting a spell costs one Mana per Spell Level. By default, you can recover all your Mana daily, after resting for five hours.

Spells are divided into various overlapping Realms. A typical Realm is 20% of a Spell list.

If you fail a save while casting a Spell, you must make a Concentration check. If you fail, you stop casting the Spell and lose your action. If you fail by 5, you lose the Spell's required Mana. Opponents who want to disrupt your Spells can hold their Action until you cast by making a Concentration check. This is a DC 15 if your spell has an Attack Casting Time and DC 20 if your spell has a Move Casting Time. Disrupting Spells with a Casting Time of 1 round or more does not require a Concentration check. Spells with a Reaction Casting Time cannot be interrupted.

Extras

Extra Mana: (+1) You have one more Mana per rank of Spells. You can take this Extra more than once.

Fast Recovery: (+1) You recover your Mana every half day. Each additional +1 modifier moves your recovery time one step down the Progression Table.

Less Rest: (+1) You recover your Mana after resting for two hours. Each additional +1 modifier moves your rest time one step down the Progression Table.

Signature: (+1) You have a personalized Realm of extra Spells. The GM must approve all your Signature Spells.

Talent: (+1) You are especially talented with one Realm of Spells. You can cast spells one Level above your normal maximum Spell Level as long as they are in this Realm. You also have a +5 bonus on Spell Checks within your chosen Realm. Each +1 Extra gives you Talent in one more Realm.

Unbreakable: (+1) You do not make Concentration checks if you fail a save while casting a Spell.

Voice: (+1) Your Power has a Voice Range, potentially affecting anyone who can hear you. You automatically hit people within range, but if they anticipate your action they can give themselves a Reflex save at the same rank as your attack by covering their ears.

Flaws

Blind Spot: (-1) You cannot cast one Realm of Spells. Each -1 Flaw takes away one more Realm.

Memorize: (-2) You must choose your Spells in advance. Allocate all your Mana immediately after resting.

More Rest: (-1) You recover your Mana after resting for a half day. Each additional -1 modifier moves your rest time one step up the Progression Table.

Reduced Mana: (-1) You have one fewer Mana per rank of Spells. You can take this Flaw more than once.

Slow Recovery: (-1) You recover your Mana every two days. Each additional -1 modifier moves your recovery time one step up the Progression Table.

Spell Failure: (-2) You must make a Spell Check of DC 10 + required rank every time you try to cast a spell. Your bonus equals your rank. If you succeed, spend the required Mana. If you fail by less than 5, you waste your action. If you fail by 5 or more, you waste your action *and* the required Mana. You can gain a +5 bonus on a Spell Check by spending an extra Mana. If you only have to make Spell Checks for unMemorized spells, reduce the Flaw to -1. (You may not take the latter Flaw if you also have the Memorize Flaw). Increase the Flaw to -3 for a Spell Check of DC 15 + required rank, and to -4 for a Spell Check of DC 20 + required rank.

Feats

Drawbacks

Spell Conversion Guidelines

Helpful spells: Power rank= $-2+3*\text{Spell Level}$

Spell Level Power Rank

1	1
2	4
3	7
4	10
5	13
6	16
7	19

Harmful spells: Power rank = $-5 + \text{rank} + 2 * \text{Spell Level}$

Spell Level Power Rank

1	-3 + rank
2	-1 + rank
3	1 + rank
4	3 + rank
5	5 + rank
6	7 + rank
7	9 + rank

Narrow/limited effect: +1 to +5

Divine Spell List

1 st Level	2 nd Level	3 rd Level	4 th Level
aspiration benediction canticle cause minor wounds courage create water cure minor wounds darkness destroy water detect evil detect good fear light malediction petition purify food and drink putrefy food and drink turn minor unholy	augury big bless cause light wounds command create food cure light wounds curse detect charm detect life divine protection endure cold endure heat far fast feign death invisibility to undead long lower water more raise water sanctuary slow poison snake charm turn unholy water walk	aid cause blindness cause disease cause fatigue cause paralysis continuous cure blindness cure disease cure fatigue cure paralysis destroy minor unholy enthrall hold person know alignment locate object neg. plane protection resist cold resist fire silence speak w/monsters spiritual hammer spray unknowable alignment unlocatable object wyvern watch	animate dead bestow curse cause serious wounds cloak of fear continual darkness continual light cumulative cure serious wounds death's door detect lie dispel magic farther magical vestment minor imbue neutralize poison poison prayer remove curse sharper snakes to sticks speak w/dead sticks to snakes stack surer tongues turn major unholy undetectable lie
5 th Level	6 th Level	7 th Level	
air walk barrage bigger cause critical wounds cure critical wounds destroy unholy dispel unnatural divination endless exorcise faster longer lots part water plane shift possess quest regenerate spell immunity wither	anim. dead monsters blade barrier commune destroy major unholy farthest fastest forbiddance flame strike golem harm heal insect plague major imbue stacker true seeing wind walk word of recall	biggest earthquake gate holy word longest raise dead slay living stackest symbol tons	

Divine Spells

Divine Realms: Battle, Compound, Control, Creation, Defense, Divination, Element, Fortune, Illusion, Necromancy, Prayer, Salvation, Summoning

1st Level

Aspiration (Fortune, Prayer)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can beg the gods to intervene on your behalf.

Effect: Luck

Benediction (Battle, Prayer)

Range: Voice

Duration: 2 rounds

Casting Time: Attack

Scope: 10' square

You can enhance allies' attacks. The spell only works on allies who have not yet attacked.

Effect: +1 Attack

Canticle (Control, Defense)

Range: Perception

Duration: Concentration

Casting Time: Attack

Scope: One creature

You can make an enemy ignore you as long as you do not attack him.

Effect: **Mind Control** *rank*

Cause Minor Wounds (Battle, Necromancy)

Range: Perception (25')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can inflict minor spontaneous wounds on one creature.

Effect: **Drain -3 + rank** [Life]

Courage (Control, Salvation)

Range: Touch

Duration: 1 minute

Casting Time: Attack

Scope: One creature

You can make someone temporarily immune to fear.

Effect: Fearless

Create Water (Creation, Element)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: 5' cube

You can create water.

Effect: **Create Object 1**

Cure Minor Wounds (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can cure one creature's minor wounds, but not special injuries.

Effect: **Healing 1** [Life only, Life>-1 only] (*Extras:* Unlimited Retry)

Darkness (Element)

Range: Perception

Duration: 1 hour

Casting Time: Attack

Scope: 10' radius

You can create an immobile field of magical darkness.

Effect: **Obscure 2** [sight]

Destroy Water (Element)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: 5' cube

You can destroy water.

Effect: **Disintegration 2 + rank**

Detect Evil (Divination)

Range: Personal

Duration: 10 minutes

Casting Time: Attack

Scope: Self

You can sense evil.

Effect: **Super-Senses 1** [Awareness of evil]

Detect Good (Divination)

Range: Personal

Duration: 10 minutes

Casting Time: Attack

Scope: Self

You can sense good.

Effect: **Super-Senses 1** [Awareness of good]

Fear (Control)

Range: Touch

Duration: 1 minute

Casting Time: Attack

Scope: One creature

You can make someone experience unnatural fear.

Effect: **Mind Control rank**

Light (Element)

Range: Perception

Duration: 1 hour

Casting Time: Attack

Scope: 10' radius

You can create an immobile field of magical light.

Effect: **Environmental Control 2** [light]

Malediction (Battle, Prayer)

Range: Perception (25')

Duration: 2 rounds

Casting Time: Attack

Scope: 10' square

You can impede enemies' attacks. The spell only works on enemies who have not yet attacked.

Effect: **Drain *rank*** [Attack] (*Flaws:* Ephemeral)

Petition (Fortune, Prayer)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: one creature

You can ask the gods for a minor miracle.

Effect: **Boost 1** [any] (*Extras:* Unlimited Retry; *Flaws:* 20 Activation)

Purify Food and Drink (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: 100 lbs.

You can make spoiled or poisonous food and water fit for consumption.

Effect: **Transform 2 + *rank***

Putrefy Food and Drink (Necromancy)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: 100 lbs.

You can make healthy food and water putrid and inedible.

Effect: **Transform 2 + *rank***

Turn Minor Unholy (Command, Necromancy)

Range: Voice

Duration: Normal

Casting Time: Attack

Scope: One unholy being

You can compel minor undead and other unholy beings to flee in terror or serve you.

Effect: **Mind Control *rank*** (*Limited:* Only vs. undead and other unholy beings)

2nd Level

Augury (Prayer)

Range: Personal

Duration: One round

Casting Time: 5 rounds

Scope: Self

You can ask your deity one question of the form “Will good or ill come of...” The GM rolls secretly because you may misunderstand the response.

Effect: +5 Wisdom

Bless (Battle, Prayer)

Range: Voice

Casting Time: 1 round

Duration: 5 rounds

Scope: 25' square

You can enhance allies' attacks. The spell only works on allies who have not yet attacked.

Effect: +1 Attack

Big (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect a mid-sized area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<3

Cause Light Wounds (Battle, Necromancy)

Range: Perception (100')

Casting Time: Attack

Duration: Normal

Scope: One creature

You can inflict light spontaneous wounds on one creature.

Effect: **Drain -1 + rank** [Life]

Command (Control)

Range: Voice (100')

Casting Time: Attack

Duration: 1 round

Scope: One creature

You can give a creature who hears and understands you a one-word verbal order.

Game Description: **Mind Control 2 + rank**

Create Food (Creation)

Range: Perception
Duration: Normal

Casting Time: Attack
Scope: 5' cube

You can create enough food to feed five adults for a day.

Effect: **Create Object 1**

Cure Light Wounds (Salvation)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: One creature

You can cure one creature's light wounds, but not special injuries.

Effect: **Healing 4** [Life only, Life>-1 only] (*Extras:* Unlimited Retry)

Curse (Battle, Prayer)

Range: Perception (100')
Duration: 5 rounds

Casting Time: Attack
Scope: 25' square

You can impede enemies' attacks. The spell only works on enemies who have not yet attacked.

Effect: **Drain -1 + rank** [Attack]

Detect Charm (Divination)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can sense magical control of the will.

Effect: **Super-Senses 1** [Awareness of mind control]

Detect Life (Divination)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can sense life.

Effect: **Super-Senses 1** [Awareness of life]

Divine Protection (Defense, Prayer)

Range: Touch

Duration: 1 minute

Casting Time: Attack

Scope: One creature

Your subject gains resistance against attacks by all good, evil, lawful, or chaotic creatures, and cannot be touched by any supernatural being in the protected class.

Effect: +2 on all Saves vs. good/evil/lawful/chaotic attacks, and **Immunity 5** [touch attacks by supernatural good/evil/lawful/chaotic beings]

Endure Cold (Defense, Element)

Range: Touch

Duration: half day

Casting Time: Attack

Scope: One creature

You can make a creature immune to the effects of normal cold.

Effect: **Immunity 1** [cold]

Endure Heat (Defense, Element)

Range: Touch

Duration: half day

Casting Time: Attack

Scope: One creature

You can make a creature immune to the effects of normal heat.

Effect: **Immunity 1** [heat]

Feign Death (Illusion, Necromancy)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: One creature

You can make a willing subject appear entirely dead. The subject remains alert but breaks the spell if he moves.

Effect: **Morph 2** [dead version of creature; normal sight, sight group, normal hearing, hearing group, smell group]

Far (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range two steps up the Progression Table. If the spell's normal Range is Touch, Far gives it a Range of 100'

Fast (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can reduce one spell's casting time. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Attack action. You cannot cast this spell more than once per round.

Invisibility to Undead (Illusion, Necromancy)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

Undead are unable to sense your presence. Attacking an undead being cancels the spell.

Effect: **Concealment 3** [all senses] (*Flaws:* Limited [Only against undead]; Limited [Spell Broken If Subject Attacks]; *Feats:* Sight Group)

Long (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration two Steps up the Progression Table.

Lower Water (Element)

Range: Perception

Casting Time: Attack

Duration: 1 hour

Scope: 250' radius

You can reduce the depth of a body of water by up to 10'. Water from unaffected regions will flow into the lowered area as it naturally would.

Effect: **Environmental Control 5** [water]

More (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can move one spell's number of targets two steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 2

Raise Water (Element)

Range: Perception

Duration: 1 hour

Casting Time: Attack

Scope: 250' radius

You can raise the depth of a body of water by up to 10'. Water from affected regions flows out of the raised area as it naturally would.

Effect: **Environmental Control 5** [water]

Sanctuary (Control, Defense)

Range: Perception

Duration: Concentration

Casting Time: Attack

Scope: 25 creatures

You can make enemies ignore you as long as you do not attack them.

Effect: **Mind Control 2 + rank**

Slow Poison (Salvation)

Range: Touch

Duration: 1 hour

Casting Time: Attack

Scope: One creature

You can delay the onset of the effect of poison. When the spell wears off, the poison resumes its original course.

Effect: **Immunity 2** (*Flaws:* Limited [delay only])

Snake Charm (Control)

Range: Perception (100')

Duration: Concentration

Casting Time: 1 round

Scope: 10' radius

You can make snakes and other reptiles cease all movement except for a semi-hypnotic swaying.

*Effect: **Mind Control 6 + rank.*** Non-snake reptiles receive a +2 save. Intelligent reptiles receive a +5 save.

Turn Unholy (Command, Necromancy)

Range: Voice

Duration: Normal

Casting Time: Attack

Scope: One unholy being

You can compel undead and other unholy beings to flee in terror or serve you.

*Effect: **Mind Control 2 + rank** (Limited: Only vs. undead and other unholy beings)*

Water Walk (Element)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: One creature

You can give a creature the power to walk on liquids as if they were soft earth.

*Effect: **Super-Movement 1** [Water Walking]*

3rd Level**Aid** (Battle, Prayer)

Range: Touch

Duration: 5 rounds

Casting Time: 1 round

Scope: One creature

You can give a creature unearthly health and good fortune in combat.

*Effect: **Boost 5** [Life] (Extras: Unlimited Retry), +1 Attack, +1 Saves*

Cause Blindness (Battle, Necromancy)

Range: Perception (100')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can blind one creature.

Effect: Dazzle 1 + rank [sight group]

Cause Disease (Necromancy)

Range: Perception (100')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can sicken one creature.

Effect: Nauseate 1 + rank

Cause Fatigue (Necromancy)

Range: Perception (100')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can fatigue one creature.

Effect: Fatigue 1 + rank

Cause Paralysis (Battle, Necromancy)

Range: Perception (100')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can paralyze one creature.

Effect: Paralysis 1 + rank

Continuous (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous

Cure Blindness (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can cure one creature's blindness.

Effect: **Healing 7** [Dazzle and injuries with sight special effect only] (*Extras:* Unlimited Retry)

Cure Disease (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can cure one creature's sickness.

Effect: **Healing 7** [Nauseate and injuries with disease special effect only] (*Extras:* Unlimited Retry)

Cure Fatigue (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can cure one creature's sickness.

Effect: **Healing 7** [Fatigue, Exhaustion, and Extra Effort only] (*Extras:* Unlimited Retry)

Cure Paralysis (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can cure one creature's paralysis.

Effect: **Healing 7** [Paralyze and injuries with paralysis special effect only] (*Extras:* Unlimited Retry)

Destroy Minor Unholy (Battle, Necromancy)

Range: Voice

Duration: Normal

Casting Time: Attack

Scope: One unholy being

You can destroy minor undead and other unholy beings.

Effect: **Disintegrate 1 + rank**

Enthrall (Control)

Range: Personal
Duration: 1 hour

Casting Time: 1 minute
Scope: 100' radius

Your words are divinely moving. Anyone who attentively listens to you speak for one minute finds you a fountain of eloquence.

Effect: Perform 10 [public speaking], Fascinate [Perform]

Hold Person (Control)

Range: Perception (100')
Duration: 1 minute

Casting Time: 1 round
Scope: One person

You can freeze a person in place. He remains conscious but cannot move.

Effect: **Mind Control 6 + rank** (*Flaws:* All-or-Nothing 2, Limited [only to freeze in place])

Know Alignment (Divination)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can sense allegiance to good versus evil and law versus chaos.

Effect: **Super-Senses 1** [Awareness of alignment]

Locate Object (Divination)

Range: Personal
Duration: 5 minutes

Casting Time: 1 round
Scope: Self

You can sense the presence of a single object.

Effect: **Super-Senses 1** [Awareness of single object]

Negative Plane Protection (Defense)

Range: Touch
Duration: 1 hour

Casting Time: 1 round
Scope: One creature

You can protect a creature from the attacks of undead and other beings that draw their power from the Negative Plane.

Effect: +4 saves against all touch and special attacks powered by the Negative Plane of Existence.

Resist Cold (Defense, Element)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

You can protect a creature from cold attacks.

Effect: **Immunity 1** [cold], +4 saves against all cold attacks

Resist Fire (Defense, Element)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

You can protect a creature from fire attacks.

Effect: **Immunity 1** [normal fire], +4 saves against all heat attacks

Silence (Element, Illusion)

Range: 100' increment

Casting Time: 1 round

Duration: 2 minutes

Scope: 10' radius

You can create a sphere of utter silence; sound can move in but not out. If you try center your silence on a person, he can resist.

Effect: **Nullify 1 + rank** (all powers with verbal components; *Extras:* Area [radius], Field; *Feats:* Progression 2 [10' radius], Sudden 3), **Obscure 3** [hearing] (hearing; *Feats:* Progression [10' radius])

Speak with Monsters (Divination)

Range: Personal

Casting Time: 1 round

Duration: 10 minutes

Scope: Self

You can speak and understand the languages of all monsters.

Effect: Language [all monsters]

Spiritual Hammer (Battle, Summoning)

Range: Touch

Casting Time: 1 round

Duration: 5 rounds

Scope: One hammer

You create a divine invisible hammer to independently fight your enemies.

Effect: Your hammer has +3 Attack and Defense, +3 Impervious Toughness, 2 Life, **Strike 1 + rank** and **Concealment 1** [sight group]. You can change your hammer's target as a move action.

Spray (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect one victim multiple times or multiple victims one time each. You can only use this spell to enhance a spell at least one level below your maximum spell level. Spray only works on spells that require an Attack roll.

Effect: Autofire

Unknowable Alignment (Illusion)

Range: Personal

Casting Time: 1 round

Duration: 10 minutes

Scope: One creature

You can conceal one creature's alignment.

Effect: **Immunity 1** [Know Alignment]

Unlocatable Object (Divination)

Range: Personal

Casting Time: 1 round

Duration: 1 day

Scope: Self

You can prevent the magical location of a single object.

Effect: **Immunity 1** [Locate Object]

Wyvern Watch (Defense, Summoning)

Range: Touch

Casting Time: 1 round

Duration: half day

Scope: 10' radius sphere

You create a haze that vaguely resembles a wyvern. The haze is nearly invisible at night, and floats without effect unless a creature larger than a small dog enters its area. If this happens, the wyvern instantly hurtles toward the intruder, marking its location, and potentially paralyzing it. The spell then ends.

Effect: Notice 20 [only for location of intruder], **Paralyze rank** (*Extras:* Perception). Notice 25 check required to spot the presence of Wyvern Watch at night, Notice 15 in twilight, otherwise plainly visible.

4th Level

Animate Dead (Necromancy)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 25 people's remains

You can turn people's bones into animate skeletons and people's cadavers into zombies.

Effect: **Summon 10**. Skeletons have +0 Attack, Defense, and Saves, +5 Saves against edged weapons, 2 Life, and +2 melee Damage. Zombies have +0 Attack, Defense, and Saves, 3 Life, and +3 melee Damage. Skeletons and Zombies both have **Immunity** [Fortitude attacks].

Bestow Curse (Fortune)

Range: Voice

Duration: Normal

Casting Time: Attack

Scope: One creature

You can afflict an enemy with a misfortune of your choosing.

Effect: **Drain 3 + rank** [any]

Cause Serious Wounds (Battle, Necromancy)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: One creature

You can inflict serious spontaneous wounds on one creature.

Effect: **Drain 3 + rank** [Life]

Cloak of Fear (Control)

Range: Touch

Duration: 1 hour

Casting Time: Attack

Scope: One creature

Your subject radiates an aura of fear. Anyone within 5' must struggle to endure his presence or flee in terror. You can exclude anyone you want from the effect. The subject himself is unaffected.

Game Description: **Mind Control 3 + rank** (*Extras:* Area [burst], Field, Selective; *Feats:* Progression [Area], Progression 8 [Duration]). The victim does not get a save if you hit.

Continual Darkness (Element)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: 50' radius

You can create permanent source of magical darkness.

Effect: **Obscure 3** [sight]

Continual Light (Element)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: 50' radius

You can create a permanent source of magical light.

Effect: **Environmental Control 4** [light]

Cumulative (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell cumulative. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Cumulative [any]

Cure Serious Wounds (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's serious wounds, but not special injuries.

Effect: **Healing 10** [Life only, Life>-1 only] (*Extras:* Unlimited Retry)

Death's Door (Salvation)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: One creature

You can cure – and potentially instantly revive – a creature near death.

Effect: **Healing 10** [Life<1, Comatose, Unstable, Unconscious only] (*Extras:* Unlimited Retry)

Detect Lie (Divination)

Range: Personal
Duration: 5 minutes

Casting Time: 1 round
Scope: Self

You can sense lies.

Effect: **Super-Senses 1** [Awareness of lies]

Dispel Magic (Control, Prayer)

Range: Perception
Duration: Normal

Casting Time: 1 round
Scope: 25' cube

You can nullify all magic within your scope. You can specifically include or exclude magicks. The spell does not work against illusions.

Effect: **Nullify 3 + rank** (*Extras:* Area [cube], Selective; *Flaws:* Limited [non-illusion magic only]; *Feats:* Progression 2, Sudden 4)

Farther (Compound)

Range: Personal
Duration: Normal

Casting Time: Reaction
Scope: Self

You can sharply increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range five steps up the Progression Table. If the spell's normal Range is Touch, Farther gives it a Range of 500'

Magical Vestment (Prayer, Salvation)

Range: Personal
Duration: 5 minutes

Casting Time: 1 round
Scope: Self

When you stand on ground consecrated to your deity, you can make your holy robes swell up and serve as armor. The spell is ruined if you leave consecrated ground.

Effect: +6 Toughness, +4 Fortitude

Minor Imbue (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can delegate up to 5 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Neutralize Poison (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can render a poisonous attack harmless.

Effect: **Healing 13** [injuries with poison special effect only] (*Extras:* Unlimited Retry)

Poison (Combat, Necromancy)

Range: Voice

Casting Time: Attack

Duration: Normal

Scope: One creature

You can poison one creature.

Effect: **Drain 3 + rank** [Life] (*Extras:* Poison)

Prayer (Battle, Prayer)

Range: Perception

Casting Time: 1 round

Duration: 5 rounds

Scope: 25' square

You can enhance allies' prospects in battle.

Effect: +1 Attack, +1 saves

Remove Curse (Salvation)

Range: Touch

Duration: Permanent

Casting Time: 1 round

Scope: One creature

You can rescue one creature from a supernatural affliction.

Effect: **Healing 13** [injuries with a curse special effect only] or **Nullify 13** [powers with a curse special effect only] (*Extras:* Unlimited Retry)

Sharper (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell deadlier. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Armor-Piercing

Snakes to Sticks (Element)

Range: Voice

Duration: Normal

Casting Time: 1 round

Scope: 5 snakes

You can transform snakes and other reptiles into similarly-sized pieces of wood.

Effect: **Transform 10 + rank** (*Extras:* Extra Target 2; *Flaws:* All-or-Nothing 2) Non-snake reptiles receive a +2 save. Intelligent reptiles receive a +5 save.

Speak with Dead (Divination, Necromancy)

Range: Personal

Duration: 2 minutes

Casting Time: 1 round

Scope: Self

You can converse with the spirit of a dead creature whose remains are in your possession. The dead cannot lie or refuse to answer, but they are no friendlier to the spell-caster than they would have been in life.

Effect: **Communication 1** (*Feats:* Dimensional)

Stack (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can use two distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Sticks to Snakes (Element, Summoning)

Range: Voice

Casting Time: 1 round

Duration: Normal

Scope: 5 snakes

You can transform pieces of wood into snakes who obey your simple commands. Your snakes either have poisonous bites or constricting coils.

Effect: **Summon 13**. Snakes have 2 Life, +4 Attack and Defense, and +3 saves. Poisonous snakes have **Strike 3** linked to **Nauseate 3**. Constricting snakes have Improved Grapple 3 and Multi-task Grapple 2.

Surer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell harder to resist. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Penetrating

Tongues (Divination)

Range: Personal

Casting Time: 1 round

Duration: 1 hour

Scope: Self

You can perfectly speak and understand all normal languages.

Effect: Language [all normal languages], Native Speaker

Turn Major Unholy (Command, Necromancy)

Range: Voice

Casting Time: Attack

Duration: Normal

Scope: One unholy being

You can compel major undead and other unholy beings to flee in terror or serve you.

Effect: **Mind Control 6 + rank** (*Extras:* Armor-Piercing; *Limited:* Only vs. undead and other unholy beings)

Undetectable Lie (Divination)

Range: Personal

Casting Time: 1 round

Duration: 1 day

Scope: Self

Your lies cannot be magically detected, and become supernaturally persuasive.

Effect: **Immunity 1** [Detect Lie], +5 Bluff

5th Level**Air Walk** (Element)

Range: Touch

Casting Time: 1 round

Duration: 2 hours

Scope: One creature

You can give one creature the power to walk on air as if it were solid ground.

Effect: **Flight 3**, +10 Acrobatics

Barrage (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect multiple victims multiple times. You can only use this spell to enhance a spell at least one level below your maximum spell level. Barrage only works on spells that require an Attack roll.

Effect: Autofire 2

Bigger (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect a large area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<6

Cause Critical Wounds (Battle, Necromancy)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: One creature

You can inflict critical spontaneous wounds on one creature.

Effect: **Drain 5 + rank** [Life]

Cure Critical Wounds (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's critical wounds, even if they are unconscious.

Effect: **Healing 13** [Life only] (*Extras:* Unlimited Retry)

Destroy Unholy (Battle, Necromancy)

Range: Voice

Casting Time: Attack

Duration: Normal

Scope: One unholy being

You can destroy undead and other unholy beings.

Effect: **Disintegrate 5 + rank**

Dispel Unnatural (Defense, Prayer)

Range: Personal

Casting Time: Attack

Duration: 1 minute

Scope: One creature

You temporarily acquire the ability to banish unnatural beings to their native dimensions with a simple touch. While affected, you are almost immune to the attacks of unnatural beings.

Effect: **Nullify 5 + rank**, +5 saves vs. unnatural beings

Divination (Divination)

Range: Personal

Casting Time: Attack

Duration: 1 round

Scope: Self

In an instant, you can sense the strength of creatures in your area, the available treasure, and the chances for extra-planar involvement.

Effect: **Super-Senses 4** [Awareness of creatures, treasure, extra-planar involvement, Radius] (*Feats:* Extended 2 [100x]), **Quickness 6** (100x; *Flaws:* Only for Divination)

Endless (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell stubbornly continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous 2

Exorcise (Control, Salvation)

Range: Voice

Casting Time: 5 hours

Duration: Normal

Scope: One creature or object

You can compel an otherworldly force inhabiting a creature or object to leave.

Effect: **Mind Control 8 + rank** (*Flaws:* All-or-Nothing 2)

Faster (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply reduce one spell's casting time. You can only use Faster to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Move action. You cannot cast this spell more than once per round.

Longer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration five Steps up the Progression Table.

Lots (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can move one spell's number of targets four steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 4

Part Water (Element)

Range: Perception
Duration: 1 hour

Casting Time: 1 minute
Scope: 1,000,000'²

You can part water or other liquid. The surface area of the part cannot exceed a million square feet.

Effect: **Telekinesis 5** (*Extras:* Area [line]; *Feats:* Liquid, Progression 15, Shapeable)

Plane Shift (Summoning)

Range: Touch
Duration: Normal

Casting Time: 1 round
Scope: 5 creatures

You can transport yourself and up to four willing travelers to another dimension.

Effect: **Super-Movement 3** [any dimension]

Possess (Control)

Range: Perception
Duration: Normal

Casting Time: 1 round
Scope: One creature

You can leave your body and take over another.

Effect: **Possession 7 + rank** (*Flaws:* All-or-Nothing 2)

Quest (Control)

Range: Voice
Duration: Normal

Casting Time: 1 round
Scope: One creature

You can compel a creature to complete a quest of your choice, then return with proof of success. The victim cannot fundamentally oppose your faith.

Effect: **Mind Control 2 + rank** (*Extras:* Armor-Piercing; *Feats:* Incurable 5, Tenacious 2)

Regenerate (Salvation)

Range: Touch

Casting Time: 1 minute

Duration: Normal

Scope: One creature

You can make even an utterly destroyed body part grow anew, even from a dead stump.

Effect: **Healing 10** [only to regenerate lost body parts] (*Extras:* Unlimited Retry)

Spell Immunity (Defense)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

You can give one creature and all that he carries immunity to a single, specific spell previously targeted against you.

Effect: **Shapeshift 1** (*Flaws:* Only for **Immunity** to a specific spell previously targeted against you)

Wither (Combat, Necromancy)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: One creature

You can make a limb shrivel, decompose, and crumble before the horrified eyes of its owner

Effect: **Drain 3 + rank** [Life], **Paralyze 3 + rank** [one roll for both effects]

6th Level

Animate Dead Monster (Necromancy)

Range: 25'

Casting Time: 1 round

Duration: Normal

Scope: 10 monsters' remains

You can turn monsters' bones into animate skeletons and monsters' cadavers into zombies.

Effect: **Summon 16.** Monster skeletons have +5 Attack, Defense, and Saves, +10 Saves against edged weapons, 3 Life, and +5 melee Damage. Zombies have +5 Attack, Defense, and Saves, 4 Life, and +7 melee Damage. Skeletons and Zombies both have **Immunity** [Fortitude attacks].

Blade Barrier (Defense, Summoning)

Range: Perception

Casting Time: 1 round

Duration: 2 minutes

Scope: 500'²

You can create a wall of deadly rotating swords. Any who attempt to cross it risk horrible wounds.

Effect: **Strike 7 + rank** (*Extras:* Area [line], Field, Penetrating; *Feats:* Progression 5 [Area: 500'²], Progression 4 [Duration: 2 minutes], Shapeable)

Commune (Divination)

Range: Personal

Casting Time: 10 minutes

Duration: 1 round

Scope: Self

You can contact your god to receive an absolutely true answer to one “yes” or “no” question.

Effect: **Communication 1** (*Feats:* Dimensional)

Destroy Major Unholy (Battle, Necromancy)

Range: Voice

Casting Time: Attack

Duration: Normal

Scope: One unholy being

You can destroy major undead and other unholy beings.

Effect: **Disintegrate 7 + rank** (*Extras:* Armor-piercing)

Farthest (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can vastly increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range ten steps up the Progression Table. If the spell's normal Range is Touch, Farthest gives it a Range of 1 mile.

Forbiddance (Defense, Prayer)

Range: Perception

Duration: half day

Casting Time: 10 minutes

Scope: 250' square

You can perform a sanctifying ritual to seal a region against intrusion. Anyone neutral or hostile to your beliefs must mentally struggle to enter, and suffers bodily harm as long as they remain.

Effect: [against those neutral to your beliefs]: **Mind Control** *rank* (*Extras:* Area [line], Field; *Feats:* Progression 4 [Area: 250' square], Progression 11 [Duration: half day]), **Drain** *rank* [Life] (*Extras:* Area [line], Field; *Feats:* Progression 4 [Area: 250' square], Progression 11 [Duration: half day]); [against those hostile to your beliefs]: **Mind Control 5 + rank** (*Extras:* Area [line], Field; *Feats:* Progression 4 [Area: 250' square], Progression 11 [Duration: half day]), **Drain 5 + rank** [Life] (*Extras:* Area [line], Field; *Feats:* Progression 4 [Area: 250' square], Progression 11 [Duration: half day])

Flame Strike (Element)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: 25' high, 5' radius cylinder

You can call down a column of fire from the heavens to smite your foes. Your chosen allies are immune to the effect.

Effect: **Blast 3 + rank** (*Extras:* Area [cylinder], Selective; *Feats:* Progression 2 [25' high, 5' radius], Sudden 10)

Golem (Element, Summoning)

Range: Touch

Duration: half day

Casting Time: 2 hours

Scope: One golem

You can fashion a mindless but powerful servant out of straw, rope, leather, or wood.

Effect: **Summon 16**. Golems have 5 Life, +8 Attack, +4 Defense, **Strike 9**, +8 Impervious Toughness, +4 Reflex, and **Immunity** [Fortitude, Will].

Harm (Battle, Necromancy)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: One creature

You can inflict deadly spontaneous wounds on one creature.

Effect: **Drain 10 + rank** [Life]

Heal (Salvation)

Range: Perception

Duration: Normal

Casting Time: Attack

Scope: One creature

You can instantly heal all – or virtually all – of a creature's injuries and ailments.

Effect: **Healing 16** (*Feats:* Precise) (*Extras:* Unlimited Retry)

Insect Plague (Summoning)

Range: Perception

Duration: 10 minutes

Casting Time: 2 minutes

Scope: 250' radius

You can summon and command a massive swarm of vicious insects.

Effect: **Strike 1** (*Extras:* Area [radius], Armor-Piercing, Field, Penetrating; *Feats:* Progression 6 [250' radius], Progression 4 [Duration: 2 minutes]), **Pain 3 + rank** (*Extras:* Area [radius], Field; *Feats:* Progression 6 [250' radius], Progression 4 [Duration: 2 minutes])

Major Imbue (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can delegate up to 10 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Stacker (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can use three distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

True Seeing (Divination)

Range: Touch

Duration: 10 minutes

Casting Time: 1 round

Scope: One creature

You can see through all normal and magical deception, illusion, and concealment.

Effect: **Immunity 10** [all deception, illusion, and concealment], +20 Notice, +20 Sense Motive

Wind Walk (Element)

Range: Touch

Duration: half day

Casting Time: 1 round

Scope: 5 Creatures

You can turn your willing subject into cloud-like vapors, invulnerable to almost all harm and virtually undetectable.

Effect: **Insubstantial 4, Concealment 2** [all senses]

Word of Recall (Prayer)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self plus 250 lbs.

You can instantly return to a pre-selected personal sanctuary with a single word. Word of Recall flawlessly transports you across space, dimensions, and time itself.

Effect: **Teleport x** (*Feats:* Dimensional 3)

7th Level**Biggest** (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a vast area. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden <10

Earthquake (Element)

Range: 100 miles
Duration: 1 minute

Casting Time: 2 minutes
Scope: 1 mile radius explosion

You can cause an earth-splitting, stone-sundering earthquake.

Effect: **Strike rank** (*Extras:* Area [explosion], Field; *Feats:* Progression 11 [Area: 1 mile radius], Progression 3 [Duration: 1 minute])

Fastest (Compound)

Range: Personal
Duration: Normal

Casting Time: Reaction
Scope: Self

You can cast a spell instantly. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Reaction. You cannot cast Fastest more than once per round.

Gate (Prayer, Summoning)

Range: Perception
Duration: 1 day

Casting Time: 1 round
Scope: One creature

You can summon a powerful divine being in harmony with your faith to loyally serve you.

Effect: **Summon 19** (*Extras:* Fanatical, Narrow Type)

Holy Word (Combat, Prayer)

Range: Voice
Duration: Normal

Casting Time: Reaction
Scope: 100' radius

You can damn enemies of your faith, injuring, blinding, deafening, paralyzing, and stunning them with a single word.

Effect: **Strike rank** (*Extras:* Area [radius], Armor-Piercing, Selective; *Feats:* Progression 5 [Area: 100' radius], Sudden 10), **Dazzle rank** [*all senses*] (*Extras:* Area [radius], Armor-Piercing, Selective; *Feats:* Progression 5 [Area: 100' radius], Sudden 10), **Paralyze rank** (*Extras:* Area [radius], Armor-Piercing, Selective; *Feats:* Progression 5 [Area: 100' radius], Sudden 10), **Stun rank** (*Extras:* Area [radius], Armor-Piercing, Selective; *Feats:* Progression 5 [Area: 100' radius], Sudden 10).

Longest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Raise Dead (Necromancy, Salvation)

Range: Touch

Casting Time: 1 minute

Duration: Normal

Scope: One creature

You can raise the dead.

Effect: **Healing 20** (*Extras:* Resurrection; *Flaws:* Limited [only to resurrect], Limited [1 try only], Limited [target must Defy Death, DC 10 if dead less than 1 minute, +1 DC per step on the Progression Table])

Slay Living (Combat, Necromancy)

Range: Perception

Casting Time: 2 rounds

Duration: Normal

Scope: One creature

You can make a foe instantly drop dead. Even survivors suddenly feel much closer to death.

Effect: **Drain 14 + rank** [Life] (*Flaws:* All-or-Nothing 2)

Stackest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can use four distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Symbol (Control, Prayer)

Range: Perception

Casting Time: 1 round

Duration: 10 minutes

Scope: 500' radius

You can trace a divine symbol of despair, pain, or remorse in the air. The symbol dominates all enemy onlookers as long as they remain in sight.

Effect: Despair: **Emotion Control 9 + rank** (*Extras:* Area [radius], Field, Selective; *Flaws:* All-or-Nothing 2, Limited [despair only]; *Feats:* Progression 6 [Duration: 10 minutes]); Pain: **Pain 9 + rank** (*Extras:* Area [radius], Field, Selective; *Flaws:* All-or-Nothing 2; *Feats:* Progression 6 [Duration: 10 minutes]); Persuasion: **Emotion Control 9 + rank** (*Extras:* Area [radius], Field, Selective; *Flaws:* All-or-Nothing 2, Limited [remorse only]; *Feats:* Progression 6 [Duration: 10 minutes])

Tons (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets six steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 6

Magic Spell List

1 st Level	2 nd Level	3 rd Level	4 th Level
Affect Normal Fires	Alarm	Air Breathing	Blink
Bug	Armor	Audible Glamer	Clairaudience
Change	Big	Bind	Clairvoyance
Chill	Burning Hands	Continual Light	Contingency
Clean	Charm Person	Continuous	Cumulative
Color	Comprehend Language	Deeppockets	Detect Illusion
Curdle	Dancing Lights	Detect Invisibility	Dispel Magic
Dampen	Enlarge	ESP	Explosive Runes
Darkness	Far	Flaming Sphere	Farther
Detect Magic	Fast	Fool's Gold	Fireball
Dim	Feather Fall	Forget	Flame Arrow
Dirty	Firewater	Invisibility	Fly
Distract	Friends	Irritation	Glassees
Dry	Grease	Knock	Gust of Wind
Erase	Hold Portal	Leomund's Trap	Haste
Exterminate	Identify	Levitate	Item
Firefinger	Incomprehensible Lang.	Locate Object	Lightning Bolt
Flavor	Infravision	Melf's Acid Arrows	Material
Freshen	Jump	Mirror Image	Melf's Minute Meteor
Gather	Long	Preserve	Minor Imbue
Hair	Magic Missile	Protection from Cantrips	Monster Summoning I
Hide	Magic Mouth	Pyrotechnics	Phantasmal Force
Light	More	Ray of Enfeeblement	Protection from Normal
Mask	Mount	Rope Trick	Missiles
Mend	Push	Scare	Sepia Snake Sigil
Message	Rary's Mnemonic	Shatter	Sharper
Mouse	Enhancer	Spray	Slow
Noise	Run	Stinking Cloud	Stack
Nystul's Magic Aura	Shield	Strength	Surer
Palm	Shocking Grasp	Tasha's UH Laughter	Suggestion
Present	Sleep	Vocalize	Transmute Earth to Water
Rainbow	Spider Climb	Water Breathing	Transmute Water to Earth
Smokepuff	Taunt	Web	Wind Wall
Spasm	Tenser's Floating Disk	Whip	
Spill	Ultravision	Wizard Lock	
Tie	Unseen Servant	Zephyr	
Tweak	Ventriloquism		
Two-D'lusion			
Unlock			
Unravel			
Untie			
Warm			
Wizard Mark			
Wrap			

5 th Level	6 th Level	7 th Level	
Barrage Bigger Charm Monster Confusion Dig Dimension Door Dispel Illusion Enchanted Weapon Endless Evard's Black Tentacles Faster Fear Fire Shield Fire Trap Fumble Hallucinatory Terrain Ice Storm Leomund's Sec. Shelter Longer Lots Magic Mirror Minor Globe of Invuln. Monster Summoning II Otiluke's Resilient Sphere Polymorph Other Polymorph Self Shout Stoneskin Wall of Fire Wall of Ice Wizard Eye	Airy Water Bigby's Interposing Hand Cloudkill Conjure Elemental Cone of Cold Contact Other Plane Entreat Farthest Fastest Feeblemind Hold Monster Leomund's Secret Chest Magic Jar Major Imbue Monster Summoning III Mordenkainen's Faithful Hound Passwall Sending Stacker Succor Telekinesis Teleport Transmute Mud to Rock Transmute Rock to Mud Wall of Force Wall of Iron Wall of Stone	Anti-Magic Shell Bigby's Forceful Hand Biggest Chain Lightning Death Spell Disintegrate Eyebite Flesh to Stone Geas Globe of Invuln. Guards and Wards Invisible Stalker Legend Lore Limited Wish Longest Monster Summon. IV Mordenkainen's luc. Otiluke's Freezing Sphere Project Image Repulsion Spiritwrack Stackest Stone to Flesh Tenser's Transformation Tons	

Magic Realms: Annihilation, Battle, Compound, Control, Creation, Defense, Divination, Element, Fortune, Illusion, Sorcery, Summoning, Transform

1st Level

Affect Normal Fires (Element)

Range: Perception (25')

Duration: 1 minute

Casting Time: 1 round

Scope: one fire, 5' radius

You can make a normal fire burn up to half as slowly or twice as quickly.

Effect: **Environmental Control 1** [fire]

Bug (Summoning)

Range: Touch
Duration: 2 rounds

Casting Time: Attack
Scope: 10' radius

You can conjure a bug minion to do your bidding.

Effect: **Summon 1** (*Extras:*Type) Your bug has 5 PPs. A typical bug has 1 Life, the Dodge Feat, +2 Reflex, +2 Attack with its main melee attack, +4 Defense unless flat-footed, and either **Drain 1** or **Strike 1** with the Poison Extra, but you may tailor these stats to fit your bug of choice. You cannot summon more than one bug at a time, and if your bug is knocked unconscious or dies, you cannot summon another until the next adventure.

Change (Transform)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: one small creature or object

You can turn any small animal, mineral, or vegetable into another small object in the same kingdom. As usual, more extreme attempted transformations are less likely to succeed.

Effect: **Transform -3 + rank**

Chill (Element)

Range: Perception (25')
Duration: 1 minute

Casting Time: Attack
Scope: 5' radius

You can create intense cold. After the spell ends, the area naturally returns to its normal temperature.

Effect: **Environmental Control 1** [cold]

Clean (Transform)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: 100 lbs. of matter

You can make dirty items clean.

Effect: **Transform -3 + rank** [any dirty object into the same clean object]

Color (Transform)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: 100 lbs. of matter

You can change the color of any item.

Effect: Transform -3 + rank [any object into the same object of a different color]

Curdle (Transform)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: 100 lbs. of matter

You can spoil and wilt normal objects.

Effect: Transform -3 + rank [any object into a spoiled, stale, or wilted version of the same object]

Dampen (Element)

Range: Perception (25')
Duration: 1 minute

Casting Time: 1 round
Scope: 5' radius

You can soak an area. After the spell ends, the area dries naturally.

Effect: Environmental Control 1 [wet]

Darkness (Element)

Range: Perception (25')
Duration: 1 hour

Casting Time: Attack
Scope: 10' radius

You can create an immobile field of magical darkness.

Effect: Obscure 2 [sight]

Detect Magic (Divination)

Range: Personal
Duration: 10 minutes

Casting Time: 1 round
Scope: self only

You can detect the existence – and potentially the strength and nature – of magic.

Effect: Super-Senses 2 [Awareness of Magic; Acute]

Dim (Element)

Range: Perception (25')

Duration: 1 hour

Casting Time: 1 round

Scope: 10' radius

You can half the intensity of light in the affected area.

Effect: **Environmental Control 1** [light]

Dirty (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can make clean items dirty.

Effect: **Transform -3 + rank** [any clean object into the same dirty object]

Distract (Control)

Range: Perception (25')

Duration: 1 round

Casting Time: Attack

Scope: 5' radius

You can magically distract onlookers.

Effect: **Mind Control -3 + rank** (*Extras:* Area; *Flaws:* Cap, Sense-Dependent; *Feats:* Progression [5' radius])

Dry (Element)

Range: Perception (25')

Duration: 1 minute

Casting Time: 1 round

Scope: 5' radius

You can dry an area. After the spell ends, the area reacts normally to moisture.

Effect: **Environmental Control 1** [dry]

Erase (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 50 pages of writing

You can make writing disappear. Magical writing is unaffected unless it fails its save by 5.

Effect: Transform -3 + rank [any written surface into blank version of same surface]

Exterminate (Annihilation)

Range: Perception (25')

Duration: Normal

Casting Time: Attack

Scope: 1 tiny creature

You can disintegrate one creature, no larger than a mouse.

Effect: Disintegrate -3 + rank

Firefinger (Element)

Range: Perception (10')

Duration: Normal

Casting Time: Attack

Scope: one target

You can shoot a stream of flame from your outstretched finger.

Effect: Strike -3 + rank

Flavor (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can change the flavor of any item.

Effect: Transform -3 + rank [any object into the same object with a different flavor]

Freshen (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can restore spoiled, stale, or wilted objects to their original condition.

Effect: Transform -3 + rank [any spoiled, stale, or wilted object into fresh version of the same object]

Gather (Sorcery)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 2' radius

You can telekinetically gather numerous small objects, or one type of small object, into a single pile.

Effect: **Telekinesis 1** [*Extras:* Area [burst], Perception; *Feats:* Precise]

Hair (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: one person or object

You can grow, cut, and style hair, fur, or hairlike growth (like peach fuzz).

Effect: **Transform -3 + rank** [any normal hair into another hair length and style of same hair]

Hide (Illusion)

Range: Touch

Duration: Concentration

Casting Time: 1 round

Scope: one creature or 100 lb. object

You can make a single creature or object semi-visible. A creature's possessions do *not* turn semi-visible with him.

Effect: **Concealment 2** [Normal Sight]

Light (Element)

Range: Perception (50')

Duration: 1 hour

Casting Time: 1 round

Scope: 10' radius

You can create an immobile field of magical light.

Effect: **Environmental Control 2** [light]

Mask (Illusion)

Range: Touch

Duration: Concentration (5 minutes)

Casting Time: 1 round

Scope: 10' radius

You can alter a person's face in any way you desire.

Effect: **Images 2** (Normal Sight; *Feats:* Progression [duration])

Mend (Transform)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: 100 lbs. of matter

You can fix one break in a mundane object.

Effect: **Transform -3 + rank** [object with one break into repaired version of same object]

Message (Sorcery)

Range: Perception (100')
Duration: 1 minute

Casting Time: 1 round
Scope: one target

You can transmit your whispers straight to another person's ear – and hear his whispered responses.

Effect: **Communication 3** (*Feats:* Selective)

Mouse (Summoning)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: 10' radius

You can conjure – but not control – a normal mouse.

Effect: **Summon 1** (*Extras:* Duration; *Flaws:* Attitude [indifferent]) Your mouse has 1 Life, the Distract and Startle Feats, +2 Dexterity, +3 Defense unless flat-footed, **Speed 1**, and **Strike 1**. You cannot summon more than one bug at a time, and if your bug is knocked unconscious or dies, you cannot summon another until the next adventure.

Noise (Illusion)

Range: Perception (25')
Duration: Concentration

Casting Time: Attack
Scope: 5' radius

You can create illusory sounds in an area. You cannot mimic any particular person or exceed normal speaking volume.

Effect: **Images 1** [Normal Hearing]

Nystul's Magic Aura (Sorcery)

Range: Touch
Duration: 1 day

Casting Time: 1 round
Scope: one normal object

You can make a single mundane object radiate magic.

*Effect: **Transform -3 + rank** [object into same object with a magic aura]*

Palm (Illusion)

Range: Touch

Casting Time: Attack

Duration: Concentration

Scope: one object

You can create an illusory duplicate of a small object that initially occupies exactly the same space as the original. This makes it easy to move the real object while the illusion remains in place.

*Effect: **Images 2** [Normal Sight] (*Feats*: Subtle), +5 Sleight of Hand*

Present (Sorcery)

Range: Perception (2')

Casting Time: Attack

Duration: Normal

Scope: one small object

You can instantly teleport one object in plain sight to your hand. If someone is wearing the object, they receive a Will save to resist.

*Effect: **Teleport 2** (*Extras*: Affects Others, Alternate Save [Will save instead of successful Grapple]; *Flaws*: Limited [only small objects])*

Rainbow (Illusion)

Range: Perception

Casting Time: Attack

Duration: Concentration

Scope: 5'x20'

You can create an illusory rainbow. The rainbow is beautiful enough to distract the naïve.

*Effect: **Images 2** [Normal Sight], Fascinate [Perform], +5 Perform*

Smokepuff (Element)

Range: Touch

Casting Time: Attack

Duration: 1 minute

Scope: 5' radius

You create a cloud of smoke, of whatever hue you desire.

*Effect: **Obscure 1** (Normal Sight; *Feats*: Smell Group)*

Spasm (Control)

Range: Perception (25')

Duration: 1 round

Casting Time: Attack

Scope: one person

You can make a person involuntarily spasm, disrupting either his gestures or incantations – and potentially his Concentration as well. The spasm can take the form of a belch, blink, cough, giggle, kiss, nod, scratch, sneeze, wink, yawn, or other minor action.

Effect: **Mind Control -3 + rank** (*Flaws:* All-or-Nothing)

Spill (Sorcery)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: one object

You can telekinetically topple a container.

Effect: **Telekinesis 1**

Tie (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can stitch, tangle, or tie two surfaces together.

Effect: **Transform -3 + rank** [any two objects into the same object stitched/tied together]

Tweak (Sorcery)

Range: Perception (25')

Duration: 1 round

Casting Time: Attack

Scope: one person

You can tweak part of the victim's body. This does no damage but can disrupt his gestures – and potentially his Concentration as well.

Effect: **Stun -3 + rank** [*Flaws:* Cap]

Two-D'lusion (Illusion)

Range: Perception

Duration: Concentration

Casting Time: Attack

Scope: one person

You can place a two-dimensional visual illusion in someone's head. Anyone who views the illusion from greater than a 45° angle automatically saves against it.

Effect: **Mental Illusion -3 + rank**

Unlock (Sorcery)

Range: Perception (25')

Duration: 1 round

Casting Time: Attack

Scope: one lock

You can telekinetically open a lock.

Effect: **Telekinesis 1**, Disable Device 1

Unravel (Annihilation)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can unravel any cloth, garment, or seam.

Effect: **Disintegrate -3 + rank**

Untie (Transform)

Range: Perception (25')

Duration: Normal

Casting Time: 1 round

Scope: 100 lbs. of matter

You can unstitch, untangle, or untie two surfaces.

Effect: **Transform -3 + rank** [any tied objects into two separate objects]

Warm (Element)

Range: Perception (25')

Duration: 1 minute

Casting Time: 1 round

Scope: 5' radius

You can create intense heat. After the spell ends, the area naturally returns to its normal temperature.

Effect: **Environmental Control 1** [heat]

Wizard Mark (Sorcery)

Range: Perception (25')
Duration: Normal

Casting Time: 1 round
Scope: 10 runes

You can magically inscribe up to ten word-character runes on any non-magical surface. If you wish, your runes remain invisible until a given person comes within 10' of the affected surface.

Effect: **Transform -3 + rank** [surface into same surface with magical writing] (*Feats:* Triggered [selected persons come within 10'])

Wrap (Summoning)

Range: Perception (25')
Duration: 1 minute

Casting Time: 1 round
Scope: 100 lbs. of matter

You instantly encase an object in affordable wrappings of your choosing.

Effect: **Transform -3 + rank** [any object into a wrapped version of the same object]

2nd Level

Alarm (Sorcery)

Range: Touch
Duration: 1 hour

Casting Time: 1 round
Scope: 100'²

You can sensitive an area to detect and react to the entry of any living creature larger than a rat. If any uninvited creature enters the area, a loud alarm rings for six seconds.

Effect: **Super-Senses 2** [Awareness of Intruders, Radius] (*Extras:* Affects Others [pre-selected area only]; *Flaws:* Limited [Only pre-selected area], **Images 1** (*Extras:* Linked; *Feats:* Trigger [entry of intruder]), +10 Notice [*Flaws:* Only for Awareness of Intruders]

Armor (Defense, Sorcery)

Range: Personal
Duration: 1 day

Casting Time: 1 round
Scope: Self

You can create an invisible field of force around your body. The force is only discernable when you're attacked.

Effect: +1 Life (*Flaws:* Limited [Does not affect Defy Death checks], +2 Toughness (*Extras:* Impervious; *Flaws:* Limited [dissipates after you take 1 Life])

Big (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a mid-sized area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<3

Burning Hands (Element)

Range: Perception (Melee)

Duration: Normal

Casting Time: Attack

Scope: 3' deep doughnut

You can shoot a arc of red flame from your hands.

Effect: **Strike 1 + rank** (*Extras:* Area [one-third doughnut 3' deep])

Charm Person (Control)

Range: Perception (50')

Duration: Normal

Casting Time: 1 round

Scope: one person

You can magically compel someone to treat you as his trusted friend and ally. While he will give your requests utmost consideration, his will not deviate extremely from his value system.

Effect: **Mind Control 3 + rank** (*Flaws:* All-or-Nothing; Limited [Will Not Deviate Extremely from His Value System])

Comprehend Language (Divination)

Range: Personal

Duration: 20 minutes

Casting Time: 1 round

Scope: self only

You can understand and communicate in any one language.

Effect: Linguist, +10 Wisdom [only for Linguist check]

Dancing Lights (Illusion)

Range: Perception (50')

Duration: 1 minute

Casting Time: 1 round

Scope: Up to 5 mobile lights

You can create and mentally control up to 5 mobile lights. The lights may appear in one of three forms, chosen when you first cast the spell: (a) torches or lanterns, (b) glowing spheres; (c) man-like shapes.

*Effect: **Images 2** (Normal Sight; Feats: Progression [10' radius]*

Enlarge (Transform)

Range: Perception (50')

Duration: 1 hour

Casting Time: 1 round

Scope: one creature or object

You can double the size of one creature or object. The equipment of an affected creature does not grow.

*Effect: **Growth 1** (Extras: Affects Others, Realistic; Flaws: Limited [does not affect equipment])*

Far (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range two steps up the Progression Table. If the spell's normal Range is Touch, Far gives it a Range of 100'

Fast (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can reduce one spell's casting time. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Attack action. You cannot cast this spell more than once per round.

Feather Fall (Sorcery)

Range: Perception

Duration: 1 minute

Casting Time: Reaction

Scope: one creature or object

You can make a person fall as smoothly and safely as a feather.

*Effect: **Flight 1** (Flaws: Limited [constant maximum speed], Limited [only to fall])*

Firewater (Element, Transform)

Range: Touch

Casting Time: Reaction

Duration: 1 minute

Scope: one gallon

You can transform normal water into a highly flammable liquid. If ignited, the firewater stubbornly burns.

*Effect: **Blast -1 + rank** (Extras: Area [burst], Continuous; Drawbacks: Power Loss [requires water])*

Friends (Control)

Range: Personal

Casting Time: 1 round

Duration: 10 minutes

Scope: self only

You can make people regard you as a friend, entitled to deference and trust.

*Effect: **Boost 4** [Charisma] (Extras: Unlimited Retry)*

Grease (Creation)

Range: Perception (50')

Casting Time: 1 round

Duration: 1 minute

Scope: 100'²

You can cover a surface with a greasy, slippery coating.

*Effect: **Knockback -1 + rank** (Extras: Area [line], Field; Flaws: Cap; Feats: Progression 3 [100'² area], Progression 3 [1 minute duration], Sudden 5*

Hold Portal (Sorcery)

Range: Perception (50')

Casting Time: Move

Duration: 5 minutes

Scope: 1 portal

You can magically lock a door, gate, valve, lid, or other portal.

Effect: **Snare -1 + rank** [degree of save failure determine Life of lock, as well as Disable Device check required to pick it]

Identify (Divination)

Range: Touch

Duration: 5 rounds

Casting Time: 10 minutes

Scope: one item

You can discover the hidden powers of a magic item you hold or wear. The process leaves you weak as a kitten.

Effect: **Super-Senses 2** [Awareness of Magical Powers, Acute] (*Flaws:* Side Effect [Fatigue 10]). You may make one Search check each round to discover a power; if you fail by 5, you “learn” something false.

Incomprehensible Language (Control)

Range: Personal

Duration: 20 minutes

Casting Time: 1 round

Scope: one creature or work

You can make one creature or work temporarily incomprehensible to all observers.

Effect: **Transform -1 + rank** [any creature or work into incomprehensible version of itself] (*Flaws:* All-or-Nothing)

Infravision (Transform)

Range: Touch

Duration: 5 hours

Casting Time: 1 round

Scope: one creature

You can temporarily grant the ability to visually see temperature.

Effect: **Super-Senses 1** [Infravision]

Jump (Sorcery)

Range: Touch

Duration: 5 minutes

Casting Time: 1 round

Scope: one creature

You can magically enhance someone's jumping ability.

Effect: **Boost 9** [Strength] (*Extras:* Unlimited Retry; *Flaws:* Only for Jump)

Long (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration two Steps up the Progression Table.

Magic Missile (Sorcery)

Range: Perception
Duration: Normal

Casting Time: Attack
Scope: one target

You can shoot a perfectly accurate blast of magical energy at any target you see.

Effect: **Drain -1 + rank** [Life] (*Extras:* Penetrating)

Magic Mouth (Summoning)

Range: Touch
Duration: Normal

Casting Time: 1 round
Scope: one object

You can enchant an object to deliver a message. A mystic mouth-like shape will appear and recite up to 25 words when the conditions you specify occur. Your mouth can react to conditions up to 100 feet away.

Effect: **Images 1** [Normal Hearing] (*Extras:* Duration [Normal]; *Flaws:* Limited [25 words max]; *Feats:* Triggered])

More (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can move one spell's number of targets two steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 2

Mount (Summoning)

Range: Perception
Duration: 5 hours

Casting Time: 1 round
Scope: one mount

You can magically summon an obedient mount of your choice, along with normal riding equipment. You are automatically able to ride your mount.

Effect: **Summon 4** (*Extras:* Type [mount]), Transport [mount]

Push (Sorcery)

Range: Perception

Duration: 1 round

Casting Time: Attack

Scope: one use of Strength

You can briefly exert great strength at a distance.

Effect: **Strike -1 + rank** (*Flaws:* Linked [Telekinesis]), **Telekinesis -1 + rank**

Rary's Mnemonic Enhancer (Divination)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: One creature

You can temporarily give someone a photographic memory.

Effect: +10 Memory, Skill Mastery [Memory]

Run (Sorcery)

Range: Touch

Duration: 5 hours

Casting Time: 1 round

Scope: 1 creature

You can enhance running ability.

Effect: **Speed 1** (*Flaws:* Limited [only to Run])

Shield (Defense)

Range: Personal

Duration: 5 rounds

Casting Time: 1 round

Scope: self only

You can create a one-way invisible barrier of protective force to shield you from attacks.

Effect: +4 Defense (*Flaws:* Limited [only against frontal attacks])

Shocking Grasp (Element)

Range: Touch
Duration: 5 rounds

Casting Time: Attack
Scope: creature's touch

You temporarily gain the ability to electrocute others with your touch. Metal armor and shields are useless against your power.

*Effect: **Drain 2 + rank** [Life] (Extras: Enhanced [Ignores effects of metal armor and shields])*

Sleep (Sorcery)

Range: Perception
Duration: Normal

Casting Time: Attack
Scope: 5 creatures

You can send up to five victims into a dreamless sleep.

*Effect: **Fatigue 2 + rank** (Extras: Alternate Save [Will], Extra Target 2, Sleep; Flaws: All-or-Nothing 2)*

Spider Climb (Sorcery)

Range: Touch
Duration: 5 minutes

Casting Time: 1 round
Scope: one creature

You can make a subject's hands and feet become sticky, allowing him to climb like a spider.

*Effect: **Super-Movement 1** [Wall-Crawling], +10 Climb, Skill Mastery [Climb]*

Taunt (Control)

Range: Voice
Duration: 1 minute

Casting Time: 2 rounds
Scope: 50' radius

Your insults and gestures become magically offensive. Everyone within hearing you select who fails to resist your magic rushes to rend you to pieces in melee combat, regardless of their most effective means of attack. You may not lure victims into an obvious death trap, and your magic wears off if your victims are plainly unable to reach you.

*Effect: **Mind Control -1 + rank** (Extras: Area, Selective; Feats: Progression 4 [50' radius])*

Tenser's Floating Disk (Summoning)

Range: Perception (25')

Duration: 1 hour

Casting Time: 1 round

Scope: 5' radius

You can create an invisible disk of anti-gravity. The disk can effortlessly carry large weights and move at your command, but you may not use it to carry yourself.

Effect: **Telekinesis 1** (*Extras:* Area [burst]; *Flaws:* Limited [3' off the ground at all times]; *Feats:* Progression [5' radius]), Lift 5, Skill Mastery [Lift]

Ultravision (Transform)

Range: Touch

Duration: 5 hours

Casting Time: 1 round

Scope: one creature

You can temporarily grant the ability to visually see temperature.

Effect: **Super-Senses 1** [Ultravision]

Unseen Servant (Summoning)

Range: Perception (50')

Duration: 2 hours

Casting Time: 1 round

Scope: one servant

You can create an invisible helper. It can perform useful tasks but not fight or communicate.

Effect: **Summon 4** (*Extras:* Fanatical; *Flaws:* Limited [Cannot fight]). A typical servant has +5 Chore and **Quickness 2** [only for physical tasks]

Ventriloquism (Illusion)

Range: Perception

Duration: 5 minutes

Casting Time: 1 round

Scope: 5' radius

You can make one or more voices emanate from any location in your line of sight.

Effect: **Images 1** [hearing] (*Flaws:* Limited [voices only])

3rd Level**Air Breathing** (Transform)

Range: Touch

Casting Time: 1 round

Duration: 2 hours

Scope: one creature

You can give a water-breathing creature the ability to breathe air.

Effect: Environmental Adaptation 1 [air]

Audible Glamer (Illusion)

Range: Perception

Casting Time: 1 round

Duration: 10 minutes

Scope: 25' radius

You can control all sound in an area. You can even mute sounds as long as you anticipate them.

Effect: **Images 3** [hearing]

Bind (Sorcery)

Range: Perception

Casting Time: 1 round

Duration: 5 minutes

Scope: one rope

You can bring a rope to life to do your bidding. The rope will coil, uncoil, loop, unloop, tie, untie, and slither on your command.

Effect: **Snare 1 + rank** (*Extras:* Cumulative; *Flaws:* Lockout; *Feats:* Reversible, Tether)

Continual Light (Element)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: 50' radius

You can create a permanent source of magical light.

Effect: **Environmental Control 4** [light]

Continuous (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous

Deeppockets (Summoning)

Range: Touch

Duration: 5 hours

Casting Time: 1 minute

Scope: one robe

You can turn a robe's pockets into portals to an extra-dimensional space. Items placed in the pockets feel weightless but can be accessed anytime.

Effect: **Dimensional Pocket 1** [100 lbs] (*Drawbacks:* Power Loss [robe])

Detect Invisibility (Divination)

Range: Personal

Duration: 10 minutes

Casting Time: Attack

Scope: self only

You can clearly see all invisible, hidden, or out of phase beings or objects.

Effect: +10 Notice [invisible, hidden, and out of phase only], Blind Fight, Skill Mastery [Notice]

ESP (Divination)

Range: Perception

Duration: 5 minutes

Casting Time: Attack

Scope: Any creature, one at a time

You can know the surface thoughts of whatever creature you focus upon. You needn't speak the creature's language, but you cannot probe for specific facts.

Effect: **Mind Reading 5 + rank** (*Flaws:* Cap)

Flaming Sphere (Element)

Range: Perception (100')

Duration: 5 rounds

Casting Time: 1 round

Scope: 2' radius sphere

You can create a burning globe of fire that rolls upon the earth at your telekinetic whim.

Effect: **Blast 1 + rank** (*Extras:* Area [burst], Field; *Feats:* Progression 2 [5 rounds])

Fool's Gold (Transform)

Range: Touch

Duration: 5 hours

Casting Time: 1 round

Scope: 250 lbs. of copper

You can temporarily change copper into gold.

*Effect: **Transform 1 + rank** [copper into gold] (Feats: Progression [250 lbs])*

Forget (Control)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: 25' square

You can make everyone in the affected area forget the last five minutes – as well as the fact that you cast your spell upon them.

*Effect: **Mind Control 5 + rank** (Extras: Area [line], Duration [Normal]; Flaws: All-or-Nothing; Feats: Sudden 4, Progression [25'² area])*

Invisibility (Illusion)

Range: Touch

Casting Time: 1 round

Duration: Normal (until attack)

Scope: one creature or object

You can make someone vanish from sight, along with all his carried possessions. If the subject makes an attack, the spell breaks.

*Effect: **Concealment 3** [Normal Sight] (Flaws: Limited [Spell Broken If Subject Attacks]; Feats: Sight Group)*

Irritation (Sorcery)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: one creature

You can give someone a severe rash.

*Effect: **Pain 3 + rank***

Knock (Sorcery)

Range: Perception (100')

Casting Time: Attack

Duration: 1 round

Scope: one lock

You can telekinetically open a normal or magical portal.

*Effect: **Telekinesis 1**, Disable Device 10, **Nullify 3 + rank** (Limited: Only Portals)*

Leomund's Trap (Illusion)

Range: Touch

Duration: Normal

Casting Time: 5 rounds

Scope: one object

You can create the illusion that an object is trapped. Anyone who tries to disarm the trap appears to fail.

*Effect: **Images 3** [Normal Sight, Normal Hearing] (*Extras*: Duration [Normal]; *Flaws*: Limited [Traps only])*

Levitate (Sorcery)

Range: Perception (100')

Duration: half hour

Casting Time: 1 round

Scope: one creature or object

You can vertically move a single object or creature (yourself included).

*Effect: **Telekinesis 5** (*Flaws*: Limited [vertical movement only]); Lift 10, Skill Mastery [Lift] or **Flight 3** (*Flaws*: Limited [vertical movement only])*

Locate Object (Divination)

Range: Personal

Duration: 5 minutes

Casting Time: 1 round

Scope: one object

You can magically detect the existence of a specific non-living object.

*Effect: **Super-Senses 3** (Accurate for Awareness [object], Awareness [object]), +10 Search [Awareness only], Skill Mastery [Search] [Awareness only]*

Melf's Acid Arrows (Battle)

Range: 100' increment

Duration: Normal

Casting Time: 2 rounds

Scope: one or more targets

You can shoot a number of greenish arrows from your outstretched hand. The arrows tear flesh and spray lingering acid.

*Effect: **Drain rank** (*Extras*: Autofire, Continuous, Range), +5 Attack*

Mirror Image (Defense, Illusion)

Range: Personal

Duration: 1 minute

Casting Time: 1 round

Scope: self only

You can create illusory copies of yourself to draw off attacks.

*Effect: **Boost 3 + rank** [Defense] (Extras: Unlimited Retry; Flaws: Limited [self only])*

Preserve (Transform)

Range: Touch

Casting Time: 2 rounds

Duration: Normal

Scope: one object, 100 lbs. or less

You can permanently protect a perishable item from rot or decay. The spell will not extend the length of time that a body may be raised from the dead.

*Effect: **Immunity 1** [decay] (Extras: Affects Others 3 [up to 5 objects simultaneously]; Flaws: Limited [objects only])*

Protection from Cantrips (Defense)

Range: Touch

Casting Time: 1 round

Duration: 1 day

Scope: one creature or object

You can make a creature or object temporarily immune to all cantrips. A loud popping noise sounds every time your spell foils a cantrip.

*Effect: **Immunity 1** [cantrips] (Extras: Affects Others; Flaws: Duration)*

Pyrotechnics (Element)

Range: Perception

Casting Time: 1 round

Duration: Normal or 1 minute

Scope: one fire

You can make a rocket of flame shoot up from a normal fire, blinding people nearby.

*Effect: **Dazzle 1 + rank** [Normal Sight] (Extras: Area [burst]; Feats: Progression 3 [25' radius], Sight Group)*

Ray of Enfeeblement (Annihilation)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: one creature

You can enfeeble a victim with a ray of numbing cold.

*Effect: **Blast rank** and **Drain rank** [Strength]*

Rope Trick (Summoning)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: one rope or vine

You can use a rope as a pathway to an extradimensional space. When you cast the spell, the rope hangs in the air. Anyone can use the rope to climb into the extra dimensional space at its top. Once inside, you may pull up the rope and close the portal, removing all trace of your existence.

Effect: **Dimensional Pocket 3** [500 lbs.]

Scare (Control)

Range: Perception

Duration: 1 minute

Casting Time: 1 round

Scope: up to 5 creatures

You can terrify up to five victims.

Effect: **Mind Control rank** (*Extras:* Duration [Sustained], Extra Target 2)

Shatter (Annihilation)

Range: Perception

Duration: Normal

Casting Time: 1 round

Scope: 5' radius

You can shatter objects with a powerful invisible force.

Effect: **Strike 3 + rank** (*Extras:* Area [burst]; *Flaws:* Limited [objects only]; *Feats:* Progression [5' radius])

Spray (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect one victim multiple times or multiple victims one time each. You can only use this spell to enhance a spell at least one level below your maximum spell level. Spray only works on spells that require an Attack roll.

Effect: Autofire

Stinking Cloud (Summoning)

Range: Perception (100')
Duration: 5 rounds

Casting Time: 1 round
Scope: 25' cube

You can create a purpling cloud of reeksome, choking vapors.

Effect: **Nauseate rank** (*Extras:* Area [cube], Field; *Feats:* Progression [5 round duration], Progression 3 [25' cube]) and **Obscure 2** [Normal Sight] (*Feats:* Progression 2 [25' cube], Smell Group)

Strength (Battle)

Range: Touch
Duration: 1 hour

Casting Time: 1 minute
Scope: one creature

You can temporarily increase Strength and Damage for Strength-based attacks.

Effect: **Boost 5** [Strength] (*Extras:* Unlimited Retry; *Feats:* Progression 5 [1 hour duration]) and **Boost 5** [Strength-Based Damage] (*Extras:* Unlimited Retry; *Flaws:* Linked to **Boost** [Strength]; *Feats:* Progression 5 [1 hour duration]). [make one joint roll for both effects]

Tasha's Uncontrollable Hideous Laughter (Control)

Range: Perception
Duration: 5 rounds

Casting Time: 1 round
Scope: one creature

You can make a victim find anything and everything hilariously funny, screaming in horrible delight and mirth at a blank wall or blood dripping from his own wounds. This excruciating laughter physically injures the victim while it incapacitates him.

Effect: **Mind Control 3 + rank** (*Flaws:* All-or-Nothing 2, Brief, Limited [only to produce laughter]) and **Drain [Life] 3 + rank** (*Extras:* Linked to **Mind Control**; *Flaws:* Limited [only while hideously laughing])

Vocalize (Sorcery)

Range: Touch
Duration: 1 minute

Casting Time: 1 round
Scope: one creature

You can give a spell-caster the ability to silently cast spells by substituting gestures for incantations.

Effect: **Shapeshift 5** (*Extras:* Affects Others; *Flaws:* Duration [Sustained], Limited [only to eliminate incantation Flaw])

Water Breathing (Transform)

Range: Touch

Casting Time: 1 round

Duration: 2 hours

Scope: one creature

You can give an air-breathing creature the ability to breathe underwater.

Effect: Environmental Adaptation 1 [underwater]

Web (Sorcery)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: 500'² [shapeable]

You can spray tough sticky webbing on a large area. The web adheres to everything except you and your possessions.

Effect: **Snare 1 + rank** (*Extras:* Area [shapeable]; *Feats:* Personal Immunity, Progression 6 [500'²])

Whip (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: one whip

You can create an animated whip made of pure energy. The whip lashes out at whoever you have in mind, and cows normal animals with ease.

Effect: **Summon 7** [whip]. Whip has +5 Toughness, +5 melee Attack, +5 Defense unless flat-footed, **Strike 5** (*Feats:* Affects Insubstantial, Extended Reach), **Snare 7** (*Flaws:* Lockout 2, No Range; *Feats:* Affects Insubstantial, Extended Reach), and Animal Handler 9

Wizard Lock (Sorcery)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 1 portal

You can magically lock a door, gate, valve, lid, or other portal.

*Effect: **Snare 3 + rank** [degree of save failure determine Life of lock, as well as Disable Device check required to pick it]*

Zephyr (Annihilation, Element)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 10' cone

You can summon a magic wind to extinguish fire and dissipate gas.

*Effect: **Nullify 3 + rank** (Extras: Area [cone]; Flaws: Limited [fire and gas]; Feats: Progression 1 [10' length and base cone]*

4th Level

Blink (Sorcery)

Range: Personal

Casting Time: 1 round

Duration: 5 rounds

Scope: Self only

You can make yourself unpredictably teleport short distances, making you difficult to attack.

*Effect: **Boost 8** [Defense] (Extras: Unlimited Retry) and **Teleport 3** (Extras: Action [reaction]; Flaws: Uncontrolled)*

Clairaudience (Divination)

Range: Personal

Casting Time: 1 round

Duration: 5 minutes

Scope: Up to 2 miles away

You can abandon your normal sense of hearing to gain an ability to hear at any point within your scope. You cannot change your reference point while the spell lasts.

*Effect: **ESP 3** [Normal Hearing] (Flaws: Lockout 2; Drawbacks: Limited [Fixed Perception Point]*

Clairvoyance (Divination)

Range: Personal

Casting Time: 1 round

Duration: 5 minutes

Scope: Up to 2 miles away

You can abandon your normal sense of sight to gain an ability to see at any point within your scope. You cannot change your reference point while the spell lasts.

Effect: **ESP 3** [Normal Sight] (*Flaws:* Lockout 2; *Drawbacks:* Limited [Fixed Perception Point])

Contingency (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell automatically activate under pre-defined conditions. You can only use this spell to enhance a spell at least one level below your maximum spell level. When you cast Contingency, you deduct the standard Mana immediately, and may not regain them until your pre-defined conditions occur, or you cancel the Contingency.

Effect: Trigger [any]

Cumulative (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell cumulative. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Cumulative [any]

Detect Illusion (Divination)

Range: Touch

Casting Time: 1 round

Duration: 10 minutes

Scope: one creature

You can give a creature the ability to see through all illusions, except for Concealment.

Effect: **Immunity 5** [Illusion]

Dispel Magic (Annihilation)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 25' cube

You can nullify all magic within your scope. You can specifically include or exclude magicks. The spell does not work against illusions.

Effect: Nullify 3 + rank (Extras: Area [cube], Selective; Flaws: Limited [non-illusion magic only]; Feats: Progression 2, Sudden 4)

Explosive Runes (Sorcery)

Range: Touch

Casting Time: 5 rounds

Duration: Normal

Scope: 10' square

You can inscribe magic letters that explode when read without your authorization.

Effect: Blast 5 + rank (Extras: Area [square]; Feats: Progression [10' square], Triggered [when read])

Farther (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range five steps up the Progression Table. If the spell's normal Range is Touch, Farther gives it a Range of 500'

Fireball (Element)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 25' radius

You can shoot a ball of magic flame from your outstretched hand. The ball bursts into red-yellow flame when it hits its target.

Effect: Blast 3 + rank (Extras: Area [burst]; Feats: Progression 3 [25' radius])

Flame Arrow (Element)

Range: Touch

Casting Time: 1 round

Duration: 1 minute

Scope: 5 arrows

You can make five arrows ignite with magic flame. The fire does not burn the arrow, but the arrows explode on contact.

Effect: +3 Shoot [Flaws: Arrows only] and Blast 3 + rank (Extras: Area [burst]; Feats: Progression [5' radius])

Fly (Sorcery)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: one creature

You can give a creature the ability to fly.

Effect: **Flight 7** [100 mph]

Glassee (Transform)

Range: Perception (100')

Duration: Normal

Casting Time: 1 round

Scope: 1000 foot³ inanimate matter

You can make any inanimate material (except for gold, lead or platinum) transparent.

Effect: **Transform 3 + rank** (*Feats:* Progression 4 [1000 foot³])

Gust of Wind (Annihilation, Element)

Range: Perception

Duration: Normal

Casting Time: 1 round

Scope: 25' cone

You can summon a mighty magic wind to extinguish fire, dissipate gas, and knock your enemies off their feet.

Effect: **Nullify 6 + rank** (*Extras:* Area [cone]; *Flaws:* Limited [fire and gas]; *Feats:* Progression 1 [25' length and base cone]) and **Knockback 3 + rank** (*Extras:* Area [cone]; *Feats:* Progression 1 [25' length and base cone])

Haste (Transform)

Range: Perception (100')

Duration: 1 minute

Casting Time: 1 round

Scope: one creature

You can double a creature's speed in all things.

Effect: +1 rank of all movement abilities, Extra Attack for all Attacks, +1 rank of **Quickness**, +4 Defense.

Item (Transform)

Range: Touch

Duration: 5 hours

Casting Time: 1 round

Scope: 2500 lbs.

You can shrink a large volume of objects down to a small, manageable size.

Effect: **Dimensional Pocket 5** [2500 lbs.]

Lightning Bolt (Element)

Range: Perception (Melee)

Duration: Normal

Casting Time: 1 round

Scope: 5' x 100' or 10' x 50'

You can shoot a stroke of lightning directly from your hand.

Effect: **Drain 3 + rank** [Life] (*Extras:* Area [line]; *Feats:* Progression 5 [5' x 100' or 10' x 50'])

Material (Summoning)

Range: Perception (50')

Duration: Normal

Casting Time: 1 round

Scope: 10' cube

You can create normal, common, unworked materials, such as stone, wood, base metals, or earth.

Effect: **Create Object 10** (*Flaws:* Limited [unworked materials only]; *Feats:* Progression 1 [10' cube], Variable Special Effect 5 [any normal, common material])

Melf's Minute Meteor (Summoning)

Range: 100' increment

Duration: 1 minute

Casting Time: 1 round

Scope: 2' radius

You can shoot small, meteor-like balls of rock and flame once per round as an Attack action.

Effect: **Blast 1 + rank** (*Extras:* Area [burst], Autofire), +5 Attack

Minor Imbue (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can delegate up to 5 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Monster Summoning I (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 2-5 monsters

You can summon monsters to attack your enemies. Even if they cannot understand you, your monsters will attack anyone you point at.

Effect: **Summon 5** (*Extras:* Progression 2 [5 monsters], Type 2) or **Summon 10** (*Extras:* Progression [2 monsters], Type 2)

Phantasmal Force (Illusion)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 50' cube

You gain control of the five senses within a large area.

Effect: **Mental Illusion 3 + rank** (*Extras:* Area [cube]; *Feats:* Progression 3 [50' cube])

Protection from Normal Missiles (Defense)

Range: Touch

Casting Time: 1 round

Duration: 10 minutes

Scope: one creature

You can give a creature complete immunity to normal missiles and protection against magical and giant-sized projectiles.

Effect: +5 Toughness (*Extras:* Impervious; *Flaws:* Only against ranged attacks)

Sepia Snake Sigil (Summoning)

Range: Perception (Melee)

Casting Time: 1 round

Duration: Normal

Scope: one creature

You can create a sigil that, when triggered, summons a shimmering, opaque, deep-brown, snake-like force to attack the nearest living creature.

Effect: **Paralyze 5 + rank** (*Flaws:* All-or-Nothing 2; *Feats:* Triggered 2 [when read, seen, or touched])

Sharper (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell deadlier. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Armor-Piercing

Slow (Transform)

Range: Perception (100')
Duration: 1 minute

Casting Time: 1 round
Scope: 50' square

You can slow all affected creatures down to half their normal speed in all things.

Effect: **Paralyze 3 + rank** (*Extras:* Area [square]; *Flaws:* Cap; *Feats:* Progression 3 [50' square], Sudden 2) and **Drain 3 + rank** [Defense] (*Extras:* Area [square]; *Flaws:* Cap; *Feats:* Progression 3 [50' square], Sudden 2) [one roll for both effects]

Stack (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can use two distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Suggestion (Control)

Range: Voice
Duration: 5 hours

Casting Time: 1 round
Scope: one creature

You can magically persuade a creature to accept you as his friend and take one unreasonable action expressed in 25 words or less. The victim will believe almost anything that does not contradict his senses or long-term memory.

Effect: **Mind Control 5 + rank** (*Flaws:* Limited [friendship + one action of 25 words or less])

Surer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell harder to resist. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Penetrating

Transmute Earth to Water (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of earth to water.

Effect: **Transform 10** [earth to water] (*Feats:* Progression 13 [100,000 cubic feet])

Transmute Water to Earth (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of water to earth.

Effect: **Transform 10** [water to earth] (*Feats:* Progression 13 [100,000 cubic feet])

Wind Wall (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 10' x 100' x 1' wall

You can create an invisible wall of swirling winds. Creatures that attempt to cross may be buffeted into the air.

Effect: **Create Object 5** (*Extras:* Impervious [normal missiles only]; *Flaws:* Limited [Permeable]; *Feats:* Progression 1 [10' cube] + **Knockback 3** + **rank** (*Extras:* Aura)

5th Level

Barrage (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect multiple victims multiple times. You can only use this spell to enhance a spell at least one level below your maximum spell level. Barrage only works on spells that require an Attack roll.

Effect: Autofire 2

Bigger (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect a large area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<6

Charm Monster (Control)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: one person

You can magically compel any being to treat you as his trusted friend and ally. While he will give your requests utmost consideration, his will not deviate extremely from his value system.

Effect: **Mind Control 9 + rank** (*Flaws:* All-or-Nothing; Limited [Will Not Deviate Extremely from His Value System])

Confusion (Control)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 minute

Scope: ten creatures

You can mentally imbalance up to ten creatures.

Effect: **Confuse 9 + rank** (*Extras:* Extra Target 3; *Flaws:* All-or-Nothing 2)

Dig (Annihilation, Element)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 minute

Scope: 1000 cubic feet

You can instantly excavate earth, sand, and/or mud in whatever fashion you desire. The removed material disappears instantly, leaving a void.

Effect: Disintegrate 9 + rank (Extras: Area [shapeable]; Flaws: Limited [earth, sand, or mud only]; Feats: Progression 3)

Dimension Door (Sorcery)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: self + 500 lbs.

You can instantly teleport yourself and up to 500 lbs. to another nearby location.

Effect: Teleport 6 [1000'] (Feats: Progression 2 [mass])

Dispel Illusion (Annihilation)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 25' cube

You can nullify all illusions within your scope. You can specifically include or exclude magicks.

Effect: Nullify 7 + rank (Extras: Area [cube], Selective; Flaws: Limited [illusion magic only]; Feats: Progression 2, Sudden 4)

Enchanted Weapon (Transform)

Range: Touch

Casting Time: 1 minute

Duration: 1 day

Scope: 5 weapons

You can temporarily enchant normal weapons, and augment the enchantment of magical weapons.

Effect: +2 Attack and Damage (Feats: Progression 2 [5 weapons])

Endless (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell stubbornly continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous 2

Evard's Black Tentacles (Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 minute

Scope: 250 square feet (shapeable)

You can make rubbery, black tentacles slither out of the ground and grab the nearest living thing, attempting to construct the life out of it. The tentacles may emerge from any firm surface, such as ground, wood, stone, ice, or whatnot. Once a tentacle kills its victim, it drops him and nearest for the next available target.

Effect: **Snare 1 + rank** (*Extras:* Area [shapeable], Field; *Feats:* Progression 2 [area - 250' square feet], Progression 3 [duration], Sudden 5), plus **Strike 1 + rank** (*Extras:* Area [shapeable], Continuous 2, Field; *Feats:* Progression 2 [area - 250' square feet]; *Flaws:* Linked [Snare])

Faster (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply reduce one spell's casting time. You can only use Faster to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Move action. You cannot cast this spell more than once per round.

Fear (Control)

Range: Perception (Melee)

Casting Time: 1 round

Duration: 1 hour

Scope: 50' Cone

You can compel everyone within your cone of fear to drop whatever they are carrying and flee directly away from you at maximum speed. Fleeing victims make standard Constitution checks every 5 minutes.

Effect: **Mind Control 9 + rank** (*Extras:* Area [cone]; *Flaws:* All-or-Nothing 2, Limited [only to terrify]; *Feats:* Progression 3, Sudden 7)

Fire Shield (Defense, Element)

Range: Personal

Casting Time: 1 round

Duration: 1 minute

Scope: Self

You can surround yourself with a thin and wispy ring of cold blue or bright red fire. While the spell lasts, any successful melee attack against you does grave harm to your attacker. The cold blue fire also gives you immunity to cold attacks, and the bright red fire gives you immunity to heat attacks.

Effect: **Drain 5 + rank** [Life] (*Extras:* Aura 2), plus **Immunity 5** [cold/heat attacks]

Fire Trap (Element)

Range: Touch

Casting Time: 1 round

Duration: Normal

Scope: 5' radius

You can booby trap one closeable object. The first unauthorized person to open the object triggers a deadly explosion.

Effect: **Strike 9 + rank** (*Extras:* Area [burst]; *Flaws:* Limited [only when unauthorized person opens closeable object]; *Feats:* Trigger)

Fumble (Fortune)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: 5 creatures

All victims of this spell become superlatively clumsy and awkward.

Effect: **Fumble 5 + rank** (*Extras:* Continuous 2, Extra Target 2)

Hallucinatory Terrain (Illusion)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 1000' square

You can permanently change the appearance of natural surroundings.

Effect: **Images 10 + rank** [all senses] (*Extras:* Area [square]; *Flaws:* Limited [terrain only]; *Feats:* Progression 3)

Ice Storm (Element)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 round

Scope: 50' radius

You can create a sudden storm of deadly hail and driving sleet.

Effect: **Strike 3 + rank** (*Extras:* Area [burst], Field; *Feats:* Progression 4, Sudden 2) plus **Dazzle 3 + rank** [sight] (*Extras:* Area [burst], Field; *Feats:* Progression 4, Sudden 2) plus **Fumble 3 + rank** (*Extras:* Area [burst], Field; *Feats:* Progression 4, Sudden 2)

Leomund's Secure Shelter (Summoning)

Range: Perception (100')

Casting Time: 10 minutes

Duration: 1 Day

Scope: One shelter

You can summon a sturdy cottage or lodge, made of the nearest building material, and tailored to your specifications.

Effect: **Base 5**

Longest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Lots (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets four steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 4

Magic Mirror (Divination)

Range: Touch

Casting Time: 1 hour

Duration: 10 minutes

Scope: One normal mirror

You can turn a normal mirror into a scrying device. You can use all of your senses – including magical senses – through your mirror. Your mirror can show you a location, being, or object.

Effect: **ESP 7** [20,000 miles; all senses]; **Quickness 9** (*Flaws:* Limited [only to lock in on location, being, or object])

Minor Globe of Invulnerability (Defense)

Range: Personal

Casting Time: 1 round

Duration: 1 minute

Scope: 5' radius

You can create a transparent green sphere that negates all weaker spells that enter it. Magic within the sphere, or coming out from the sphere, works normally.

Effect: **Immunity 10** [All spells of L4 or less] (*Extras:* Area [burst]; *Feats:* Progression [5' radius], Tenacious)

Monster Summoning II (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 2-5 monsters

You can summon monsters to attack your enemies. Even if they cannot understand you, your monsters will attack anyone you point at.

Effect: **Summon 7** (*Extras:* Progression 2 [5 monsters], Type 2) or **Summon 12** (*Extras:* Progression [2 monsters], Type 2)

Otiluke's Resilient Sphere (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 10' radius

You can trap others within a transparent globe of shimmering force.

Effect: **Create Object 3 + rank** (*Extras:* Encase, Impervious; *Feats:* Progression [10' radius]; *Flaws:* Sphere only)

Polymorph Other (Transform)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: One creature

You can transform one creature other than yourself into any other creature. You can choose to affect the subject's body and mind, or his body alone.

Effect: **Transform 10 + rank** [any living creature to any living creature with the same PPs]

Polymorph Self (Transform)

Range: Personal

Casting Time: 1 round

Duration: 2 hours

Scope: Self

You can safely change your external form as often as you desire.

Effect: **Shapeshift 15**

Shout (Combat)

Range: Touch

Casting Time: Reaction

Duration: Normal

Scope: 25' cone

You can utter a shout of unearthly volume, no gestures required.

Effect: **Strike 3 + rank** (*Extras:* Area [cone]; *Feats:* Progression 2 [25' cone], Sudden 10) plus **Dazzle 7 + rank** [hearing] (*Extras:* Area [cone]; *Feats:* Progression 2 [25' cone], Sudden 10)

Stoneskin (Defense)

Range: Touch

Casting Time: 1 round

Duration: Normal until struck

Scope: One creature

You can grant complete immunity to the next physical attack that hits your target.

Effect: **Immunity 10** [next physical attack]

Wall of Fire (Element)

Range: Perception

Casting Time: 1 round

Duration: 5 minutes

Scope: 25' high, 2' thick, 200' long wall

You can create a wall of red-orange fire, scorching any who approach or cross it.

Effect: **Strike 3 + rank** (*Extras:* Area [wall], Field; *Feats:* Progression 4 [10,000 cubic feet], Progression 5 [5 minute duration], Sudden 8)

Wall of Ice (Element)

Range: Perception

Casting Time: 1 round

Duration: Normal until struck

Scope: One creature

Range: Perception

Casting Time: 1 round

Duration: 5 minutes

Scope: 25' high, 5' thick, 125' long wall

You can create a wall of blue-white ice, freezing any who approach or touch it.

Effect: **Create Object 10** (*Extras:* Impervious; *Feats:* Progression 2 [25' cube area]) plus **Drain 1 + rank** (*Extras:* Aura 2 [wall])

Wizard Eye (Divination, Summoning)

Range: Personal

Casting Time: 1 minute

Duration: 10 minutes

Scope: Up to 2000 miles away

You can summon and remotely see through a mobile invisible eye. Your eye can be nullified if detected.

Effect: **ESP 6** [Normal Sight]; eye has **Flight 3** [50 fpr]

6th Level

Airy Water (Element)

Range: Personal

Casting Time: 1 round

Duration: 5 hours

Scope: 10' radius

You can create a mobile bubble of continuously fresh air. Your bubble can travel through air and water, and all within are immune to suffocation and gas attacks.

Effect: **Flight 7** [100 mph] (*Extras:* Area [burst]; *Feats:* Progression 2), **Swimming 3** [100 mph] (*Extras:* Area [burst]; *Feats:* Progression 2), **Immunity 5** [Self-Contained Breathing] (*Extras:* Area [burst]; *Feats:* Progression 2)

Bigby's Interposing Hand (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: one hand, 5x normal size

You can create an oversized invisible hand of pure force. The hand prevents movement and increases vulnerability. Once created, your hand instantly obeys your will, leaving you free to take other actions.

*Effect: **Snare 3 + rank** (Extras: Action [Reaction]; Flaws: Limited [Nullified after taking a total of 5 Life], Lockout; Feats: Subtle 6)*

Cloudkill (Element)

Range: Perception (100')

Duration: 1 minute

Casting Time: 1 round

Scope: 25' cube

You can create deadly cloud of yellowish green gas. The gas moves away from you in whatever direction you initially select.

*Effect: **Drain 5 + rank** [Life] (Extras: Area [cube], Armor-Piercing, Field 2; Flaws: All-or-Nothing; Limited [fixed course, 100 frp]; Feats: Progression 2 [25' cube], Progression 3 [1 minute duration], Sudden 8)*

Conjure Elemental (Element, Summoning)

Range: Perception (100')

Duration: 1 hour

Casting Time: 1 minute

Scope: 1 elemental

You can summon a powerful air, earth, fire, or water elemental. The elemental obediently but resentfully serves you. If you fail a Concentration check, it attacks you at once.

*Effect: **Summon 20** (Extras: Type; Flaws: Limited [elemental attacks you if you fail a Concentration check])*

Cone of Cold (Element)

Range: Perception

Duration: Normal

Casting Time: 1 round

Scope: 50' cone

You can evoke a white, icy cone that drains all heats from its area, regardless of intervening boundaries such as wood, stone, or earth.

*Effect: **Drain 5 + rank** [Life] (Extras: Area [cone], Enhanced [ignores intervening boundaries]; Feats: Progression 3 [50' cone], Sudden 10)*

Contact Other Plane (Divination)

Range: Personal

Duration: 5 minutes

Casting Time: 1 round

Scope: 5 questions

You can send your life force into realms beyond to question extra-planar forces. As you venture from your home plane, the forces become more knowledgeable but more likely to drive you insane.

Effect: +10 Knowledge [any] (*Flaws:* Side Effect [**Mind Control 15** (*Flaws:* All-or-Nothing 2, Limited [only to drive insane; *Feats:* Incurable 3) or +15 Knowledge [any] (*Flaws:* Side Effect [**Mind Control 20** (*Flaws:* All-or-Nothing 2, Limited [only to drive insane; *Feats:* Incurable 5) or +20 Knowledge [any] (*Flaws:* Side Effect [**Mind Control 25** (*Flaws:* All-or-Nothing 2, Limited [only to drive insane; *Feats:* Incurable 7)

Entreat (Summoning)

Range: Touch

Casting Time: 1 day

Duration: Normal

Scope: One breakable object

You can enchant an object to summon another to your presence. Whoever breaks the object instantly appears before you.

Effect: **Teleport x** (*Extras:* Affects Others; *Flaws:* Power Loss [breakable object]; *Feats:* Dimensional 3, Trigger)

Farthest (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can vastly increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range ten steps up the Progression Table. If the spell's normal Range is Touch, Farthest gives it a Range of 1 mile.

Fastest (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can cast a spell instantly. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Reaction. You cannot cast Fastest more than once per round.

Feeblemind (Transform)

Range: Perception

Duration: Normal

Casting Time: 1 round

Scope: 1 creature

You can permanently give one creature the mentality of a moronic child.

Effect: **Drain 9 + rank** [Intelligence] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5) plus **Drain 9 + rank** [Wisdom] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5)

Hold Monster (Control)

Range: Perception (100')

Duration: 1 minute

Casting Time: 1 round

Scope: One creature

You can freeze a creature in place. He remains conscious but cannot move.

Effect: **Mind Control 12 + rank** (*Flaws:* All-or-Nothing 2, Limited [only to freeze in place])

Leomund's Secret Chest (Summoning)

Range: Touch

Duration: 2 months

Casting Time: 1 minute

Scope: one chest

You can magically link a finely-crafted chest with a magical duplicate. When you cast the spell, the chest and all its content disappears into extra-dimensional space. You can recall the chest during the next two months as long as you still possess the replica. Once you recall the chest, the spell is broken.

Effect: **Dimensional Pocket 4** [1000 lbs] (*Drawbacks:* Power Loss [miniature chest])

Magic Jar (Control, Sorcery)

Range: Perception (100')

Duration: Normal

Casting Time: 1 round

Scope: One creature

You can move your soul to a nearby gem, a "magic jar." Once inside the jar, you can possess one victim within range, trapping his soul in your magic jar. If the gem is destroyed, the soul within it returns to its original body.

Effect: **Possession 12 + rank** (*Flaws:* All-or-Nothing 2, Power Loss [gem])

Major Imbue (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can delegate up to 10 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Monster Summoning III (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 2-5 monsters

You can summon monsters to attack your enemies. Even if they cannot understand you, your monsters will attack anyone you point at.

Effect: **Summon 9** (*Extras:* Progression 2 [5 monsters], Type 2) or **Summon 14** (*Extras:* Progression [2 monsters], Type 2)

Mordenkainen's Faithful Hound (Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 day

Scope: One phantom watchdog

You can summon a magical watchdog you alone can see. You must order the dog to guard a specific region; he will never stray further than 100 feet from his assigned domain. The dog barks loudly if any creature larger than a cat enters, and permanently enjoys the benefits of the True Seeing spell. After barking, the hound attempts to corner the intruder until his master may examine him, and attacks anyone who resists.

Effect: **Summon 15** [Mordenkainen's Faithful Hound]

Passwall (Annihilation)

Range: Perception (100')

Casting Time: 1 round

Duration: 2 hours

Scope: 1000' cubic feet

You can temporarily open a passage through wooden, plaster, or stone.

Effect: **Transform 10 + rank** [wooden, plaster, or stone into air] (*Feats:* Progression 4 [1000' cubic feet])

Sending (Divination)

Range: 20,000,000 miles

Casting Time: 1 minute

Duration: 1 round

Scope: 25 words

You can contact and speak words into the mind of a single creature in the known universe. Your words can even cross dimensional boundaries.

Effect: **Communication 10** [mental] (*Feats:* Dimensional 3, Selective)

Stacker (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can use three distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Succor (Summoning)

Range: Touch

Casting Time: 1 day

Duration: Normal

Scope: One breakable object

You can enchant an object that summons you to its presence. When the object breaks, you instantly appear before it.

Effect: **Teleport x** (*Flaws:* Power Loss [breakable object]; *Feats:* Dimensional 3, Trigger)

Telekinesis (Sorcery)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: Self only

You gain the ability to move objects by mental effort alone.

Effect: **Telekinesis 11** (*Extras:* Perception); +11 Damage with Telekinesis

Teleport (Sorcery)

Range: Touch

Casting Time: Move Action

Duration: Normal

Scope: Self + 5 others

You and up to five passengers can instantly move an unlimited distance. Accidentally teleporting into a solid object severely injures you and your passengers.

*Effect: **Teleport x** (Extras: Affects Others 4; Flaws: Side Effect [if you teleport into a solid object])*

Transmute Mud to Rock (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change mud to rock, trapping anyone in contact with the mud.

*Effect: **Transform 13** [mud to rock] (Feats: Progression 13 [100,000 cubic feet]) and **Snare 5 + rank** (Extras: Area [shapeable]; Feats: Progression 12 [100,000 cubic feet])*

Transmute Rock to Mud (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change rock to mud. Anyone unable to escape the mud sinks and suffocates.

*Effect: **Transform 13** [rock to mud] (Feats: Progression 13 [100,000 cubic feet]) and **Suffocate 5 + rank** (Extras: Area [shapeable]; Feats: Progression 12 [100,000 cubic feet]; Flaws: Limited [automatically escapable with Flight or Teleportation])*

Wall of Force (Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: 2 minutes

Scope: 100' square

You can create an impenetrable wall of invisible force. Your force is almost impossible to damage or dispel.

*Effect: **Create Object 7 + rank** (Extras: Impervious; Feats: Progression 3 [100' square], Subtle 6, Tenacious 2)*

Wall of Iron (Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: 100' cube

You can create a massive wall of iron, melding into existing structures with ease or standing alone as you desire. You can shape your wall as desired, but it must appear in steady contact with the ground.

*Effect: **Create Object 5 + rank** (Feats: Precise, Progression 4 [100' cube])*

Wall of Stone (Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: 1000' cube

You can create a massive wall of stone, melding into existing structures with ease or standing alone as you desire. You can shape your wall as desired, but it must appear in steady contact with the ground.

*Effect: **Create Object 3 + rank** (Feats: Precise, Progression 7 [1000' cube])*

7th Level

Anti-Magic Shell (Annihilation, Defense)

Range: Personal

Casting Time: Move Action

Duration: 10 minutes

Scope: 5' radius

You can create an invisible, sphere that negates all magic other than your own. Your shell is almost impossible to dispel.

*Effect: **Nullify 9 + rank** (Extras: Area [burst], Field [self only]; Flaws: Limited [magic only]; Feats: Personal Immunity, Progression 6 [10 minute duration], Tenacious 3)*

Bigby's Crushing Hand (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: one hand, 5x normal size

You can create an oversized invisible hand of pure force. After the hand successfully grabs a victim, it quickly crushes the life out of him. Once created, your hand instantly obeys your will, leaving you free to take other actions.

*Effect: **Snare 3 + rank** (Extras: Action [Reaction]; Flaws: Limited [Nullified after taking a total of 5 Life], Lockout; Feats: Subtle 6) and **Suffocation 5 + rank** (Extras: Action [Reaction]; Flaws: Limited [only on Snared victims], Limited [Nullified after taking a total of 5 Life], Lockout; Feats: Subtle 6)*

Biggest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect a vast area. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<10

Chain Lightning (Element)

Range: Perception (250')

Casting Time: 1 round

Duration: Normal

Scope: Up to ten victims

You can shoot a thin bolt of lightning directly at a target. Rather than dissipating, the lightning ricochets to the nearest creature. Each successive bolt is slightly weaker than its predecessor. After you select your initial victim, you have no further control over the lightning's path.

Effect: **Drain 3 + rank** [Life] (*Extras:* Extra Attack 4; *Flaws:* Limited [-1 rank on each successive attack], Limited [no control after selection of initial victim])

Death Spell (Fortune)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 25 creatures

You can instantly kill up to 25 hapless victims, plucking their souls directly from their bodies. If the attack fails to Drain enough Life to require a Defy Death check, he suffers no injury.

Effect: **Drain 14 + rank** (*Extras:* Extra Target 5; *Flaws:* All-or-Nothing x)

Disintegrate (Annihilation)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: One creature or 1000 foot³ object

You can instantly obliterate one victim or object, living or undead, magical or natural.

Effect: **Disintegrate 14 + rank** (*Extras:* Extra Attack 2; *Flaws:* Limited [same target only])

Eyebite (Control)

Range: Perception

Casting Time: Move Action

Duration: Normal

Scope: One creature

You can look into one victim's eyes and speak a single word: charm, fear, sicken, or sleep. So long as he does not look away, the victim suffers the named effect.

*Effect: **Mind Control 10 + rank** (Extras: Alternate Save [Reflex]; Flaws: All-or-Nothing, Limited [charm, fear, sicken, and sleep only])*

Flesh to Stone (Transform)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: Five creatures or 1000 foot³ object

You can transform flesh to stone.

*Effect: **Transform 9 + rank** (Extras: Extra Target 2; Flaws: All-or-Nothing 2)*

Geas (Control)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: One creature

You can order a creature to immediately undertake or avoid an activity. So long as the demands are not suicidal or morally reprehensible to the victim, he must comply. A Geas is almost impossible to remove by any means other than fulfilling its terms.

*Effect: **Mind Control 12 + rank** (Flaws: All-or-Nothing 2, Limited [No suicidal or morally reprehensible demands]; Feats: Incurable 10, Tenacious 5)*

Globe of Invulnerability (Defense)

Range: Personal

Casting Time: 1 round

Duration: 1 minute

Scope: 5' radius

You can create a transparent green sphere that negates all but the strongest spells that enter it. Magic within the sphere, or coming out from the sphere, works normally.

*Effect: **Immunity 10** [All spells of L6 or less] (Extras: Area [burst]; Feats: Progression [5' radius], Tenacious 2)*

Guards and Wards (Defense, Summoning)

Range: Touch

Casting Time: 10 minutes

Duration: 1 day

Scope: one structure, 100' radius max

You can defend a structure with an array of magical protections: (a) all corridors become misty, reducing visibility to 10'; (b) all doors are *wizard locked*; (c) any door you select is covered with a *two d'lusion* to look like a plain wall; (d) stairs are covered with *webs*; (e) minor confusion emanates from all areas requiring a choice in direction; (f) the whole structure radiates magic, .

Effect: (a) **Obscure 2** [normal sight]; (b) per the spell; (c) per the spell; (d) per the spell; **Mind Control 5 + rank** (*Flaws:* Limited [only to confuse direction]); (e) per *Nystul's magic aura*.

Invisible Stalker (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 mission [1 month max]

Scope: one invisible stalker

You can summon an invisible stalker, a powerful native of the plane of Elemental Air, to relentlessly perform one mission for you.

Effect: **Summon 20** (*Extras:* Fanatical; *Feats:* Progression 13 [1 month duration])

Legend Lore (Divination)

Range: Personal

Casting Time: 1 hour

Duration: 1 minute

Scope: one question

You can call an other-worldly force to speak through you to reveal knowledge. You do not remember what the force says through your mouth, so another must be nearby to listen and record the answer.

Effect: **Boost 19** [Intelligence] (*Extras:* Unlimited Retry; *Flaws:* Self Only), Well-Read

Limited Wish (Summoning)

Range: Variable

Casting Time: 1 round

Duration: Variable

Scope: Variable

You can magically fulfill a single verbal request, as long as it does not overreach.

Effect: Any effect equivalent to any Spell under 6th level.

Longest (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Monster Summoning IV (Summoning)

Range: Perception
Duration: 1 minute

Casting Time: 1 round
Scope: 2-5 monsters

You can summon monsters to attack your enemies. Even if they cannot understand you, your monsters will attack anyone you point at.

Effect: **Summon 12** (*Extras:* Progression 2 [5 monsters], Type 2) or **Summon 17** (*Extras:* Progression [2 monsters], Type 2)

Mordenkainen's Lucubration (Divination)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self only

You can Edit to regain all your Mana after one hour's rest. You can only use this spell once per day.

Effect: Less Rest 2

Otiluke's Freezing Sphere (Element)

Range: Perception
Duration: Normal

Casting Time: 1 round
Scope: One victim

You can freeze one victim alive.

Effect: **Paralyze 12 + rank** (*Flaws:* All-or-Nothing)

Project Image (Illusion, Summoning)

Range: 250'
Duration: 1 minute

Casting Time: 1 round
Scope: Self only

You can create an illusion of yourself that acts exactly as you wish. A special channel connects you to your duplicate, allowing you to cast spells through him. Your duplicate cannot be only be harmed by the *dispel illusion* Spell or an appropriate use of the **Nullify** Power.

Effect: Enhanced [castable through illusory duplicate]

Repulsion (Sorcery)

Range: Personal

Casting Time: 1 round

Duration: 5 rounds

Scope: 100' radius

Anyone creature tries to approach you without your permission is thrust directly away from you.

Effect: **Knockback 7 + rank** (*Extras:* Area [burst], Field, Selective; *Feats:* Progression 2 [5 rounds], Progression 5 [100' radius])

Spiritwrack (Control)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: One extra-planar being

You can force an extra-planar being to submit to your will by credibly threatening unimaginable torment. Once the being submits to your will, it is almost impossible for him to escape without fulfilling his promise. Once he fulfills his promise, however, he is free and likely to seek revenge.

Effect: **Mind Control 9 + rank** (*Extras:* Armor-Piercing; *Flaws:* Limited [extra-planar beings only], Limited [Nullified after service is performed]; *Feats:* Incurable 5, Tenacious 5)

Stackest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can use four distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Stone to Flesh (Transform)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: Five creatures or 1000 foot³ object

You can transform stone to flesh.

Effect: Transform 9 + rank (Extras: Extra Target 2; Flaws: All-or-Nothing 2)

Tenser's Transformation (Transform)

Range: Personal

Casting Time: 1 round

Duration: 5 minutes

Scope: Self only

You can transform yourself into a monstrous fighting machine.

Effect: Boost 10 [Life] (Extras: Unlimited Retry), Boost 10 [Attack] (Extras: Unlimited Retry), Boost 10 [Defense] (Extras: Unlimited Retry), Boost 10 [Toughness] (Extras: Unlimited Retry), Boost 10 [Strength] (Extras: Unlimited Retry), Boost 10 [Strength-based Damage] (Extras: Unlimited Retry)

Tons (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets six steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 6

Nature Spell List

1 st Level	2 nd Level	3 rd Level	4 th Level
aspiration create water cause minor wounds cure minor wounds destroy water detect balance find a stray locate plants pass without trace petition predict weather purify water putrefy water ripen sprout	animal friendship barkskin big detect poison detect snares & pits dust devil entangle faerie fire far fast feign death invisibility to animals locate animals long more precipitation produce flame repel insects shillelagh slow poison speak with animals trip water breathing	charm animal chill metal cloudburst continuous cure light wounds find the path fire trap flame blade goodberry heat metal hold plant meld into stone obscurement plant growth pyrotechnics reflecting pool snakes to sticks sticks to snakes stone tell unfindable path warp wood	animal growth animal shrink animal summoning I call lightning cause disease control temperature cumulative cure disease farther giant insect hold animal know alignment minor imbue neutralize poison poison protection from fire sharper shrunk insect snare speak with plants spike growth stack starshine stone shape summon insects surer tree
5 th Level	6 th Level	7 th Level	
animal summoning II anti-plant shell barrage bigger call woodland beings cause serious wounds control winds cure serious wounds dispel magic endless faster fire seeds hallucinatory forest liveoak longer lots massmorph plant door protection from lightning turn wood weather summoning	animal summoning III anti-animal shell commune w/nature confusion conjure elemental control weather farthest fastest insect plague major imbue moonbeam pass plant spike stones stacker transmute earth to rock transmute rock to earth wall of fire wall of thorns	animal summoning IV animate rock biggest changestaff chariot of sustarre creeping doom cure critical wounds feeblemind finger of death fire storm* longest reincarnate stackest sunray tons transmute earth to water transmute metal to wood transmute water to earth transmute wood to metal	

Nature Spells

Nature Realms: Battle, Compound, Control, Creation, Defense, Divination, Element, Fortune, Illusion, Merge, Prayer, Salvation, Summoning

1st Level

Aspiration (Fortune, Prayer)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can beg the gods to intervene on your behalf.

Effect: Luck

Cause Minor Wounds (Battle, Necromancy)

Range: Perception (25')

Casting Time: Attack

Duration: Normal

Scope: One creature

You can inflict minor spontaneous wounds on one creature.

Effect: **Drain -3 + rank** [Life]

Create Water (Creation, Element)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: 5' cube

You can create water.

Effect: **Create Object 1**

Cure Minor Wounds (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's minor wounds, but not special injuries.

Effect: **Healing 1** [Life only, Life>-1 only] (*Extras:* Unlimited Retry)

Destroy Water (Element)

Range: Perception
Duration: Normal

Casting Time: Attack
Scope: 5' cube

You can destroy water.

Effect: **Disintegration 2 + rank**

Detect Balance (Divination)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can sense balance and its absence.

Effect: **Super-Senses 1** [Awareness of balance]

Find a Stray (Divination)

Range: 2 miles
Duration: 1 round

Casting Time: 1 round
Scope: Self

You can learn the location of a single domestic animal known by name.

Effect: **Super-Senses 3** [Awareness of strays, Extended, Radius]

Locate Plants (Divination, Element)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can discern the presence and location of a specific plant type.

Effect: **Super-Senses 1** [Awareness of plants]

Pass without Trace (Element)

Range: Touch
Duration: 1 hour

Casting Time: 1 round
Scope: One creature

The trail and scent of the subject disappear during the duration.

Effect: +10 Disguise, +10 Track [only to hide trail and scent]

Petition (Fortune, Prayer)

Range: Perception
Duration: Normal

Casting Time: Attack
Scope: one creature

You can ask the gods for a minor miracle.

*Effect: **Boost 1** [any] (Extras: Unlimited Retry; Flaws: 20 Activation)*

Predict Weather (Divination)

Range: Personal
Duration: 1 round

Casting Time: 1 round
Scope: Self

You can foresee the next day's weather.

*Effect: **Super-Senses 4** [Precognition] (Flaws: Only for weather one day or less in the future)*

Purify Water (Salvation)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: 100 lbs.

You can make spoiled or poisonous water fit for consumption.

*Effect: **Transform 2 + rank***

Putrefy Water (Necromancy)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: 100 lbs.

You can make water putrid and undrinkable.

*Effect: **Transform 2 + rank***

Ripen (Element)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: 100 lbs.

You can ripen fruits and vegetables.

*Effect: **Transform 2 + rank** (Flaws: Limited [Only to ripen fruits and vegetables])*

Sprout (Element)

Range: Perception (25')

Duration: Normal

Casting Time: Attack

Scope: 10' square

You can make seeds or small plants rapidly grow – a full month's worth before your eyes.

Effect: **Transform 2 + rank** (*Flaws:* Limited [Only to make fruits and vegetables grow])

2nd Level**Animal Friendship** (Control)

Range: Perception (25')

Duration: Normal

Casting Time: 1 hour

Scope: one animal

You can make one animal become your loyal friend and companion. You can have one permanent animal friend, and an unlimited number of temporary animal friends.

Effect: Minion 2 + rank [permanent friend] or Convert

Barkskin (Element)

Range: Touch

Duration: 1 minute

Casting Time: Attack

Scope: one creature

You can make one creature's skin as hard as bark.

Effect: +2 Toughness, +2 Fortitude

Big (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a mid-sized area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<3

Detect Poison (Divination)

Range: Personal

Duration: 10 minutes

Casting Time: 1 round

Scope: Self

You can sense poison.

Effect: **Super-Senses 1** [Awareness of poison]

Detect Snares and Pits (Divination)

Range: Personal

Casting Time: 1 round

Duration: 10 minutes

Scope: Self

You can the presence of all outdoor traps and simple indoor pits.

Effect: +10 Search (*Limited* [only for outdoor traps and simple indoor pits])

Dust Devil (Element, Summoning)

Range: 100'

Casting Time: 1 round

Duration: 5 rounds

Scope: one minor air elemental

You can summon a perfectly obedient minor air elemental, known as a dust devil.

Effect: **Summoning 5** (*Extras:* Fanatical). The dust devil has 3 Life, +1 Attack and Defense, saves as a L1 Fighter. It has **Knockback 2** (*Extras:* Area [trail]; *Flaws:* Touch) and **Nullify 2** (*Extras:* Area [trail]; *Flaws:* Limited [gases only], Touch)

Entangle (Element)

Range: Perception (250')

Casting Time: Attack

Duration: 1 minute

Scope: 25' radius

At your command, all flexible vegetation in an area animates and tries to grasp and construct every creature within.

Effect: **Snare -1 + rank** (*Extras:* Area [burst]; *Flaws:* Only in vegetated areas; *Feats:* Progression 3 [25' radius])

Faerie Fire (Element)

Range: Perception (250')

Casting Time: Attack

Duration: 2 minutes

Scope: 5 creatures

You can outline creatures in an eerie, fluorescent lighting, of blue, green, or violet hue. Your victims are easier to hit due to their well-defined form, and are visible in otherwise completely dark conditions.

Effect: **Drain -1 + rank** [Defense] (*Flaws:* Cap) and **Drain -1 + rank** [Dexterity] (*Flaws:* Cap, Limited [only for Stealth checks]; Linked to **Drain -1 + rank** [Defense]) [make one joint roll for both effects]

Far (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range two steps up the Progression Table. If the spell's normal Range is Touch, Far gives it a Range of 100'

Fast (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can reduce one spell's casting time. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Attack action. You cannot cast this spell more than once per round.

Feign Death (Illusion, Necromancy)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: One creature

You can make a willing subject appear entirely dead. The subject remains alert but breaks the spell if he moves.

Effect: **Morph 2** [dead version of creature; normal sight, sight group, normal hearing, hearing group, smell group]

Invisibility to Animals (Element, Illusion)

Range: Touch

Duration: 1 hour

Casting Time: 1 round

Scope: One creature

Normal animals are unable to sense your presence. Attacking an animal cancels the spell.

Effect: **Concealment 3** [all senses] (*Flaws:* Limited [Only against animals]; Limited [Spell Broken If Subject Attacks]; *Feats:* Sight Group)

Locate Animals (Divination, Element)

Range: Personal

Casting Time: Attack

Duration: 10 minutes

Scope: Self

You can discern the presence and location of a specific animal type.

Effect: **Super-Senses 1** [Awareness of animals]

Long (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration two Steps up the Progression Table.

More (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets two steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 2

Precipitation (Element)

Range: Perception (100')

Casting Time: Attack

Duration: 1 minute

Scope: 25' radius

You can call forth a brief rainstorm.

Effect: **Environmental Control 3** [rain] and **Nullify -1 + rank** (*Extras:* Area [burst], Field; *Flaws:* Limited [heat and fire only]; *Feats:* Progression 2 [1 minute duration], Progression 3 [25' radius])

Produce Flame (Element)

Range: Personal
Duration: 10 minutes

Casting Time: Attack
Scope: Self

You can make a bright, searing flame appear in the palm of your hand. Your flame cannot harm you, but you must Attack normally to use your flame as a weapon. You may also throw your flame, creating a brief explosion, but this ends the spell.

Effect: **Corrosion -1 + rank** (*Feats:* Personal Immunity) and **Disintegrate -1 + rank** (*Extras:* Area [burst]; *Flaws:* 1 Charge)

Repel Insects (Control, Element)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: 50' radius

You can compel insects to flee your presence.

Effect: **Mind Control 3 + rank** (*Extras:* Area [burst]; *Flaws:* Limited [insects only], Range [Personal]; *Feats:* Progression 4 [50' radius])

Shillelagh (Battle)

Range: Touch
Duration: 1 minute

Casting Time: Move
Scope: one club

You can temporarily enchant a normal club.

Effect: **Strike 3** (*Extras:* Armor-Piercing)

Slow Poison (Salvation)

Range: Touch
Duration: 1 hour

Casting Time: Attack
Scope: One creature

You can delay the onset of the effect of poison. When the spell wears off, the poison resumes its original course.

Effect: **Immunity 2** (*Flaws:* Limited [delay only])

Speak with Animals (Divination, Element)

Range: Personal
Duration: 10 minutes

Casting Time: 1 round
Scope: Self

You can speak and understand the languages of all animals. The animals will generally react favorably, but only animals normally friendly to the caster will risk themselves to assist him. A hostile intent ruins the spells.

Effect: Language [all animals] (*Flaws:* Limited [cancelled by hostile intent]), +4 Diplomacy (*Flaws:* Limited [animals only], Limited [cancelled by hostile intent])

Trip (Element)

Range: Touch

Duration: 1 hour

Casting Time: Attack

Scope: 25' of rope-like object

You can turn a length of rope, twine, vine, stick, or other rope-like object into an enchanted hazard. Your spell camouflages the object to match its surroundings; the object then rises slightly off the ground to trip creatures that cross it. Victims aware of the Trip resist it more easily.

Effect: **Knockback -3 + rank** (*Extras:* Area [line], Field; *Flaws:* Limited [+4 save for aware victims]; *Feats:* Progression 8 [1 hour duration])

Water Breathing (Transform)

Range: Touch

Duration: 2 hours

Casting Time: 1 round

Scope: one creature

You can give an air-breathing creature the ability to breathe underwater.

Effect: Environmental Adaptation 1 [underwater]

3rd Level

Charm Animal (Control, Element)

Range: Perception (100')

Duration: Normal

Casting Time: 1 round

Scope: one person

You can magically compel any animal to treat you as his trusted friend and ally. While he will give your requests utmost consideration, his will not deviate extremely from his value system.

Effect: **Mind Control 3 + rank** (*Flaws:* All-or-Nothing; Limited [Will Not Deviate Extremely from His Value System])

Chill Metal (Element, Transform)

Range: Perception (100')
Duration: 5 rounds

Casting Time: 1 round
Scope: one person or 50#

You can gradually decrease metal's temperature until it is blue-cold.

Effect: **Drain 1 + rank** [Life] (*Extras:* Continuous 2, Ramp; *Flaws:* Limited [must wear metal armor to suffer full effect], Limited [ramp reverses after 3rd round])

Cloudburst (Element)

Range: Perception (100')
Duration: 1 minute

Casting Time: Attack
Scope: 100' radius

You can call forth a brief but torrential rainstorm.

Effect: **Environmental Control 3** [rain] and **Nullify 1 + rank** (*Extras:* Area [burst], Field; *Flaws:* Limited [heat and fire only]; *Feats:* Progression 2 [1 minute duration], Progression 5 [100' radius])

Continuous (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous

Cure Light Wounds (Salvation)

Range: Touch
Duration: Normal

Casting Time: Attack
Scope: One creature

You can cure one creature's light wounds, but not special injuries.

Effect: **Healing 4** [Life only, Life>-1 only] (*Extras:* Unlimited Retry)

Find the Path (Divination)

Range: 2 miles
Duration: 1 round

Casting Time: 5 rounds
Scope: Self

You can learn the most direct practical route to a destination of your choice.

Effect: **Super-Senses 3** [Awareness of the most direct practical route, Extended, Radius]

Fire Trap (Element)

Range: Touch

Casting Time: 1 minute

Duration: Normal

Scope: One container

You can magically booby-trap a container. Anyone who opens the container without the caster's permission is engulfed by an explosion of deadly fire.

Effect: **Strike -3 + rank** (*Extras:* Area [burst], Perception; *Feats:* Progression [5' radius], Triggered [opened without caster's permission])

Flame Blade (Battle, Element)

Range: Personal

Casting Time: Attack

Duration: 5 rounds

Scope: Self

You can make an scimitar of flickering flames appear in your sword-hand. Being insubstantial, the sword is not Strength-based.

Effect: **Device 2** [flame scimitar; hard to lose]: **Strike 5**, +10 Initiative, Favored Opponent 2 [cold-dwellers, undead]

Goodberry (Element, Salvation)

Range: Touch

Casting Time: 1 round

Duration: 1 week

Scope: 5 berries

You can enchant ripe berries to provide healing or sustenance.

Effect: [per berry] **Healing 1** or one-third of a man-ration

Heat Metal (Element, Transform)

Range: Perception (100')

Casting Time: 1 round

Duration: 5 rounds

Scope: one person or 50#

You can gradually increase metal's temperature until it is red-hot.

Effect: **Drain 1 + rank** [Life] (*Extras:* Continuous 2, Ramp; *Flaws:* Limited [must wear metal armor to suffer full effect], Limited [ramp reverses after 3rd round])

Hold Plant (Control, Element)

Range: Perception (250')

Duration: 1 minute

Casting Time: Attack

Scope: 5 plant-like creatures

You can freeze plant-like creatures, including molds and slimes, in place. The victims remain conscious but cannot move.

*Effect: **Mind Control 9 + rank** (Extras: Extra Target 2; Flaws: All-or-Nothing 2, Limited [only to freeze in place])*

Meld Into Stone (Element)

Range: Personal

Duration: 10 minute

Casting Time: 1 round

Scope: Self

You and up to 100 pounds of equipment may step into and become one with stone. You cannot travel *through* the stone; you must enter and exit at the same point.

*Effect: **Insubstantial 4** (Flaws: Limited [must enter and exit through same point], Limited [only into stone])*

Obscurement (Element)

Range: Personal

Duration: 5 minutes

Casting Time: Attack

Scope: 50' cube

You can create a large cloud of vaporous fog around yourself.

*Effect: **Obscure 2** [normal sight] (Feats: Progression 3 [50' cube], Progression 2 [5 minute duration], Sight)*

Plant Growth (Element)

Range: Perception

Duration: Normal

Casting Time: 1 round

Scope: 100' square

You can make plants magically grow before your eyes, creating a nearly impenetrable jungle where only sparse vegetation grew before.

*Effect: **Transform 9 + rank** (Flaws: All-or-Nothing 2)*

Pyrotechnics (Element)

Range: Perception

Duration: Normal or 1 minute

Casting Time: 1 round

Scope: one fire

You can make a rocket of flame shoot up from a normal fire, blinding people nearby.

Effect: **Dazzle 1 + rank** [Normal Sight] (*Extras:* Area [burst]; *Feats:* Progression 3 [25' radius], Sight Group)

Reflecting Pool (Divination)

Range: Perception (25')

Duration: 5 minutes

Casting Time: 2 hours

Scope: One natural pool

You can turn naturally occurring pool of pure water into a scrying device. You can use all of your senses – including magical senses – through your mirror. Your mirror can show you a location, being, or object.

Effect: **ESP 7** [20,000 miles; all senses]; **Quickness 9** (*Flaws:* Limited [only to lock in on location, being, or object])

Snakes to Sticks (Element)

Range: Voice

Duration: Normal

Casting Time: 1 round

Scope: 5 snakes

You can transform snakes and other reptiles into similarly-sized pieces of wood.

Effect: **Transform 8 + rank** (*Extras:* Extra Target 2; *Flaws:* All-or-Nothing 2) Non-snake reptiles receive a +2 save. Intelligent reptiles receive a +5 save.

Sticks to Snakes (Element, Summoning)

Range: Voice

Duration: Normal

Casting Time: 1 round

Scope: 5 snakes

You can transform pieces of wood into snakes who obey your simple commands. Your snakes either have poisonous bites or constricting coils.

Effect: **Summon 11**. Snakes have 2 Life, +4 Attack and Defense, and +3 saves. Poisonous snakes have **Strike 3** linked to **Nauseate 3**. Constricting snakes have Improved Grapple 3 and Multi-task Grapple 2.

Stone Tell (Divination)

Range: Touch

Duration: 10 minutes

Casting Time: 1 minute

Scope: 25 cubic feet of stone

You can silently communicate with stone by touching it.

Effect: **Datalink 1** [stone]

Unfindable Path (Element)

Range: Personal

Casting Time: 5 rounds

Duration: 1 hour

Scope: Self

You can make yourself extremely hard to track.

Effect: +10 Survival [only versus Tracking]

Warp Wood (Element)

Range: Perception (100')

Casting Time: Attack

Duration: Normal

Scope: 25' cube

You can permanently destroy the straightness, form, and strength of wood.

Effect: **Disintegrate 5 + rank** (*Extras:* Area [cube]; *Flaws:* Limited [wood only]; *Feats:* Progression 2 [25' cube])

4th Level

Animal Growth

Range: 100'

Casting Time: 1 round

Duration: 10 minutes

Scope: 1 animal

You can make an animal grow up to five-fold, with all the expected side effects.

Effect: **Growth 2** (*Extras:* Affects Others, Realistic; *Flaws:* Limited [animals only]))

Animal Shrink

Range: 100'

Casting Time: 1 round

Duration: 10 minutes

Scope: 1 animal

You can make an animal shrink up to five-fold, with all the expected side effects.

Effect: **Shrinking 2** (*Extras:* Affects Others, Realistic; *Flaws:* Limited [animals only]))

Animal Summoning I (Summoning)

Range: Perception

Duration: 1 minute

Casting Time: 1 round

Scope: 2-5 animals

You can summon animals to attack your enemies. Even if they cannot understand you, your animals will attack anyone you point at.

Effect: **Summon 7** (*Extras:* Progression 2 [5 animals], Type 2) or **Summon 10** (*Extras:* Progression [2 animals], Type 2)

Animal Growth

Range: 100'

Duration: 10 minutes

Casting Time: 1 round

Scope: 1 animal

You can make an animal grow up to five-fold, with all the expected side effects.

Effect: **Growth 2** (*Extras:* Affects Others, Realistic; *Flaws:* Limited [animals only])

Call Lightning

Range: Perception

Duration: Normal

Casting Time: 1 minute

Scope: 10' radius

During a storm, you may call down deadly lightning from the sky.

Effect: **Blast 5 + rank** (*Extras:* Armor-Piercing; *Flaws:* Limited [only during a storm])

Cause Disease (Necromancy)

Range: Perception (100')

Duration: Normal

Casting Time: Attack

Scope: One creature

You can sicken one creature.

Effect: **Nauseate 1 + rank**

Control Temperature (Element)

Range: Personal

Duration: 1 hour

Casting Time: 1 round

Scope: 100' radius

You can sharply raise or lower the temperature of your surroundings. You can adjust the temperature up or down at will while the spell lasts. Extremely cold conditions

protect against heat-based attacks; extremely hot conditions protect against cold-based attacks.

Effect: **Environmental Control 4** [extreme cold, extreme heat]; moderate cold gives +2 saves vs. heat-based attacks; extreme cold gives +4 saves vs. heat-based attacks; moderate heat gives +2 saves vs. cold-based attacks; extreme heat gives +4 saves vs. cold-based attacks

Cumulative (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell cumulative. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Cumulative [any]

Cure Disease (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's sickness.

Effect: **Healing 7** [Nauseate and injuries with disease special effect only] (*Extras:* Unlimited Retry)

Farther (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range five steps up the Progression Table. If the spell's normal Range is Touch, Farther gives it a Range of 500'

Giant Insect (Control, Element)

Range: Perception (100')

Casting Time: 1 round

Duration: 5 minutes

Scope: 5 insects

You can turn normal insects into giant insects that serve your every command.

Effect: **Summon 10** (*Extras:* Fanatical, Progression 5 [5 insects], Type 1; *Flaws:* Limited [only giant versions of available insects])

Hold Animal (Control, Element)

Range: Perception (250')

Duration: 1 minute

Casting Time: Attack

Scope: 5 animals

You can freeze normal animals, including giant and prehistoric animals, in place. The victims remain conscious but cannot move.

Effect: **Mind Control 7 + rank** (*Extras:* Extra Target 2; *Flaws:* All-or-Nothing 2, Limited [only to freeze in place])

Know Alignment (Divination)

Range: Personal

Duration: 10 minutes

Casting Time: Attack

Scope: Self

You can sense allegiance to good versus evil and law versus chaos.

Effect: **Super-Senses 1** [Awareness of alignment]

Minor Imbue (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can delegate up to 5 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Neutralize Poison (Salvation)

Range: Touch

Duration: Normal

Casting Time: Attack

Scope: One creature

You can render a poisonous attack harmless.

Effect: **Healing 13** [injuries with poison special effect only] (*Extras:* Unlimited Retry)

Poison (Combat, Necromancy)

Range: Voice

Casting Time: Attack

Duration: Normal

Scope: One creature

You can poison one creature.

Effect: **Drain 3 + rank** [Life] (*Extras:* Poison)

Protection from Fire (Defense, Element)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

You can heavily protect a creature from fire attacks.

Effect: **Immunity 1** [normal fire], +4 saves against all heat attacks, +4 Life vs. heat attacks

Sharper (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell deadlier. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Armor-Piercing

Shrunk Insect (Control, Element)

Range: Perception (100')

Casting Time: 1 round

Duration: Normal

Scope: 5 insects

You can turn giant insects into harmless normal insects.

Effect: **Transform 9 + rank** (*Flaws:* All-or-Nothing 2, Limited [only to turn giant insects into normal insects])

Snare (Creation)

Range: Touch

Casting Time: 1 round

Duration: 1 day or until triggered

Scope: 5 insects

You can transform a looped rope, vine, twine, or the like into a magical trap. The length will camouflage. If any appendage is inserted into the loop, the snare surrounds its victim.

Effect: **Snare 7 + rank** (*Extras:* Area [burst]; Impervious *rank*; *Flaws:* Limited [requires Attack]; *Feats:* Sudden 8, Triggered [other])

Speak with Plants (Divination, Element)

Range: Personal

Casting Time: 1 round

Duration: 10 minutes

Scope: Self

You can speak and understand the languages of all plants. The plants will generally react favorably, but only plants normally friendly to the caster will risk themselves to assist him. A hostile intent ruins the spells.

Effect: Language [all plants] (*Flaws:* Limited [cancelled by hostile intent]), +4 Diplomacy (*Flaws:* Limited [plants only], Limited [cancelled by hostile intent])

Spike Growth (Element)

Range: Perception (250')

Casting Time: 1 round

Duration: 1 hour

Scope: 100' square

You can make caltrop-like spikes grow in any outdoor or earthy region.

Effect: **Drain 1 + rank** [Life] (*Extras:* Area [square], Field; *Feats:* Progression 3 [Area], Progression 8 [Duration], Sudden 4), plus **Pain 1 + rank** [Life] (*Extras:* Area [square], Field; *Flaws:* Limited [Concentration checks only required for foot movement]; *Feats:* Progression 3 [Area], Progression 8 [Duration], Sudden 4)

Stack (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can use two distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Starshine (Control, Element)

Range: Perception (250')

Casting Time: 1 round

Duration: 1 hour

Scope: 100' radius

You can softly illuminate an area with sleep-inducing starlight.

Effect: **Environmental Control 5** [Light], plus **Fatigue 5 + rank** (*Extras:* Alternate Save [Will], Area [burst], Field, Selective, Sleep; *Flaws:* All-or-Nothing 2; Limited [+2 save unless under the night sky]; *Feats:* Progression 5 [Area]), Progression 8 [Duration])

Stone Shape (Control, Element)

Range: Touch

Casting Time: 1 round

Duration: Normal

Scope: 100 cubic feet

You can reform a given volume of stone in whatever form you wish.

Effect: **Transform 8 + rank** (*Extras:* Area [shapeable]; *Feats:* Precise, Progression 3 [area])

Summon Insects (Element, Summoning)

Range: Perception (100')

Casting Time: 1 round

Duration: 1 minute

Scope: One swarm

You can summon a swarm of flying and crawling insects to torment one victim.

Effect: Your swarm has **Pain 1 + rank** (*Extras:* Penetrating, Perception), +5 Defense, 3 Life, and **Insubstantial 2**. You can change your swarm's target as a move action.

Surer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell harder to resist. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Penetrating

Tree (Element)

Range: Personal

Casting Time: 1 round

Duration: 2 hours

Scope: Self

You may assume the form of a tree, bush, shrub, tree trunk, or other tree-like object. You retain all your normal abilities, including your senses and movement.

Effect: **Morph 2** [tree-like objections] (*Feats:* Sight Group, Normal Hearing, Hearing Group, Smell, Touch, Taste)

5th Level

Animal Summoning II (Summoning)

Range: Perception

Duration: 1 minute

Casting Time: 1 round

Scope: 2-5 animals

You can summon animals to attack your enemies. Even if they cannot understand you, your animals will attack anyone you point at.

Effect: **Summon 10** (*Extras:* Progression 2 [5 animals], Type 2) or **Summon 13** (*Extras:* Progression [2 animals], Type 2)

Anti-Plant Shell (Defense)

Range: Personal

Duration: 1 hour

Casting Time: 1 round

Scope: 10' radius

You can create a protective region, centered on yourself, that excludes all plant material, living or dead.

Effect: **Immunity 5** [touch attacks by plant material] (*Extras:* Area [burst], Field; *Feats:* Progression 2 [Area], Progression 8 [Duration])

Barrage (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect multiple victims multiple times. You can only use this spell to enhance a spell at least one level below your maximum spell level. Barrage only works on spells that require an Attack roll.

Effect: Autofire 2

Bigger (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a large area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<6

Call Woodland Beings (Summoning)

Range: Perception

Casting Time: 10 minutes

Duration: One mission

Scope: 5 woodland beings

You can call nearby enchanted forest-dwellers to perform a mission for you. The woodland beings must be no more than ten minutes away from you, and will refuse missions likely to lead to their deaths.

Effect: **Summon 10** (*Extras:* Duration x [One mission]; Progression 2 [5 woodland beings], Type 2; *Flaws:* Limited [Only woodland beings within 10 minutes journey])

Cause Serious Wounds (Battle, Necromancy)

Range: Perception

Casting Time: Attack

Duration: Normal

Scope: One creature

You can inflict serious spontaneous wounds on one creature.

Effect: **Drain 3 + rank** [Life]

Control Winds (Element)

Range: Personal

Casting Time: 1 round

Duration: 1 hour

Scope: 250' doughnut

You can control a swirling current of wind-force. Your windstorm has an “eye” in the center, free of disruption, where you reside. You can vary the strength of the winds and the radius of the eye at will.

Effect: **Telekinesis 1 + rank** (*Extras:* Area [doughnut]; *Feats:* Precise [variable eye], Progression 6 [250']) and **Knockback 1 + rank** (*Extras:* Area [doughnut]; *Flaws:* Alternate Power; *Feats:* Precise [variable eye], Progression 6 [250'])

Cure Serious Wounds (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's serious wounds, but not special injuries.

*Effect: **Healing 10** [Life only, Life>-1 only] (Extras: Unlimited Retry)*

Dispel Magic (Control, Prayer)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 25' cube

You can nullify all magic within your scope. You can specifically include or exclude magicks. The spell does not work against illusions.

*Effect: **Nullify 3 + rank** (Extras: Area [cube], Selective; Flaws: Limited [non-illusion magic only]; Feats: Progression 2, Sudden 4)*

Endless (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell stubbornly continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous 2

Faster (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply reduce one spell's casting time. You can only use Faster to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Move action. You cannot cast this spell more than once per round.

Fire Seeds (Element)

Range: Touch

Casting Time: 2 rounds

Duration: 1 day or until exploded

Scope: 5' radius

You can enchant up to five acorns or berries to serve as explosive missiles or booby traps.

*Effect: **Blast 1 + rank** (Extras: Area [burst]; Flaws: 5 Charges, Limited [expires after 1 day]; Feats: Progression 1 [5' radius], Sudden 7, Triggered [ignition])*

Hallucinatory Forest (Illusion)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 5000' radius

You can create an illusory forest of whatever nature you prefer.

Effect: **Images 2** (Normal Sight; *Feats:* Normal Hearing, Progression 10 [5000' radius])

Liveoak (Summoning)

Range: Touch

Casting Time: 1 minute

Duration: Normal

Scope: One oak

You can enchant a healthy oak tree to animate when conditions you specify are fulfilled.

Effect: **Summon 13** (*Extras:* Fanatical; *Feats:* Triggered [other])

Longer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration five Steps up the Progression Table.

Lots (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets four steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 4

Massmorph (Element)

Range: Perception (100')

Casting Time: 1 minute

Duration: Normal

Scope: 50 people

You can transform willing subjects into apparently normal trees. Their true characteristics do not change.

Effect: **Morph 2** [normal trees; normal sight, sight group, normal hearing, hearing group, smell group]

Plant Door (Element)

Range: Personal

Casting Time: 1 round

Duration: 1 hour

Scope: Self

You can create an invisible, magical portal for yourself through any form of plant life.

Effect: **Insubstantial 4** (*Flaws:* Limited [only through plant life])

Protection from Lightning (Defense, Element)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: One creature

You can heavily protect a creature from lightning and other electrical attacks.

Effect: **Immunity 1** [normal electricity], +4 saves against all electrical attacks, +4 Life vs. electrical attacks

Turn Wood (Defense, Element)

Range: Personal

Casting Time: 1 round

Duration: 5 minutes

Scope: 100' cone

You can project waves of force that push all wooden objects to the border of your control.

Effect: **Telekinesis 7 + rank** (*Extras:* Area [cone]; *Flaws:* Limited [only to push to edge of control]; Limited [wood only]; *Feats:* Progression 4 [100' cone])

Weather Summoning (Element)

Range: Perception

Casting Time: 1 minute

Duration: 1 hour

Scope: 1 mile radius

You can suddenly change an area's weather. The weather you choose cannot go beyond the last year's extreme bounds for the ecosystem and time of year.

Effect: **Environmental Control 15** [any weather conditions, 1 mile radius] (*Flaws:* Limited [cannot go beyond last year's extreme bounds])

6th Level

Animal Summoning III (Summoning)

Range: Perception

Casting Time: 1 round

Duration: 1 minute

Scope: 2-5 animals

You can summon animals to attack your enemies. Even if they cannot understand you, your animals will attack anyone you point at.

Effect: **Summon 13** (*Extras:* Progression 2 [5 animals], Type 2) or **Summon 16** (*Extras:* Progression [2 animals], Type 2)

Anti-Animal Shell (Defense)

Range: Personal

Casting Time: 1 round

Duration: 1 hour

Scope: 10' radius

You can create a protective region, centered on yourself, that excludes all animal material, living or dead. "Animal" includes all fleshy beings, not just natural animals normally affected by nature spells.

Effect: **Immunity 5** [touch attacks by animal material] (*Extras:* Area [burst], Field; *Feats:* Progression 2 [Area], Progression 8 [Duration])

Commune with Nature (Divination)

Range: Personal

Casting Time: 10 minutes

Duration: 1 minute

Scope: 10 mile radius

You can become one with nature, gaining knowledge of creatures, terrain, plants, minerals, water, tunnels, and so on within the region. Questions are answered with visual presentations and precise knowledge of locations. Each question and answer takes a round's time.

Effect: **Super-Senses 17** [Awareness [Nature], Accurate 4, Acute 2, Direction Sense, Distance Sense, Extended 3, Radius 5]

Confusion (Control)

Range: Perception (100')

Duration: 1 minute

Casting Time: 1 round

Scope: ten creatures

You can mentally imbalance up to ten creatures.

Effect: **Confuse 9 + rank** (*Extras:* Extra Target 3; *Flaws:* All-or-Nothing 2)

Conjure Elemental (Element, Summoning)

Range: Perception (100')

Duration: 1 hour

Casting Time: 1 minute

Scope: 1 elemental

You can summon a powerful air, earth, fire, or water elemental. The elemental faithfully serves you.

Effect: **Summon 20** (*Extras:* Fanatical, Type)

Control Weather (Element)

Range: Perception

Duration: 1 week

Casting Time: 1 minute

Scope: 100 mile radius

You can suddenly change an area's weather. The weather you choose cannot go beyond the last century's extreme bounds for the ecosystem and time of year.

Effect: **Environmental Control 21** [any weather conditions, 100 mile radius] (*Flaws:* Limited [cannot go beyond last century's extreme bounds])

Farthest (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can vastly increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range ten steps up the Progression Table. If the spell's normal Range is Touch, Farthest gives it a Range of 1 mile.

Fastest (Compound)

Range: Personal

Duration: Normal

Casting Time: Reaction

Scope: Self

You can cast a spell instantly. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Reaction. You cannot cast Fastest more than once per round.

Insect Plague (Summoning)

Range: Perception

Casting Time: 2 minutes

Duration: 10 minutes

Scope: 250' radius

You can summon and command a massive swarm of vicious insects.

Effect: **Strike 1** (*Extras:* Area [radius], Armor-Piercing, Field, Penetrating; *Feats:* Progression 6 [250' radius], Progression 4 [Duration: 2 minutes]), **Pain 3 + rank** (*Extras:* Area [radius], Field; *Feats:* Progression 6 [250' radius], Progression 4 [Duration: 2 minutes])

Major Imbue (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can delegate up to 10 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Moonbeam (Control, Element)

Range: Perception (250')

Casting Time: 1 round

Duration: 1 hour

Scope: 100' radius

You can softly illuminate an area with mystic moonlight. It is within your power to blind or put to sleep anyone therein.

Effect: **Environmental Control 5** [Light], plus **Fatigue 9 + rank** (*Extras:* Alternate Save [Will], Area [burst], Field, Selective, Sleep; *Flaws:* All-or-Nothing 2; Limited [+2 save unless under the night sky]; *Feats:* Progression 5 [Area]), Progression 8 [Duration]) or **Dazzle 5 + rank** (*Extras:* Alternate Save [Will], Area [burst], Field, Selective, Sleep; *Flaws:* Limited [+2 save unless under the night sky]; *Feats:* Progression 5 [Area]), Progression 8 [Duration])

Pass Plant (Element)

Range: Personal
Duration: 1 minute

Casting Time: Move Action
Scope: Self

You can step inside any tree big enough to fit you. You may remain inside or exit, but you also have the power to teleport to any other tree big enough to fit you. Once you arrive, you may remain inside, teleport to another tree, or exit.

Effect: **Insubstantial 3** (*Flaws:* Limited [only in trees]) and **Teleport x** (*Flaws:* Limited [only through and to trees])

Spike Growth (Element)

Range: Perception (250')
Duration: 1 hour

Casting Time: 1 round
Scope: 100' square

You can make dagger-like spikes grow in any stony or rocky region.

Effect: **Drain 5 + rank** [Life] (*Extras:* Area [square], Field; *Feats:* Progression 3 [Area], Progression 8 [Duration], Sudden 9), plus **Pain 5 + rank** [Life] (*Extras:* Area [square], Field; *Flaws:* Limited [Concentration checks only required for foot movement]; *Feats:* Progression 3 [Area], Progression 8 [Duration], Sudden 9)

Stacker (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can use three distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Transmute Mud to Rock (Element, Transform)

Range: Perception
Duration: Normal

Casting Time: 1 round
Scope: 100,000 cubic feet

You can instantly change a large volume of earth to mud.

Effect: **Transform 10** [mud to rock] (*Feats:* Progression 16 [1,000,000 cubic feet])

Transmute Rock to Mud (Element, Transform)

Range: Perception
Duration: Normal

Casting Time: 1 round
Scope: 100,000 cubic feet

You can instantly change a large volume of rock to earth.

Effect: **Transform 10** [rock to mud] (*Feats:* Progression 16 [1,000,000 cubic feet])

Wall of Fire (Element)

Range: Perception

Duration: 5 minutes

Casting Time: 1 round

Scope: 25' high, 2' thick, 200' long wall

You can create a wall of red-orange fire, scorching any who approach or cross it.

Effect: **Strike 5 + rank** (*Extras:* Area [wall], Field; *Feats:* Progression 4 [10,000 cubic feet], Progression 5 [5 minute duration], Sudden 8)

Wall of Thorns (Element)

Range: Perception

Duration: 5 minutes

Casting Time: 1 round

Scope: 25' high, 2' thick, 200' long wall

You can create a wall of tough, dry, dangerous thorns.

Effect: **Strike 3 + rank** (*Extras:* Alternate Save [Reflex], Area [wall], Field; *Feats:* Progression 4 [10,000 cubic feet], Progression 5 [5 minute duration], Sudden 8) and **Snare 3 + rank** (*Extras:* Area [wall], Field; *Feats:* Progression 4 [10,000 cubic feet], Progression 5 [5 minute duration], Sudden 8)

7th Level

Animal Summoning IV (Summoning)

Range: Perception

Duration: 1 minute

Casting Time: 1 round

Scope: 2-5 animals

You can summon animals to attack your enemies. Even if they cannot understand you, your animals will attack anyone you point at.

Effect: **Summon 16** (*Extras:* Progression 2 [5 animals], Type 2) or **Summon 19** (*Extras:* Progression [2 animals], Type 2)

Animate Rock (Element)

Range: Perception (100')

Duration: 10 minutes

Casting Time: 1 round

Scope: one rock

You can animate a single large rock, boulder, or other discrete stone formation. It slavishly follows your commands, and is almost impossible to hurt.

Effect: **Summon 20** [rock] (*Extras:* Fanatical; *Flaws:* Limited [requires rock]). The rock has +15 Attack, +10 Defense, +20 Toughness (+15 impervious), has **Strike 20** (*Extras:* Area [burst], *Feats:* Progression 2 [10' radius], Sudden 10), and is immune to Fortitude, Reflex, and Will Attacks.

Biggest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell affect a vast area. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<10

Changestaff (Element)

Range: Touch

Casting Time: 1 round

Duration: 1 hour

Scope: one specially prepared staff

You can transform a specially prepared staff into a full-strength Treant. The staff must come from wood struck by naturally-occurring lightning during the past day.

Effect: **Summon 20** [Treant] (*Extras:* Fanatical; *Flaws:* Limited [requires specially prepared staff])

Chariot of Sustarre (Element)

Range: Perception (100')

Casting Time: 1 minute

Duration: 5 hours

Scope: one chariot

You can conjure a large flaming chariot drawn by two steeds formed of Elemental Fire. The chariot can both fly and roll, and horribly burns the flesh of everyone whose presence you do not welcome.

Effect: **Vehicle 16** [easy fit; 10 passengers; chariot]; **Flight 8** [250 mph]; **Running 3** [100 mph]; **Strike 3 + rank** (*Extras:* Area [burst], Field; *Feats:* Progression 4 [50' radius], Progression 5 [5 minute duration], Sudden 5)

Creeping Doom (Element, Summoning)

Range: Perception

Casting Time: 1 round

Duration: 5 minutes

Scope: One 1000' radius swarm

You can summon a plague crawling, stinging insects.

Effect: Your swarm inflicts **Pain 5 + rank** (*Extras:* Area [burst], Field, Mobile 2, Penetrating; *Feats:* Progression 8 [1000' radius], Progression 5 [5 minute duration]) and **Strike 5 + rank** (*Extras:* Alternate Save [Fortitude], Area [burst], Field, Mobile 2, Penetrating; *Feats:* Progression 8 [1000' radius], Progression 5 [5 minute duration]) and has +10 Defense, 10 Life, and **Insubstantial 2**.

Cure Critical Wounds (Salvation)

Range: Touch

Casting Time: Attack

Duration: Normal

Scope: One creature

You can cure one creature's critical wounds, even if they are unconscious.

Effect: **Healing 13** [Life only] (*Extras:* Unlimited Retry)

Feeblemind (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 1 creature

You can permanently give one creature the mentality of a moronic child.

Effect: **Drain 9 + rank** [Intelligence] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5) plus **Drain 9 + rank** [Wisdom] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5)

Feeblemind (Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 1 creature

You can permanently give one creature the mentality of a moronic child.

Effect: **Drain 9 + rank** [Intelligence] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5) plus **Drain 9 + rank** [Wisdom] (*Flaws:* All-or-Nothing; *Feats:* Incurable 5)

Finger of Death (Combat, Necromancy)

Range: Perception

Casting Time: Reaction

Duration: Normal

Scope: One creature

You can stop a foe's heart simply by pointing at him, killing him. Even survivors suddenly feel much closer to death.

Effect: **Drain 12 + rank** [Life] (*Flaws:* All-or-Nothing 2)

Fire Quench (Element)

Range: Perception

Casting Time: 1 round

Duration: 1 round

Scope: 2500' radius

You can extinguish fires over a massive area.

Effect: **Nullify 5 + rank** [fire] (*Extras:* Area [burst], Field; *Feats:* Progression 9)

Fire Storm (Element)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 2500' radius

You can fill a massive area with deadly fire.

Effect: **Blast 5 + rank** (*Extras:* Area [burst], Field; *Feats:* Progression 9)

Longest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Longest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Reincarnate (Necromancy, Salvation)

Range: Touch
Duration: Normal

Casting Time: 1 minute
Scope: One creature

You can place a recently deceased soul into a new body. The new form is unpredictable, but suits the personality, morals, and power of the deceased. Reincarnation preserves mental abilities but disrupts memories. With assistance, however, the reincarnated individual eventually remembers his previous life.

*Effect: **Healing 20** (Extras: Resurrection; Flaws: Limited [only to resurrect], Limited [reincarnation], Limited [1 try only], Limited [target must Defy Death, DC 10 if dead less than 1 minute, +1 DC per step on the Progression Table])*

Stackest (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can use four distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Sunray (Element)

Range: Perception
Duration: Normal

Casting Time: Move
Scope: 50' radius

You can create a beam of unbearably bright sunlight, blinding the living and destroying the undead.

*Effect: **Dazzle 9 + rank** [sight] (Extras: Area [burst]; Flaws: Limited [the living]; Feats: Progression 4 [50' radius], Sudden 11); **Disintegrate 9 + rank** (Extras: Area [burst]; Flaws: Limited [the undead]; Feats: Progression 4 [50' radius], Sudden 11)*

Tons (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can move one spell's number of targets six steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 6

Transmute Earth to Water (Element, Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of earth to water.

Effect: **Transform 10** [mud to rock] (*Feats:* Progression 16 [1,000,000 cubic feet])

Transmute Metal to Wood (Element, Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of iron or other base metal to wood.

Effect: **Transform 10** [mud to rock] (*Feats:* Progression 16 [1,000,000 cubic feet])

Transmute Water to Earth (Element, Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of water to earth.

Effect: **Transform 10** [mud to rock] (*Feats:* Progression 16 [1,000,000 cubic feet])

Transmute Wood to Metal (Element, Transform)

Range: Perception

Casting Time: 1 round

Duration: Normal

Scope: 100,000 cubic feet

You can instantly change a large volume of wood to iron or another base metal.

Effect: **Transform 10** [mud to rock] (*Feats:* Progression 16 [1,000,000 cubic feet])

Compound Spells

Barrage (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect multiple victims multiple times. You can only use this spell to enhance a spell at least one level below your maximum spell level. Barrage only works on spells that require an Attack roll.

Effect: Autofire 2

Big (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a mid-sized area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<3

Bigger (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a large area, rather than a single target. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<6

Biggest (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect a vast area. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Area [any], Progression + Sudden<10

Continuous (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous

Cumulative (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell cumulative. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Cumulative [any]

Endless (Compound)

Range: Personal
Duration: Normal

Casting Time: 1 round
Scope: Self

You can make one spell stubbornly continuous. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Continuous 2

Far (Compound)

Range: Personal
Duration: Normal

Casting Time: Reaction
Scope: Self

You can increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range two steps up the Progression Table. If the spell's normal Range is Touch, Far gives it a Range of 100'

Farther (Compound)

Range: Personal
Duration: Normal

Casting Time: Reaction
Scope: Self

You can sharply increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range five steps up the Progression Table. If the spell's normal Range is Touch, Farther gives it a Range of 500'

Farthest (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can vastly increase one spell's range. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Range ten steps up the Progression Table. If the spell's normal Range is Touch, Farthest gives it a Range of 1 mile.

Fast (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can reduce one spell's casting time. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Attack action. You cannot cast this spell more than once per round.

Faster (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can sharply reduce one spell's casting time. You can only use Faster to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Move action. You cannot cast this spell more than once per round.

Fastest (Compound)

Range: Personal

Casting Time: Reaction

Duration: Normal

Scope: Self

You can cast a spell instantly. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Reduce Casting Time to Reaction. You cannot cast Fastest more than once per round.

Long (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration two Steps up the Progression Table.

Longer (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration five Steps up the Progression Table.

Longest (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell last longer. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Move Duration ten Steps up the Progression Table.

Lots (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets four steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 4

Major Imbue (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can delegate up to 10 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

Minor Imbue (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can delegate up to 5 Mana to another person. Your subject can only cast at least one level below your maximum spell level.

Effect: Affects Others

More (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets two steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 2

Sharper (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can make one spell deadlier. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Armor-Piercing

Spray (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell affect one victim multiple times or multiple victims one time each. You can only use this spell to enhance a spell at least one level below your maximum spell level. Spray only works on spells that require an Attack roll.

Effect: Autofire

Stack (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can use two distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Stacker (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can use three distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Stackest (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can use four distinct compound spells to enhance one ordinary spell. You can only use this spell to enhance a spell two levels below your maximum spell level.

Effect: Varies

Surer (Compound)

Range: Personal

Duration: Normal

Casting Time: 1 round

Scope: Self

You can make one spell harder to resist. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Penetrating

Tons (Compound)

Range: Personal

Casting Time: 1 round

Duration: Normal

Scope: Self

You can move one spell's number of targets six steps up the Progression Table. You can only use this spell to enhance a spell at least one level below your maximum spell level.

Effect: Extra Target 6