

BLACK MAGIC



"How can you be so calm? The magic of the Cult of Andarius has granted their armies victory in the field of every battle that they have joined. Our keep has scant defences in comparison to any of the forces they have overthrown." The voice of the Duke's master spy reached a panicked pitch. His muddy shoes spoke of many miles in great haste, and his furrowed brow bore witness to the truth of the tale he spun of the thousands with ill will in their hearts and madness in their eyes barring down on them, led by the Arcmage of Andar.

"Relax, Jaroo. Have you not seen how my family's resources have bought us out of troubles before?" The Duke waved his goblet in the direction of the spy with nonchalance. "I have recruited Durn the Chthonurge."

"How did you..." began Jaroo, then stopped, shaking his head. "I gather that the Black Magician wanted something substantial for his services? And are you certain that the rumours of his powers are true?"

"Indeed. I have paid twice a King's ransom. He stands now, still as stone, by the moat. My servants were sent to attend to his needs, but he had not moved, nor spoken since he arrived yesterday morn. I had tale from a most observant lass that he did not take breath, and that his armour and shield were more akin to black stone than any metal our forge might touch. Since he would not come into my hall, I gathered my guard last night and went to him, but he would not speak with me. Nevertheless, I can attest to his power. For as I was there without caution so it was that the Arcmage struck. Lightning fell around me from the sky, centred upon me, as if I were the heart of a storm, and yet none of it hit home. All my men were likewise protected. I thought to flee back to the keep, but then I saw him raise his gauntlet in a clenched fist. Black wisps of power seemed to surround it in spheres

and drop to the exposed ground below. I felt something... the likes of which I have never felt before. The Earth Herself answered to this man. It was like I was cocooned in a warm cavern deep in the Earth, safe, as I had never been before. Seeing the lightning had no effect, the hidden enemy chose to attack more openly. Two dozen men broke cover from the forest, their weapons wreathed in fire, and a kind of berserk madness in their eyes. Durn did not pause, but more power dropped from his hand to the Earth. The magic on their weapons failed, and the madness seemed to retreat from them leaving them disheartened and uncertain. He routed them himself."

"They say Black magic is the Magic of Endings. I think rather, that it is the Ending of Magic," mused the Duke softly.



Index

Overview	2
Firmament	3
Guardian	4
Negation	5
Chthonurge.....	6
Appendix (Black Spells)	11
Licence	20

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Chthonurge**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. Included are two levels of Domain power, the base level available to clerics that might choose the domain, and an advanced power that is available to Mystics and classes like the Chthonurge. Feel free to use or ignore this extra information at your whim.

THE COLOUR BLACK

To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Black, deities of chaos, destruction or transformation might have influence over the Black domains of Firmament, Guardian and Negation. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

For ease of use, the complete list of White spells is shown after the Black Spell descriptions on page 19. These should be prohibited to a Black chromatic specialist.

THE SPHERE OF FIRMAMENT

That which is solid, fundamental, and absolute, the Earth, matter and metal, these are the things that are represented by the Sphere of Firmament. It is more than just the Element of Earth; Firmament represents resilience, solidity and the slow moving but incredibly powerful souls of the planets. They in turn are unlike the spirits of the lesser creatures; they are mysterious, chthonian and elder, in many ways the opposite of the flighty and ephemeral things that inhabit their surfaces.

A specialist in the Firmament is focused upon solidity and the Earth. They learn deep secrets, able to draw power from the planet and hear what stones have to say, and even gaining with the power to draw the strength of metal into the self and evoke the wrath of the planet upon enemies. Firmament has a limited spell selection, made up of mostly defensive or miscellaneous spells, but it does have a few offensive abilities rounding it out. It is, in spite of its limited number, a well-rounded sphere.

THE DOMAIN OF FIRMAMENT

The Domain of Firmament is about direct connection with the power of the Earth, as well as metal and stone. Similar to the Domain of Earth, it focuses on abilities that demonstrate this connection. Unlike Earth, Firmament includes some more powerful direct abilities rather than calling to elementals for aid.

Table Black 1 All Firmament Spells

<i>Spell Name</i>	<i>Level</i>
Magic Stone	0
Bear's Endurance	1
Meld into Stone	2
Stone Shape	3
Spike Stones	4
Stoneskin	4
Wall of Stone	5
Bear's Endurance, Mass	6
Move Earth	6
Stone Tell	6
Wall of Iron	6
Statue	7
Iron Body	8
Earthquake	9

Deities of the Earth, ancient Chthonian entities, as well as Titans, gods of endurance and resilience, and powers of the Forge are all likely to grant access over this domain to their clerics. In this respect you might see the difference between the Domain of Earth and the Domain of Firmament: Earth is limited to the elemental aspects of matter, but Firmament deals with the thematic concepts that matter evokes; like fortitude, resilience and solidity. Thus, more deities are likely to have this as an aspect than those who have Earth as a domain.

The **base domain** power for Firmament grants a +2 insight bonus to Fortitude saves. The Domain also allows the skill Knowledge (Dungeoneering) as a class skill.

The **advanced domain** ability allows the devotee to become extremely difficult to move if they choose to connect to the Earth. This ability can be used as a Move Equivalent action, and requires that the character forgo any movement (even the free 5' step normally allowed) and also to have only stone and metal between them and the Earth (i.e. no shoes or metal / stone soles). This ability grants a (+1 per class level) natural strength bonus against any action that tries to move the character from their current position, and the character is also treated as if two size categories larger against any such action. For example: a Gnome Mystic (level 7) with Strength 9 uses this ability. An Ogre tries to Bull Rush them. The Ogre would normally get +5 for Strength and +8 for being 2 size categories larger on the opposed Strength check, but instead only gets the +5. The Gnome receives a +3 Strength bonus instead of the normal -1. Not even odds, but still impressive.

Table Black 2 Firmament Domain

<i>Spell Name</i>	<i>Level</i>
Magic Stone	0
Bear's Endurance	1
Meld into Stone	2
Stone Shape	3
Stoneskin	4
Wall of Stone	5
Stone Tell	6
Statue	7
Iron Body	8
Earthquake	9

THE SPHERE OF GUARDIAN

Black magic has root in the solid and tangible aspects of reality, drawing upon the strength of matter to resist change and not be affected by the immaterial. In this latter aspect, drawing upon the Black has a powerful capacity to protect against the supernatural and magical forces that might attempt to bring harm or manipulate the mundane. The Sphere of Guardian is the manifestation of this capability. It draws upon the Earth's fortitude to strengthen resistance against any intangible force or power.

As understanding of the Guardian Sphere increases, the student learns about the interconnectedness of all matter, and becomes able to directly call upon the power of the mundane to act in opposition to any force or even to the powers of the spirit.

Guardian is a powerful protective and preventative sphere. It does not offer a wide spell selection, so may be seen as a specialist sphere with a specific application. It does have some miscellaneous applications and some few offensive capabilities against those whose nature is supernatural or extraordinary.

THE DOMAIN OF GUARDIAN

The Guardian Domain is likely to be commanded by gods of war, defence, the Earth, Law and Order, and any whose role includes defeating undead or supernatural spirits.

Table Black 3 All Guardian Spells

<i>Spell Name</i>	<i>Level</i>
Resistance	0
Endure Elements	1
Resist Energy	2
Shield Other	2
Remove Curse	3
Death Ward	4
Dismissal	4
Disrupting Weapon	5
Banishment	6
Repel Metal or Stone	7
Trap the Soul	8
Freedom	9

Guardian is more focused in aspect than the Protection Domain. Protection covers all forms of defence, whereas Guardian is limited to (and devoted to) protection against the supernatural. The two domains are likely to be offered by similar deities, however.

The **base domain** power for Guardian grants a +2 insight bonus to Will saves. The Domain also allows the skill Knowledge (Supernatural) as a class skill.

The **advanced domain** power for Guardian is the ability to generate a protective circle against the Intangible. This power has two possible applications: the first is as a stationary sphere with touch range that has 5' per level radius and lasts 1 hour per level, and

the second is an emanation sphere of protection centring on the character with the same radius but lasting only 1 minute per level. The effects of this sphere of protection are:

- Total protection against possession of any kind for all in the sphere
- +2 enhancement bonus to Will saves against any compulsion or supernatural force for the activating character and their allies.
- A second save against any ongoing supernatural effect within the field 1 round after any failed save. (If the character is entitled to a second save though another power, they get a third chance)

The devotee can use this ability up to three times a day, and must choose which application at the time of usage. Activating this ability is a full round spell like action, with vocal and somatic components.

Table Black 4 Guardian Domain

<i>Spell Name</i>	<i>Level</i>
Resistance	0
Endure Elements	1
Resist Energy	2
Remove Curse	3
Death Ward	4
Disrupting Weapon	5
Banishment	6
Repel Metal or Stone	7
Trap the Soul	8
Freedom	9

THE SPHERE OF NEGATION

When you push against the Earth, the Earth pushes back with an equal and opposite force, and you end up going nowhere fast. This is the essence of the principle of Negation; dynamic opposition. Should something attempt to manipulate the status quo of mundane reality, Negation is the force that opposes it. Manipulating the Sphere of Negation usually revolves around evoking it to oppose magical or spiritual power.

Most that learn these abilities seek to have solidity and certainty in situations where others might seek to manipulate or evade them. In short, this is another powerful defensive and protective Black Magic sphere. The spells begin with powers to counteract the detection powers of others, and then move into counter magic and the most powerful of anti-magic abilities available. At its ultimate level, the ability to negate the life force of another by placing the weight of the Earth against it is learned, with the spell Imprisonment.

Other than this superlative power, the sphere is mostly defensive in nature, with very occasional miscellaneous applications. This sphere has the greatest of interest to scholars and magicians, both for its counter magical applications and for the purpose of protection against supernatural forces. A large number of those who learn Blue Magic are likely to study Black as well, for this reason.

Table Black 5 All Negation Spells

<i>Spell Name</i>	<i>Level</i>
Erase	0
Undetectable Alignment	1
Dispel Magic	2
Invisibility Purge	3
Nondetection	3
Protection from Energy	3
Quench	3
Break Enchantment	4
Globe of Invulnerability, lesser	4
Spell Immunity	4
Spell Resistance	5
Antimagic Field	6
Globe of Invulnerability	6
Dispelling, greater	7
Spell Immunity, greater	8
Imprisonment	9
M.'s Disjunction	9

THE DOMAIN OF NEGATION

As with the other Spheres of Black, Negation is favoured by deities of order, the Earth and resistance. There is an element of ending to the power of Negation that also has applicability for deities of Fate, Time, consequences and Justice.

The **base domain** power for Guardian grants a +2 insight bonus to Reflex saves. The Domain also allows the skill Knowledge (Arcane) as a class skill.

The **advanced domain** power for Negation grants the ability to, at will, when in contact with the Earth, absorb a number of spell levels per day equal to the character's class level. This power only works against spells that have the character as a target, it has no effect against Area or Effect spells, or any range touch spells. The spell levels absorbed cannot be used for any purpose; they are merely drained away into the Earth. In the instance that a spell is not completely countered by this ability, subtract the amount of levels of spell Negation left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, the devotee takes the fraction of the damage. For non-damaging spells, the fraction determines the probability that the spell works.

Table Black 6 Negation Domain

<i>Spell Name</i>	<i>Level</i>
Erase	0
Undetectable Alignment	1
Dispel Magic	2
Nondetection	3
Break Enchantment	4
Spell Resistance	5
Antimagic Shell	6
Dispelling, Greater	7
Spell Immunity	8
M.'s Disjunction	9

THE CHTHONURGE

Some are born with direct connection to the Earth on which they live. Others study and learn focus in order to develop the intrinsic link that all living things have to the crèche that gives life. Regardless of the nature of their power, Chthonurgists all share a common key relationship between themselves and the hidden mystical strength of the planet.

Steadfast, resilient, unwavering, some might say stubborn, the very nature of their power sometimes seems to manifest in their personalities. Whether it is a requirement of the connection to the planet, or a consequence of it, is anyone's guess. But the ability to claim that the Earth itself listens to your calls can grant one a certain kind of authority, or even arrogance.

Metal, stone and earth are not just the playthings of Chthonurgists; they are symbols and connections to the power that fuels them. Their magic does not work without this connection. Their powers make them excellent guardians and defenders of anything of which they are given charge, and their interests are material enough that their services can often be bought with gem or coin.

Adventures

Chthonurgists primary study is the Earth, the source of their power. They often travel great distances to encounter the strange or unusual manifestations of natural wonder or disaster. They can be found in the wake of earthquakes, in the calderas of volcanoes and among the steaming pools of hot springs. Often they delve into the Earth, becoming blood kin to the Under Races, learning the byways and highways of the veins of the Planet. Thus, adventure may find them as they roam the vast expanse of the world, learning all they can.

For those who choose to study the Earth from a more abstract perspective, the many crafts of blacksmithing, gemology and even agronomy might draw attention. While these more sedentary occupations may lead to inactive and unadventurous lives, it can be guaranteed that the neighbors or rulers of Chthonurgists will call upon them in times of trouble. The reputation of Earthspeakers (as they are sometimes known) as defenders against the supernatural or those that might seek to disrupt or destroy is widely known.



Characteristics

Chthonurgists draw power from the Earth. They have significant spell abilities, but they are limited to using only Black magic. They become attuned to one Sphere of the Black, gaining the basic and advanced domain powers of this Sphere as they advance in levels.

They learn all the arts of metal and stone, including the arts of warfare. They are as skilled and able in combat as one might expect of a cleric. They can also learn a significant number of craft and earthwork skills, as well as their studies into the nature of magic.

In general, Chthonurgists are resilient and strong-willed, with the capacity to take a very great amount of punishment before succumbing to wounds. They are also highly intelligent, requiring understanding to be able to learn the secrets of the magic that they wield. As their learning progresses, they gain an intrinsic resistance to the powers of magic and the supernatural that can allow them to shrug off these powers on instinct.

Alignment

There is a strong tendency toward Law among Chthonurgists, but this is a tendency rather than a restriction. Chaotic Chthonurgists are just as stubborn about their ideas and beliefs as Lawful ones; they just tend to be less organised in their methods. They are just as likely to sympathise with a rebellion against authority as be an enforcer of the status quo against insurgents, as these human concerns are almost irrelevant when it comes to the governing relationship that rules their being; that of the Earth. They have no specific tendency with regards good and evil, save a preference for

Neutrality towards these alignment poles.

Religion

Chthonurgists are often religious, usually devoting themselves to whatever Earth Goddess or God is relevant for the pantheon that holds sway in their home territory. The connection they have to the nature of the Earth is often seen as a mystical, near religious experience to them.

In spite of this quasi-religious common experience, there is no formalized faith established to specifically service those that congregate to study black magic. Enclaves of Chthonurgists are more likely to be similar to guilds or universities than churches, with scrolls and magical items, as well as stone-craft or metalwork available for trade or sale.

Background

Chthonurgists have need of study to develop their powers. The kind of magic they learn tends to be easily available, anti-magic being something that most wizards learn to some degree. There is a loose association among Chthonurgists, and it is likely to be supplemental to any magical society that might exist in a standard world, as all organizations of specialist wizards tend to do. The combat and armour abilities are out of the ordinary for arcane casters, and thus there is likely to be a need for communal training grounds with other similarly able classes (like the Crimson Battlemage).

Chthonurgists are often born with the talent, or else are mages who seek to develop the association that all living things have with the Earth. Either way, some element of support for the growing talents is needed during the developing

years. Most Chthonurgists would come from the middle classes, with the odd talented hedge wizard, barbarian shaman or eccentric noble being noteworthy exceptions.

Races

Dwarves make excellent Chthonurgists, having a natural association to the Earth and the underground in their genes. Gnomes are another likely race to have members of this class. Of the standard races, Elves tend to be too flighty and fragile to form the strong connection needed with rock and stone to make powerful Chthonurgists.

In the Chrome world, the Aroun and the Gulguth have the largest numbers of this class.

Other Classes

Chthonurgists get on well with all classes. They are unlikely to go into any association with other people with any firm preconceptions, and collectively have a solid, stoic reputation with other classes. Of the other classes, they are least likely to have cordial relations with clerics. Most priests have strongly held beliefs with regards the metaphysics of the universe, but Chthonurgists are directly in tune with something which colours their perspective in a fundamentally different way. Also, both classes tend to be stubborn and strong willed, which goes a long way toward ensuring long 'discussions' should any controversial topic arise.

Role

Most of the powers of the Chthonurge revolve around improving resilience and dispelling the abilities of others. They are the best guardians

Table Black 7: The Chthonurge, Spells and Special Abilities																
Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	6	7	
1	0	2	0	2	Metal/stone weapons, Light, Medium, Heavy Metal Armour, Shield, Base Domain power.	3	1									
2	1	3	0	3	Spell Resistance, Bonus Feat	4	2									
3	2	3	1	3		4	2	1								
4	3	4	1	4		4	3	2								
5	3	4	1	4	Bonus Feat	4	3	2	1							
6	4	5	2	5		4	3	3	2							
7	5	5	2	5	Advanced Domain Power	4	4	3	3	1						
8	6/1	6	2	6	Bonus Feat	4	4	3	3	2						
9	6/1	6	3	6		4	4	4	3	2	1					
10	7/2	7	3	7	Stone Shield	4	4	4	4	3	2					
11	8/3	7	3	7	Bonus Feat	4	4	4	4	3	2	1				
12	9/4	8	4	8		4	4	4	4	3	3	2				
13	9/4	8	4	8		4	4	4	4	4	3	2	1			
14	10/5	9	4	9	Bonus Feat	4	4	4	4	4	3	3	2			
15	11/6/1	9	5	9		4	4	4	4	4	4	3	2	1		
16	12/7/2	10	5	10		4	4	4	4	4	4	3	3	2		
17	12/7/2	10	5	10	Bonus Feat	4	4	4	4	4	4	4	3	2	1	
18	13/8/3	11	6	11		4	4	4	4	4	4	4	3	3	2	
19	14/9/4	11	6	11	Stone Armour	4	4	4	4	4	4	4	4	3	3	
20	15/10/15	12	6	12	Bonus Feat	4	4	4	4	4	4	4	4	4	4	

you could possibly hope for, whether you are dealing with supernatural, mundane or even overwhelming force arrayed against you. They often form the primary or secondary (perhaps more important) line of defense in any group, acting as guard for the weak with their spells, armor and even body as the situation warrants.

Their knowledge and spells are also extremely useful in disarming (or creating!) magical or mundane defenses, entrapping opponents and assessing tactical situations. As they are adequately skilled in hand to hand combat as well, their abilities give them a varied role applicable to any situation.

Game rule information

Abilities

The key Chthonurge primary statistic is Constitution. Their spell abilities rely heavily on Constitution for bonus spells and for spell strength. Further, they benefit from the bonus to hit points and fortitude saves that Constitution provides. Chthonurgists also benefit from high Intelligence in learning new spells and for skill variety. Strength is useful for hand-to-hand combat prowess, and Wisdom grants bonuses to several skills that are relevant and useful as well as Will saves. The other statistics are much less important to them.

Alignment

Chthonurgists are not limited to any alignment choices, though most tend toward lawful neutrality.

Hit Die

D12

Class Skills

Appraise (Int), Climb (Str), Concentration (Con), Craft (Blacksmith, Jeweler, Alchemist, Mason) (Int), Heal (Wis), Knowledge (Arcane, Architecture, Dungeoneering, Geography) (Int), Profession (Wis), Search (Wis), Spellcraft (Int).

Skill points at 1st level

(4+Intelligence modifier) x 4

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Chthonurgists learn to use Light, Medium and Heavy Armour, as well as shields, but not Tower Shields. They learn proficiency in all martial and simple weapons that can easily be made without organic components. This means any weapon that usually has a wooden shaft, for example, is not learned, but all other weapons are.

While it is possible to manufacture almost any weapon using only metal and stone, this would require a Masterwork item to be created. Any Chthonurge who chooses to learn a weapon proficiency in such a weapon needs to acquire the feat to do so as separate selection.

The complete list of weapons they learn is as follows: Dagger, Dagger (Punching), Mace (light), Mace (Heavy), Morningstar, Dart, Hammer (light), Kukri, Short-sword, Flail, Long-sword, Rapier, Scimitar, Warhammer, Falchion, Flail (Heavy), Greatsword.

If a Chthonurge chooses to learn an Exotic Weapon Proficiency, they may. The following Exotic Weapons are the preferred exotic weapons of choice for Chthonurgists, if it is not on this list, the weapon in question would need to be constructed as masterwork with metal and stone only in order to be used: Sai, Bastard Sword, Spiked Chain, Dire Flail, Hammer (Gnome Hooked), Sword (Two bladed).

Chthonurgists are unusual among arcane spell casters, in that their spell casting abilities are limited by their contact with the earth, stone and metal. They suffer no arcane spell failure chance if they should cast spells while dressed in metal or stone armor or while carrying metal or stone shields, but suffer full failure chance if wearing Armour composed of primarily organic matter. They learn to use all metallic light, medium and heavy armour, as well as shields, but not Tower Shields.

The following is the allowed Armour list: Chain Shirt, Scale Mail, Chainmail, Breastplate, Splint Mail, Banded Mail, Half-Plate, Full plate.

Spells and Spheres

Chthonurgists cast arcane spell, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen

domain within the Black.

They are required to have Constitution sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Chthonurge's spell is 10 + the spell level + the caster's Constitution modifier. Black magic is closely attuned to physical endurance, as the ability to evoke more powerful effects is directly related to the physical resilience of the spell-caster channeling the magic power from the Earth.

They are restricted to a limited number of spells per day as per Table Black 7: The Chthonurge, Spells and Special Abilities. They receive bonus spells if they have a high Constitution score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

Unlike most other arcane spell-casters, the magic they evoke does not suffer spell failure chance due to armour or shield penalties if the relevant protective gear is constituted of most metal or stone. In fact there is a specific limitation that applies to the magic of the Chthonurge that use of metallic armour and shields helps to mitigate.

Chthonurgists cannot cast spells unless they are in contact with the earth, or a large amount of metal and/or stone. Spells that are cast before losing contact with the earth will continue to last out their durations and remain under the control of the caster, but no new magic can be attempted.

For example, a Chthonurge dresses as a Gypsy and rides in a cart. They cannot use their magic at all, unless they get down onto the ground. If they chose to cast a spell with hours of duration in the morning before the ride, they would still benefit from the spell's effects for the full duration, but they

would not be able to cast new magic in the mean time.

The easiest way around this limitation is to simply wear metallic or stone armour. Armour allows the Chthonurge to carry their own attunement to the planet around with them. The Armour Class bonus of any suit of armour or shield is has direct correlation to the level of spell that it allows the Chthonurge to cast while wearing it.

Examples: A Chain Shirt will allow a Chthonurge to use up to 4th level spells while not in contact with the earth. A large metal shield will allow up to 2nd level spells. A small shield and full plate mail will allow up to 9th level spells to be cast.

Note that in some game universes, other planes of existence may be able to be visited by characters. It is a GM's call entirely as to whether a Chthonurge's limitations or abilities have modification in these other planes. The default rule is that the character must retain metal or stone material from their home plane to be able to use their spells.

A Chthonurge is only able to learn spells of the Black colour designation. A complete spell list is included in the appendix at the end of this section.

Further, a Chthonurge may choose one of the Black Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Chthonurgists thus specialize in Firmament, others in Guardian and others in Negation. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list and not healing magic.

The Chthonurge gains access to the basic domain power of their chosen primary domain at 1st level, and the advanced domain power of their chosen domain at 7th level.

Spellbooks

A Chthonurge must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Chthonurge begins with a spellbook containing 2 0-level Black spells and 2 1st level Black spells. At minimum one of the spells of each spell level must be from the character's chosen domain. At each level that the Chthonurge advances, they gain one new spell of any level they can cast for their spell book. At any time a Chthonurge can transcribe Black spells from a Wizard's or Dabblers' spell books.

Bonus Feats

The Chthonurge gains bonus feats of any kind at levels 2 then every three levels thereafter (5th, 8th, 11th, 14th, 17th and 20th levels).

Spell Resistance (Ex)

At 2nd level, Chthonurgists gain a resistance to all magic, equal to 10 plus their Constitution Bonus, plus their class level divided by two. So a 5th level Chthonurge with a Constitution score of 17 would have 10+2+3= 17 spell resistance.

Stone Shield (Ex)

At 10th level, Chthonurgists gain the ability to summon a Stone Shield when standing on the Earth. Using this ability is a free action, and the

shield generated does not count against the character's normal encumbrance limits; it is effectively weightless. The shield is similar to a Tower Shield for all purposes, save the following:

- The character does not need the specific Tower Shield Proficiency to use the Stone Shield
- The Shield is effectively weightless, and thus does not cause a -2 penalty to attacks while being used, and has -5 armour check penalty.
- The shield lasts for one minute per level after the character loses contact with the earth.
- The shield cannot be given to another character.
- If used for total cover, the shield grants protection against range touch spells, as if the character had total cover behind a large rock.
- The Shield counts as 4 levels of Armour for the Chthonurgists minimum casting requirements.

Stone Armour (Ex)

At 19th level, Chthonurgists gain the ability to summon a suit of Stone Armour around them when they stand on the Earth, if they are not currently wearing any armour. Using this ability is a free action, and the armour generated does not count against the character's normal encumbrance limits; it is effectively weightless. The Armour is similar to a suit of Full Plate armour, except that:

- The Armour lasts one minute per level after the character loses contact with the Earth
- The Armour has -3 Armour check penalty.
- It cannot be given to another character
- The Armour grants +8 to Armour Class and provides 8 levels of Armour for minimum casting requirement purposes.
- The Armour provides Damage Resistance 5/adamantium to the wearer.
- The character gains Elemental Resistance (all attack forms) of 10 points.

Ex-Chthonurgists

Chthonurge multiclassing is handled in the same as Specialist Wizard multiclassing. The spell abilities of the Chthonurge are not cumulative with any other spell casing abilities. They are otherwise free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic Chrome product for more details.

Dwarf Chthonurge Starting Package

Armor Scale Mail (AC +5, Max Dex +3, Armour Check penalty -4, 30lbs)
Small Metal Shield (AC +1, Armour Check Penalty -1, 6lbs)

Weapons Longsword (1d8, crit. 19-20 x2, 4lb)
Light Hammer (1d4, crit 20 x2, 2lb, range increment 20')

Skill selection Pick a number of skills equal to 4+ Int. Modifier:

Skill	Ranks	Ability	Armor Penalty
Concentration	4	Con	-
Appraise	4	Int	-
Craft (smith)	4	Int	-
Heal	4	Wis	-
Climb	4	Str	-5
Knowledge (Arcane)	4	Int	-
Search	4	Wis	-
Spell Craft	4	Int	-
Spot	2	Wis	-

Feats Metal weapons, Light, medium, heavy armor, Endurance.

Spell book Magic Stone, Resistance, Bear's Endurance, Endure Elements.

Gear Spell components pouch, stonework tools, packed lunch.

Gold 2d4gp

APPENDIX: BLACK SPELLS

Level 0 Black Spells

Spell Name	Domain	Level	Domain level
Magic Stone	Firmament	0	0
Resistance	Guardian	0	0
Erase	Negation	0	0

Magic Stone

Black (Firmament) - Transmutation

Level: Clr 1, Drd 1, Earth 1, Black 0, Firmament 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Resistance

Black (Guardian) - Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0, Black 0, Guardian 0

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Arcane Material Component: A miniature cloak.

Erase

Black (Negation) - Transmutation

Level: Brd 1, Sor/Wiz 1, Black 0, Negation 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

<i>Firmament</i>	<i>level</i>	<i>Guardian</i>	<i>level</i>	<i>Negation</i>	<i>level</i>
Magic Stone	0	Resistance	0	Erase	0
Bear's Endurance	1	Endure Elements	1	Undetectable Alignment	1
Meld into Stone	2	Resist Energy	2	Dispels Magic	2
		Shield Other	2		
Stone Shape	3	Remove Curse	3	Invisibility Purge	3
				Nondetection	3
				Protection from Energy	3
				Quench	3
Spike Stones	4	Death Ward	4	Break Enchantment	4
Stoneskin	4	Dismissal	4	Globe of Invulnerability, lesser	4
				Spell Immunity	4
Wall of Stone	5	Disrupting Weapon	5	Spell Resistance	5
Bear's Endurance, Mass	6	Banishment	6	Antimagic Field	6
Move Earth	6			Globe of Invulnerability	6
Stone Tell	6				
Wall of Iron	6				
Statue	7	Repel Metal or Stone	7	Dispelling, greater	7
Iron Body	8	Trap the Soul	8	Spell Immunity, greater	8
Earthquake	9	Freedom	9	Imprisonment	9
				M.'s Disjunction	9

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Level 1 Black Spells

Spell Name	Domain	Level	Domain level
Bear's Endurance	Firmament	1	1
Endure Elements	Guardian	1	1
Undetectable Alignment	Negation	1	1

Bear's Endurance

Black (Firmament) - Transmutation

Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2, Black 1, Firmament 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

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

Endure Elements

Black (Guardian) - Abjuration

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1, Black 1, Guardian 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Undetectable Alignment

Black (Negation) - Abjuration

Level: Brd 1, Clr 2, Pal 2, Black 1, Negation 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Level 2 Black Spells

Spell Name	Domain	Level	Domain level
Meld into Stone	Firmament	2	2
Resist Energy	Guardian	2	2
Shield Other	Guardian	2	
Dispel Magic	Negation	2	2

Meld into Stone

Black (Firmament) - Transmutation [Earth]

Level: Clr 3, Drd 3, Black 2, Firmament 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Resist Energy

Black (Guardian) - Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2, Black 2, Guardian 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

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

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

Shield Other

Black (Guardian) - Abjuration

Level: Clr 2, Pal 2, Protection 2, Black 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Dispel Magic

Black (Negation) - Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3, Black 2, Negation 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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

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

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

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

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

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

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

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

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

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

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

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

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

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

Level 3 Black Spells

Spell Name	Domain	Level	Domain level
Stone Shape	Firmament	3	3
Remove Curse	Guardian	3	3
Invisibility Purge	Negation	3	
Nondetection	Negation	3	3
Protection from Energy	Negation	3	
Quench	Negation	3	

Stone Shape

Black (Firmament) - Transmutation [Earth]

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 4, Black 3, Firmament 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Remove Curse

Black (Guardian) - Abjuration

Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 4, Black 3, Guardian 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Remove curse counters and dispels *bestow curse*.

Invisibility Purge

Black (Negation) - Evocation

Level: Clr 3, Black 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

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

Anything invisible becomes visible while in the area.

Nondetection

Black (Negation) - Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3, Black 3, Negation 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

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

Material Component: A pinch of diamond dust worth 50 gp.

Protection from Energy

Black (Negation) - Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3, Black 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

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

Quench

Black (Negation) - Transmutation

Level: Drd 3, Black 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

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

Level 4 Black Spells

Spell Name	Domain	Level	Domain level
Spike Stones	Firmament	4	
Stoneskin	Firmament	4	4
Death Ward	Guardian	4	4
Dismissal	Guardian	4	
Break Enchantment	Negation	4	4
Globe of Invulnerability, lesser	Negation	4	
Spell Immunity	Negation	4	

Spike Stones

Black (Firmament) - Transmutation [Earth]

Level: Drd 4, Earth 4, Black 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

Stoneskin

Black (Firmament) - Abjuration

Level: Drd 5, Earth 6, Sor/Wiz 4, Strength 6, Black 4, Firmament 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

Death Ward

Black (Guardian) - Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4, Black 4, Guardian 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Dismissal

Black (Guardian) - Abjuration

Level: Clr 4, Sor/Wiz 5, Black 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC - creature's HD + your caster level). If the spell is successful, the creature is

instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Break Enchantment

Black (Negation) - Abjuration

Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5, Black 4, Negation 4

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Globe of Invulnerability, Lesser

Black (Negation) - Abjuration

Level: Sor/Wiz 4, Black 4

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Spell Immunity

Black (Negation) - Abjuration

Level: Clr 4, Protection 4, Strength 4, Black 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

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

Level 5 Black Spells

Spell Name	Domain	Level	Domain level
Wall of Stone	Firmament	5	5
Disrupting Weapon	Guardian	5	5
Spell Resistance	Negation	5	5

Wall of Stone

Black (Firmament) - Conjunction (Creation) [Earth]

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5, Black 5, Firmament 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and

composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Disrupting Weapon

Black (Guardian) - Transmutation

Level: Clr 5, Black 5, Disrupting 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Spell Resistance

Black (Negation) - Abjuration

Level: Clr 5, Magic 5, Protection 5, Black 5, Negation 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Level 6 Black Spells

Spell Name	Domain	Level	Domain level
Bear's Endurance, Mass	Firmament	6	
Move Earth	Firmament	6	
Stone Tell	Firmament	6	6
Wall of Iron	Firmament	6	
Banishment	Guardian	6	6
Antimagic Field	Negation	6	6
Globe of Invulnerability	Negation	6	

Bear's Endurance, Mass

Black (Firmament) - Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6, Black 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Mass bear 's endurance works like *bear 's endurance*, except that it affects multiple creatures.

Move Earth

Black (Firmament) - Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6, Black 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Stone Tell

Black (Firmament) - Divination

Level: Drd 6, Black 6, Firmament 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Wall of Iron

Black (Firmament) - Conjuration (Creation)

Level: Sor/Wiz 6, Black 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by

making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

Banishment

Black (Guardian) - Abjuration

Level: Clr 6, Sor/Wiz 7, Black 7, Guardian 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Antimagic Field

Black (Negation) - Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6, Black 6, Negation 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Globe of Invulnerability

Black (Negation) - Abjuration

Level: Sor/Wiz 6, Black 6

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

Level 7 Black Spells

Spell Name	Domain	Level	Domain level
Statue	Firmament	7	7
Repel Metal or Stone	Guardian	7	7
Dispelling, greater	Negation	7	7

Statue

Black (Firmament) - Transmutation

Level: Sor/Wiz 7, Black 7, Firmament 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Repel Metal or Stone

Black (Guardian) - Abjuration [Earth]

Level: Drd 8, Black 7, Guardian 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line from you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces

move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Dispel Magic, Greater

Black (Negation) - Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6, Black 7, Negation 7

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

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

Level 8 Black Spells

Spell Name	Domain	Level	Domain level
Iron Body	Firmament	8	8
Trap the Soul	Guardian	8	8
Spell Immunity, greater	Negation	8	8

Iron Body

Black (Firmament) - Transmutation

Level: Earth 8, Sor/Wiz 8, Black 8, Firmament 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You

cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Trap the Soul

Black (Guardian) - Conjunction (Summoning)

Level: Sor/Wiz 8, Black 8, Firmament 8

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While

creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Spell Immunity, Greater

Black (Negation) - Abjuration

Level: Clr 8, Black 8, Negation 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

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

Level 9 Black Spells

Spell Name	Domain	Level	Domain level
Earthquake	Firmament	9	9
Freedom	Guardian	9	9
Imprisonment	Negation	9	
M.'s Disjunction	Negation	9	9

Earthquake

Black (Firmament) - Evocation [Earth]

Level: Clr 8, Destruction 8, Drd 8, Earth 7, Black 9, Firmament 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Freedom

Black (Guardian) - Abjuration

Level: Sor/Wiz 9, Black 9, Freedom 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Imprisonment

Black (Negation) - Abjuration

Level: Sor/Wiz 9, Black 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

Mage's Disjunction

Black (Negation) - Abjuration

Level: Magic 9, Sor/Wiz 9, Black 9, Negation 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

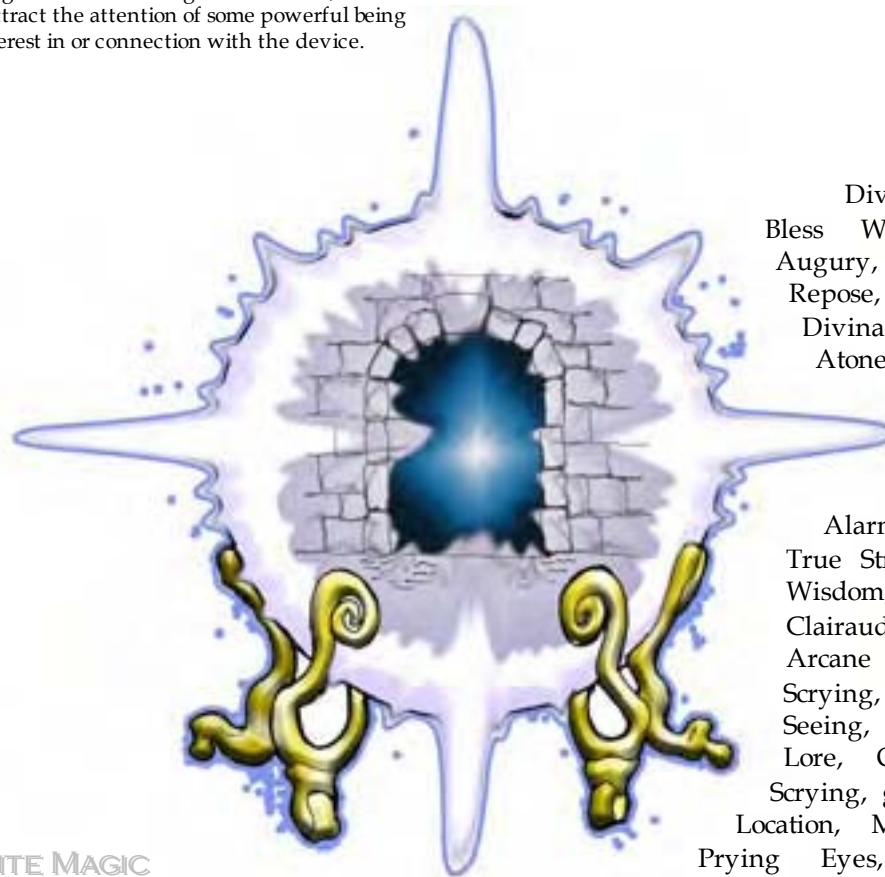
Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.



WHITE MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Black from casting. As per the notes on page 2, the opposing Colour to Black is White, so the default limitation is with this colour. You can assume that a Specialist Wizard choosing Black will not be able to learn or cast any of the following spells, which is the spell list for White:

Divine Favour, Bane, Bless, Bless Water, Bless Weapon, Augury, Consecrate, Gentle Repose, Helping Hand, Prayer, Divination, Planar Ally, Lesser, Atonement, Commune, Planar Ally, Holy Sword, Planar Ally, Greater, Miracle, Detect Snares and Pits, Alarm, Detect Secret Doors, True Strike, Find Traps, Owl Wisdom, See Invisibility, Clairaudience / Clairvoyance, Arcane Eye, Detect Scrying, Scrying, Prying Eyes, True Seeing, Find the Path, Legend Lore, Owl's Wisdom, Mass, Scrying, greater, Vision, Discern Location, Moment of Prescience, Prying Eyes, greater, Foresight, Guidance, Summon Instrument / tool, Mount, Summon Monster I, Spectral Hand, Summon Monster II, Summon Monster III, Planar Binding, lesser, Summon Monster IV, Contact Other Plane, Summon Monster V, Planar Binding, Summon Monster VI, D.'s Instant Summons, Summon Monster VII, Binding, Planar Binding, greater, Summon Monster VIII, Soul Bind, Summon Monster IX

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BLUE MAGIC



The negotiations were proceeding well. Earlier the Ambassador had won several major trading concessions without giving way on any of his key objectives, and now the Thurvians were wearing themselves out arguing about the trivialities of which shipping companies would be sponsored by the agreement.

They were falling about themselves in disarray; any plans they had previously made for these talks were lost from their minds. The Ambassador fingered the amulet with the Indigo gem under his shirt and smiled inwardly. The Confusion jewel that the Skeptomancer had crafted for him worked its magic admirably.

One of the Thurvians, silent while the others blathered, was staring at him. For a moment the intensity of the gaze perturbed him, and the platitude he was about to elucidate to the conflicting tribesmen died on his tongue. What was he going to say? Caught, transfixed, all words and reason escaped him.

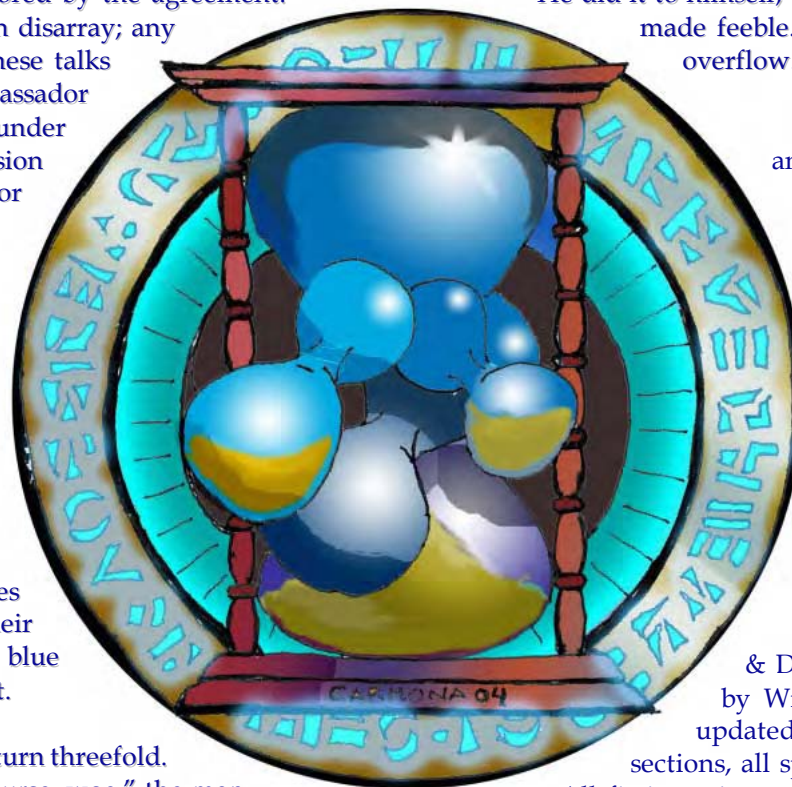
The Thurvians were all quiet, eyes turned between the Ambassador and their fellow, who had now risen to his feet, blue eyes shining like agates in the torchlight.

“What you wish upon us, I return threefold. For every blessing, weal, for every curse, woe,” the man said in his native tongue. The Ambassador was trained in the language, naturally, but the words seemed to blur at the end, becoming nonsense syllables, devoid of meaning. Though he did not know what was meant, yet he was filled with a profound fear. He opened his mouth to speak, but only murmurings and inarticulate sounds came out. He grunted in shock.

The blue-eyed Thurvian continued to stare at the babbling man, but now his eyes were filled with pity. He turned to his fellows, who met his gaze with respect or avoided it in fear. “What did you do to him?” asked a grey haired elder.

“He did it to himself,” answered the Metamage sadly. “His mind has been made feeble. The confusion he cast toward us now fills him to overflow.” He turned from the drooling Ambassador.

“Return him home that they may learn to send an honest emissary next time,” said the elder, satisfied.



Index	
Overview	2
Arcana	3
Semiotics	4
Tempus	5
Metamage	6
Appendix (Blue Spells)	11
Licence	20

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Metamage**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorization system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this re-classification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the Domain of Dynamics as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes such as the Metamage. Feel free to use or ignore this extra information at your whim.

THE COLOUR BLUE

To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Blue, deities of magic, order, knowledge, learning, time and creation might have influence over the Blue domains of Arcana, Semiotics and Tempus. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

For ease of use, the complete list of Orange spells is shown after the Blue Spell descriptions on page 19. These should be prohibited to a Blue specialist.

THE SPHERE OF ARCANA

The sphere of Arcana is the study of pure magic. While other spheres are devoted to evoking effects or wielding the power of magic, characters that devote themselves to the field of Arcana are able to better understand the fundamental nature of magic itself, and are better equipped to unravel its mysteries. This is a particularly weak sphere in terms of spell choice, with only a couple of spells outside of the domain basics. What really makes the Sphere shine is the power it allows a mage to wield in conjunction with other magic. Thus it is not highly recommended as an area of speciality.

An Arcane Specialist is not equipped to remove magic, but rather can decipher and build upon it. This yields the capacity to construct spells that can initiate themselves (contingency) or to manipulate spells that others cast (spell turning, protection from spells). Those interested in removing magic usually learn of Black magic.

THE DOMAIN OF ARCANA

The Domain of Arcana is only slightly different from the domain of Magic. Where the domain of Magic is broad in scope and ability (one might say unfocused), the sphere of Arcana is specific. The domain of Arcana's focus is in the knowledge of magic.

Table Blue 1 All Arcana Spells

<i>Spell Name</i>	<i>Level</i>
Detect Magic	0
Identify	1
Magic Missile	1
L.'s Trap	2
Arcane Sight	3
Imbue with Spell Ability	4
Analyze Dweomer	5
Contingency	6
Spellstaff	6
Spell Turning	7
Arcane Sight, greater	7
Limited Wish	7
Protection from Spells	8
Wish	9

To break it down further: The domain of Magic grants the ability to clerics to use mage items, as well as a few abilities over magic, and focuses on wielding magic as a force. In essence it allows some limited wizard type spells and abilities to clerics.

The domain of Arcana, however, has skills and magic comprehension as its core abilities. Understanding magic as concept, and learning how magic itself manifests the primary motif of this sphere. In the spectrum shift magic alteration there is a closer alignment of the cleric and wizard classes, so this sphere mirrors this closer blend, being less direct than the Magic Domain allows for.

The sphere of Arcana is the worship of magic through understanding it, while the sphere of Magic is worshipping it through magic's abilities. The same kind of gods that would have Magic as a domain would have Arcana, so the distinction is actually relatively subtle.

The **base domain** ability for Arcana is that the character gains Spellcraft and Knowledge (Arcane) as class skills if they were not already, and further gains a +3 enhancement bonus to one of these skills (the character's choice).

The **advanced domain** power for Arcana grants a +2 bonus on all saving throws against magic, as well as a +1 enhancement bonus to caster level for all arcane magic cast by the character.

Table Blue 2 Arcana Domain

<i>Spell Name</i>	<i>Level</i>
Detect Magic	0
Identify	1
L.'s Trap	2
Arcane Sight	3
Imbue with Spell Ability	4
Analyze Dweomer	5
Contingency	6
Arcane Sight, greater	7
Protection from Spells	8
Wish	9

THE SPHERE OF SEMIOTICS

Semiotics is the study of meaning and symbols. Where an Arcana specialist can analyse magic and construct complex spell or even layers of spells, a Semiotics specialist is able to embed or extract meaning from symbols and signs in relation to magic. The Sphere focuses on organising and defining mystical concepts, building runes, letters and words of power to evoke magical effects.

As with the other Blue spheres, there are only a few spells outside of the main domain spells that fit into this sphere. Specialists would be ill-served in devoting themselves to only the magic of this sphere if they wished to have a broad depth of ability.

The Semiotics spells often have a broad application in terms of evoking a wide variety of effects, so even though the spell choice is quite limited, the application of the magic can be quite extensive.

THE DOMAIN OF SEMIOTICS

The Domain of Semiotics is usually given to clerics by deities of knowledge, secrets or magic, containing as it does the keys to utilizing all kinds of magic through language and symbol. There is a scientific element to the study of signs, so it may be the domain of deities of enlightenment or technology.

Table Blue 3 All Semiotics Spells

<i>Spell Name</i>	<i>Level</i>
Arcane Mark	0
Read Magic	0
N.'s Magic Aura	1
Arcane Lock	2
Sepia Snake Sigil	3
Glyph of Warding	4
Mark of Justice	5
Glyph of Warding, greater	6
Power Word, Blind	7
Power Word, Stun	8
Power Word, Kill	9

A specialist in Semiotics is very likely the best option you might find should you have need to attempt to decipher codes or long lost scrolls, and the same may be said of clerics with the knowledge sphere.

The **base domain** power for Semiotics is the ability to use all arcane scrolls of any colour (or school) as if the character were a wizard of equivalent level to their cleric level. Note that clerics do not keep spell books and cannot scribe scrolls for later use, but a cleric with Scribe Scroll could copy a low level arcane scroll and rewrite it at their own level of caster ability. The cleric also gains Decipher Script as a class skill.

There are two **advanced domain** powers for Semiotics. The first is the ability to

spontaneously cast Read Magic at will by sacrificing a memorised 0 level spell. The second is the ability to use Decipher Script to Identify and Disarm any magic traps, substituting the character's Decipher Script skill for the Disable Device skill and using it as if the character was a rogue. Note that this has no effect whatsoever against mundane traps, only magical ones, so you are best off working in concert with a rogue. See Players Handbook Page 72. Note that this creates a +2 skill synergy with Disable Traps both are known.

Semiotics is a top-heavy powerfully offensive and miscellaneous spell group, with great variety of ability, in offensive, defensive and miscellaneous based areas, as can be seen in the domain listing below.

Table Blue 4 Semiotics Domain

<i>Spell Name</i>	<i>Level</i>
Arcane Mark	0
N.'s Magic Aura	1
Arcane Lock	2
Sepia Snake Sigil	3
Glyph of Warding	4
Mark of Justice	5
Glyph of Warding, greater	6
Power Word, Blind	7
Power Word, Stun	8
Power Word, Kill	9

THE SPHERE OF TEMPUS

Tempus revolves around the study of time itself. It deals with the universal structure of the fourth dimension, learning how to manipulate it in subtly or overtly. Time is the order of the universe, and blue specialists that focus on learning this structure are among the most powerful and feared of wizards.

The effects of this sphere are as far-reaching in their own way as other blue spheres in spite of the limited number of spells and their limited focus. This is because time is such a fundamental concept that being able to affect it has a wide spectrum of implications. You can hasten, slow or freeze targets in combat, but more than this, you can move yourself in time.

The Semiotics spells often have a broad application in terms of evoking a wide variety of effects, so even though the spell choice is quite limited, the application of the magic can be quite extensive.

THE DOMAIN OF TEMPUS

The Domain of Tempus is usually given to clerics by deities of fate, time, beginnings and destiny. It is a powerful domain, with a similarly scientific element to the study of time, so it too may be the domain of deities of enlightenment or technology. As the other Blue domains, there is an emphasis on order and control that tends toward Lawful deities.

Table Blue 5 All Tempus Spells

<i>Spell Name</i>	<i>Level</i>
Longstrider	0
Expeditious Retreat	1
Hold Portal	1
Cat's Grace	2
Hold Animal	2
Hold Person	2
Haste	3
Slow	3
Remove Paralysis	4
Permanency	5
Cat's Grace, Mass	6
Hold Monster	6
Hold Person, Mass	7
Temporal Stasis	8
Hold Monster, Mass	9
Time Stop	9

The Domain of Tempus yields some abilities over time to even initiates of its understanding. While there is no specific skill or feat that this results in, you may consider that a cleric with Tempus as a chosen domain is likely to be organised, punctual and good at setting schedules.

The **base domain** powers for Tempus are as follows: the ability to always know what the local time and date is, irrespective of location (for example, if the cleric is in a dark pit), a +10 bonus to base move per turn, and a +1 enhancement bonus to initiative. The cleric

has gained a limited ability to accelerate their own time speed by a fraction.

The **advanced domain** power for Tempus grants the ability to haste oneself for a number of rounds per day equal to the character's class level. This haste operates as per the spell, with the added advantage that activating the ability is a free action, and the rounds that it is used per day may be divided up as the character sees fit. So, it is possible for a 5th level mystic with this domain to haste themselves for two rounds in the morning, one round in the beginning of a protracted fight in the afternoon and two more rounds at the end of the same fight.

Tempus has some miscellaneous abilities, but is largely an effective offensive and enhancing domain.

Table Blue 6 Tempus Domain

<i>Spell Name</i>	<i>Level</i>
Longstrider	0
Hold Portal	1
Hold Person	2
Haste	3
Remove Paralysis	4
Permanency	5
Hold Monster	6
Hold Person, Mass	7
Temporal Stasis	8
Time Stop	9

THE METAMAGE

Metamages have the dubious honor of being the magic using class that other magic using classes are most afraid of. While a Battlemage is unlikely to pause even for a second in summoning vast magic forces to smite even the most powerful of other Battlemages, they are likely to change tactics entirely or even flee if faced by a known Metamage. Non-mages are likely to see a Metamage as we in the modern world might see a nuclear physicist. We have some idea what they do, but it is sufficiently removed from our day-to-day lives so as to be esoteric and all too theoretical for any common ground to be found. Metamages have limited direct abilities, though what they do have is impressive. Where they hold their greatest power is in the manipulation of the spells of others. A skilled Metamage can counterspell, or return, or even redirect and amplify the magic of others, turning the abilities of wizards against themselves and their allies in a way that no others can match and only the most skilled adversary can counteract.

Adventures

Metamages are the kind of specialist that are usually hired by other mages when knowledge or ability are lacking for any particular task. They tend to be most interested in tasks that give opportunity to

test their abilities against other spell casters, or to learn more about the nature of the universal structure of magic, the mental construction of language or the fundamental nature of time.

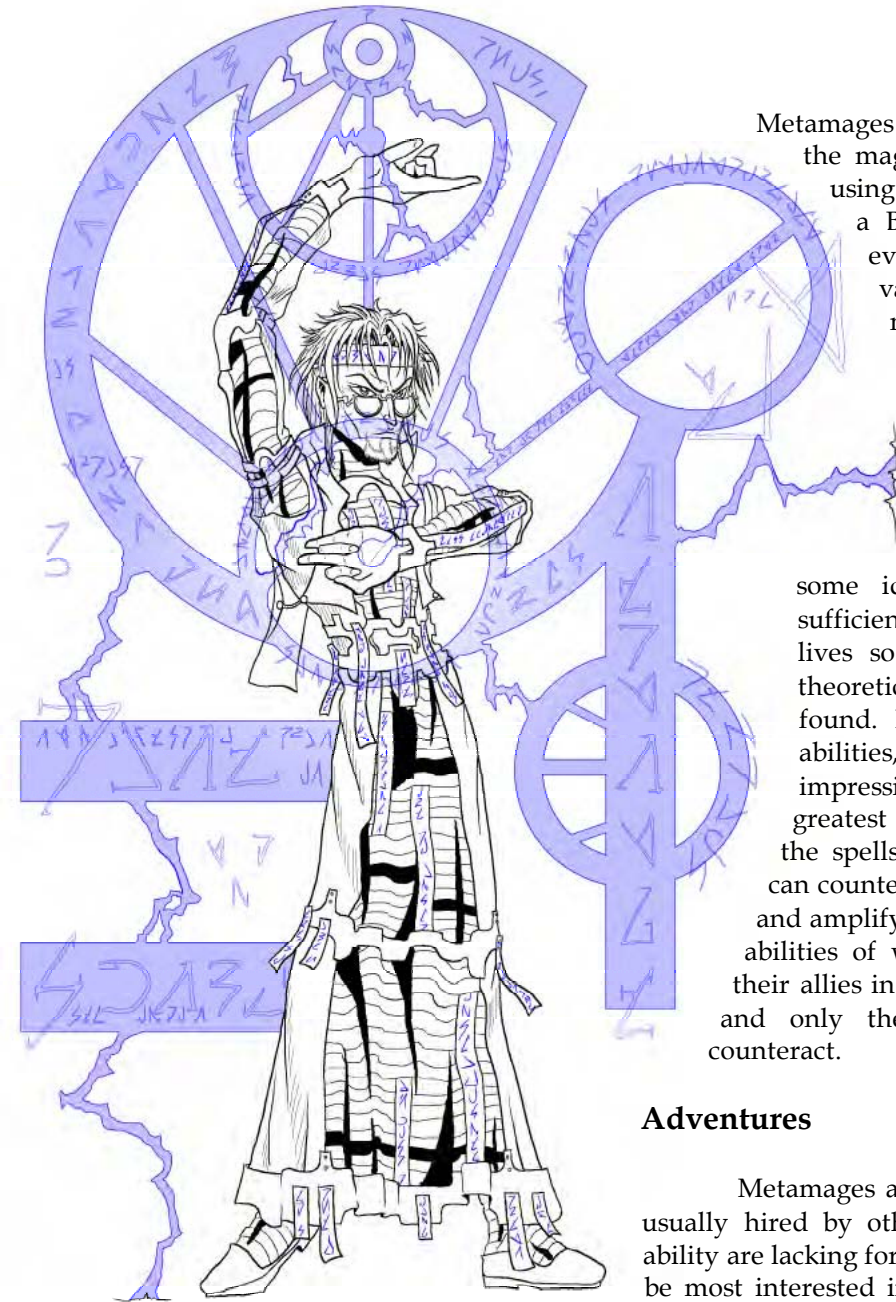
Metamages are unschooled in combat arts, and are likely to avoid any situations involving conflict. They have a few powerful abilities to paralyze opponents, deter pursuit and even at higher levels to kill or maim, but if caught off guard, they are easily dealt with by anyone with the skill to wield a weapon against them. A Metamage would never adventure alone, and would in fact prefer a large entourage or many associates more capable of dealing with non magical threats.

Characteristics

Metamages wield the power of Blue magic, and focus upon one Sphere of the Blue as their primary area of expertise. All Metamages learn to manipulate magic itself, with an increasing ability to affect magic as they gain in levels. They are unskilled in the ways of warfare, learning to use no armor and few weapons, as their studies are far more esoteric and theoretical than the physical arts. They are usually very intelligent and skilled in the abstract or theoretical aspects of magic.

Alignment

There is a strong tendency for the lawful alignments amongst Metamages. The kind of magic that they wield requires an organized mind and careful, considered and controlled thoughts. It is possible for a mage who is neutral with respect to law and chaos to focus on Blue magic, but it is a very rare. Chaotic individuals lack the requisite organizational skill and mental discipline to master Blue magic. Optionally, the game master may restrict this class from even neutrally aligned characters with respect to law and chaos.



Religion

No religion holds particular sway for Metamages. If they do follow a faith, it will most likely involve gods of Magic, Time, Destiny or Knowledge, as befits the elements of the universe that hold interest for them. Metamages are more likely to be atheists or pay lip-service to deities as necessary than to believe, given that their learning yields some of the greatest understanding into how the universe works, their sense of wonder tends to be colored by their greater understanding of the natural order.

Background

Understanding the color Blue takes a great deal of study and discipline, which generally means that it takes a great deal of money. Metamages are likely to start at first level with a significant debt to their parents, their benefactors or their mentor. Few, if any, would come from the lower classes. Blue magic has an element of elitism to it, in that the nobility are more likely to see practitioners of the areas of Blue (or Indigo) magic in a better light than those who study other colors. It may even be acceptable for lesser children of the nobility to find respectable employment in this class.

Blue magic is not as inborn as Red, in that almost anyone with magical talent and the right mindset could take up the study.

Races

All races might have Metamages, though the smarter races and more magically inclined races tend to have more natural talent at this kind of magic than others. Given the tendency toward chaos

in the minds of Elves, there are fewer Metamages of this race than might be imagined, Half-Elves and Humans, or gnomes might have significant numbers of this class. The mysterious Thuul of the Chrome world have significant numbers of this class.

Other Classes

Metamages have little to no respect for sorcerers or bards, thinking of their magic as inferior and vulnerable. They have some respect for talented wizards. Of the non-arcane classes, Metamages are more likely to respect clerics of orderly gods than any other classes, having particular distain and even fear of most of the combat oriented classes and rogues. In the latter case, if the rogue has studied in linguistics and trap disarming, there can often be common ground for discussion, and this can sometimes serve to break the ice with those who would otherwise be seen as chaotically dangerous.

Role

Metamages are the best friend of any group that encounters enemy magic. They can serve a support magician's role adequately well, but their powers are too indirect and not really flashy enough to perform the task of fire support until they reach medium to high levels. Metamages can also provide a useful back up role as a sage or disarmer of magical traps and tricks.

They are best suited to reasonably sized groups and should be given the physical protection of other characters if that is at all possible. If they should come into hand to hand combat with a non magic using opponent, expect a dead Metamage in short order.

Game rule information

Abilities

The key Metamages' primary statistic is Intelligence. Their spell abilities rely heavily on intelligence for bonus spells and for purposes of learning new magics. A Metamage's spell Difficulty Class is determined from their Intelligence score as per a normal wizard. Further, they benefit from the greater breadth of skills that a higher intelligence allows.

A Metamage benefits from high Dexterity in defence, and Constitution for some resilience against attacks. The other statistics are much less important to them.

Alignment

The Battlemage can not be of any Chaotic alignment.

Hit Die

D4

Class Skills

Concentration (Con), Decipher Script (Int), Knowledge (Arcane) (Int), Knowledge (History) (Int), Search (Int) (as rogue), Spellcraft (Int). Use Magic Device (Cha).

Skill points at 1st level

(2+Intelligence modifier) x 4

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Metamages do not learn any armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Metamages cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen Sphere (see Sphere of Power below).

They are required to have Intelligence sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Metamage's spell is 10 + the spell level + the caster's Intelligence modifier.

They are restricted to a limited number of spells per day as per Table Blue 7: The Metamage, Spells and Special Abilities. They receive bonus spells if they have a high Intelligence score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

A Metamage is only able to learn spells of the Blue colour designation. A complete spell list is included in the appendix at the end of this section. All other spells are not able to be learned at all, but the Metamage does gain a great deal of power an insight over them as they progress in levels (see the section below on Magic Manipulation).

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	6	7
1	0	0	0	2	Wizard weapon proficiency, base domain power, Scribe Scroll.	4	2								
2	1	0	0	3	Bonus Feat, Spontaneous Counterspell	5	3	1							
3	1	1	1	3		5	3	2							
4	2	1	1	4	Advanced domain power	5	4	3	1						
5	2	1	1	4	Bonus Feat	5	4	3	2						
6	3	2	2	5		5	4	4	3	1					
7	3	2	2	5	Return Spell	5	5	4	3	2					
8	4	2	2	6		5	5	4	4	3	1				
9	4	3	3	6	Bonus Feat	5	5	5	4	3	2				
10	5	3	3	7		5	5	5	4	4	3	1			
11	5	3	3	7	Return with Interest	5	5	5	5	4	3	2			
12	6/1	4	4	8		5	5	5	5	4	4	3	1		
13	6/1	4	4	8	Bonus Feat	5	5	5	5	5	4	3	2		
14	7/2	4	4	9		5	5	5	5	5	4	4	3	1	
15	7/2	5	5	9	Control Spell	5	5	5	5	5	5	4	3	2	
16	8/3	5	5	10		5	5	5	5	5	5	4	4	3	1
17	8/3	5	5	10	Bonus Feat	5	5	5	5	5	5	5	4	3	2
18	9/4	6	6	11		5	5	5	5	5	5	5	4	4	3
19	9/4	6	6	11	Instinctive Counterspell	5	5	5	5	5	5	5	5	4	4
20	10/5	6	6	12		5	5	5	5	5	5	5	5	5	5

Further, a Metamage may choose one of the Red Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Metamages thus specialise in Tempus, others in Arcana and others in Semiotics. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to healing magics.

The Metamage gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 4th level.

Spellbooks

A Metamage must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Metamage begins with a spellbook containing 3 0-level Blue spells and 3 1st level Blue spells.

At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Metamage advances, they gain one new spell of any level they can cast for their spell book. At any time a Metamage can transcribe Blue spells (only) from a Wizard's or Dabblers' spell books or using the normal scroll transcribing rules.

Bonus Feats

The Metamage gains the Scribe Scroll feat at 1st level, much as a wizard does. This enables the Metamage to create magic scrolls. The Metamage also gains bonus feats from the metamagic, item creation or Spell Mastery kinds at level 2 and every four levels thereafter (5th, 9th, 13th and 17th levels).

Magic Manipulation (Ex)

The key ability of the Metamage is the ever-increasing power over magic. The game explanation of this varies depending on the chosen domain. An Arcane specialist gains these powers through better understanding the nature and functions of magic. A Semiotics specialist deciphers the secrets of their opponent from their spells, and uses these keys to unlock and take control of others' magic. Tempus specialists change the subjective flow of time around themselves and their spell-casting opponents, giving them the time to analyze spells, find weaknesses, and turn them to their advantage. The powers that a Metamage gains are as follows:

Spontaneous Counterspell

At 2nd level, the Metamage gains the ability to spontaneously counterspell any spell cast in their vicinity. This ability requires that the Metamage be within the spellcasters' range with that spell, and that they successfully identify the spell in question via a Spellcraft roll vs. DC 15 + the spell level. The Metamage does not need to know the spell being cast, they only need to have a spell slot of appropriate level available to use this ability. The Metamage can convert any spell they have memorized of the relevant spell level or higher in order to generate the requisite spell slot, much as a

cleric can do in order to spontaneously cast healing or harming magic.

Casting any spontaneous counterspells operates in all other ways precisely the same way as other counterspells; you must have an action ready at the time that the other caster initiates their spell and you take your action in order to counterspell the opponent's magic.

Return Spell

At 7th level, the Metamage gains the ability to return magic that is cast at them back against the original caster, if they have already succeeded in counterspelling the magic in question. As noted, the Metamage must first identify and successfully counterspell the active magic. They then must sacrifice a second spell slot of the same level as the spell that they countered (or higher). The Metamage is not required to know the spell that they are returning to the other caster, but is in all other ways now considered to be the caster of the spell. This ability does not take an extra action, but rather is considered a part of the same action as the counterspell. The spell that is returned is automatically centred on the original spell caster and is cast as the Metamage's caster level. The spell is only able to be enhanced by metamagical feats that the Metamage has available and only if the original casting of the spell was done using those same feats.

Example: A Metamage of 12th level has Charm Person cast at them by a wizard of 7th level. The Wizard had enhanced the spell with the feat Silent Spell. The Metamage successfully counterspells the Charm Person by sacrificing a 1st level spell slot. They decide to return it to the original caster. If they

have the Silent Spell feat, the Metamage could choose to sacrifice a 2nd level spell slot and make the returned spell Silent, or simply return it as a normal 1st level spell. They choose to go with the second option.

Note that it is possible to try to return a spell but to fail to do so because of range or area effect concerns. The requisite spell slots are still lost in this instance if the casting is attempted.

Return with Interest

At 11th level a Metamage can choose to spontaneously add any metamagical feats they have learned to a spell that they are returning, regardless whether or not the original caster added any metamagic feats to the original casting. The use of this ability is contingent on the Metamage using a relevant higher level spell slot to cast the spontaneous returned magic.

Example: The Metamage of 12th level has Silenced Fireball cast at them by the 7th level Wizard. They successfully identify and Counterspell the spell using a 3rd level spell slot. The Metamage is a little peeved, and decides to return the spell with a little extra. They send it back, centred on the caster and choose to add the Maximized feat to the casting. They sacrifice a 6th level spell slot, and the other mage goes boom.

Special Metamagic Feat: Quicken Spell. A Metamage of 11th level can use the feat Quicken Spell to spontaneously counterspell or even to return with interest any spell cast at them by enhancing the counterspell with this feat even if they do not have an action ready. Note that all the limitations of the relevant feat and the listed abilities do apply,

however, so the counterspell would require a spell slot of level equal to the initial spell plus four, and the caster is only allowed one quickened spell (including counterspells) per round.

Control Spell

At 15th level, the Metamage gains the ability to take control any spell that they can successfully counterspell. This allows the Metamage to simply assume control of the spell as if they were the original caster. This only works against spells with ongoing effects, and does not require a further spell slot to be used to return the magic to the original caster.

Example: a 15th level Metamage sees a Wizard cast Monster summoning. The Metamage counterspells the spell, but instead of removing or returning the spell, the Metamage chooses to take command of the summoned creature. This costs no further spell slots. Caster level and all level dependant abilities are now based on the Metamages' statistics, and the Metamage is now considered to be the spell's caster for all intents and purposes.

Instinctive Counterspell

At 19th level, a Metamage's mastery of magic is so profound that they can instinctively counterspell any magic that they can perceive, if they make the Spellcraft DC 15 + Spell level roll to identify the magic, and sacrifice the relevant spell slot from their available spells for the day. They no longer have to keep an action ready in order to perform a counterspell action. The Metamage can use a Spontaneous Counterspell once per round as a free action. This ability can not be used in conjunction with any other Metamage abilities, in

other words, the Metamage must still hold an action ready if they wish to Return Magic or Return with Interest.

Ex-Metamages

Metamage multiclassing is handled the same as Specialist Wizard multiclassing. The spell abilities of the Metamage are not cumulative with any other spell casing abilities. Otherwise they are free to multiclass as per the normal rules. Having said that, there are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome product for more details.

Gnome Metamage Starting Package

Armor Normal clothing (AC normal)
Weapons Dagger (1d3, critical 19-20. x2, 1lb,

range increment 10)

Skill selection Pick a number of skills equal to 2+ Int. Modifier:

Skill	Ranks	Ability	Armor Penalty
Concentration	4	Con	-
Knowledge (Arcane)	4	Int	-
Spellcraft	4	Int	-
Decipher Script	4	Int	-
Listen	2	Wis	-
Search	4	Wis	-
Sense Motive	2	Wis	-
Use Magic Device	4	Cha	-

Feats Scribe Scroll, Wizard Weapons, Toughness.

Spell Book *Read Magic, Hold Portal, Detect Magic, Longstrider, Magic Missile, Identify*

Gear Robes, scroll case, 8 sheets of paper, ink, pen, spell components pouch, spell book, packed lunch.

Gold 6d4gp

<i>Arcana</i>	<i>level</i>	<i>Semiotics</i>	<i>level</i>	<i>Tempus</i>	<i>level</i>
Detect Magic	0	Arcane Mark	0	Longstrider	0
		Read Magic	0		
Identify	1	N.'s Magic Aura	1	Expeditious Retreat	1
Magic Missile	1			Hold Portal	1
L.'s Trap	2	Arcane Lock	2	Cat's Grace	2
				Hold Animal	2
				Hold Person	2
Arcane Sight	3	Sepia Snake Sigil	3	Haste	3
				Slow	3
Imbue with Spell Ability	4	Glyph of Warding	4	Remove Paralysis	4
Analyze Dweomer	5	Mark of Justice	5	Permanency	5
Contingency	6	Glyph of Warding, greater	6	Cat's Grace, Mass	6
Spellstaff	6			Hold Monster	6
Spell Turning	7	Power Word, Blind	7	Hold Person, Mass	7
Arcane Sight, greater	7				
Limited Wish	7				
Protection from Spells	8	Power Word, Stun	8	Temporal Stasis	8
Wish	9	Power Word, Kill	9	Hold Monster, Mass	9
				Time Stop	9

APPENDIX: BLUE SPELLS

Level 0 Blue Spells

Spell Name	Domain	Level	Domain level
Detect Magic	Arcana	0	0
Arcane Mark	Semiotics	0	
Read Magic	Semiotics	0	0
Longstrider	Tempus	0	0

Detect Magic

Blue (Arcana) - Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0, Blue 0, Arcana 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of magical auras.

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

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

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

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

----- Aura Power -----

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a

magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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

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

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

Arcane Mark

Blue (Semiotics) - Universal

Level: Sor/Wiz 0, Blue 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

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

See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Read Magic

Blue (Semiotics) - Divination

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0, Blue 0, Semiotics 0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

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

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

Focus: A clear crystal or mineral prism.

Longstrider

Blue (Tempus) - Transmutation

Level: Drd 1, Rgr 1, Travel 1, Blue 0, Tempus 0

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Level 1 Blue Spells

Spell Name	Domain	Level	Domain level
Identify	Arcana	1	1
Magic Missile	Arcana	1	
N.'s Magic Aura	Semiotics	1	1
Expeditious Retreat	Tempus	1	
Hold Portal	Tempus	1	1

Identify

Blue (Arcana) - Divination

Level: Brd 1, Magic 2, Sor/Wiz 1, Blue 1, Arcana 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

Identify does not function when used on an artifact.

Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Magic Missile

Blue (Arcana) - Evocation [Force]

Level: Sor/Wiz 1, Blue 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

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

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or

several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Aura

Blue (Semiotics) - Illusion (Glamer)

Level: Brd 1, Magic 1, Sor/Wiz 1, Blue 1, Semiotics 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

Expeditious Retreat

Blue (Tempus) - Transmutation

Level: Brd 1, Sor/Wiz 1, Blue 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

Hold Portal

Blue (Tempus) - Abjuration

Level: Sor/Wiz 1, Blue 1, Tempus 1

Component: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

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

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

Level 2 Blue Spells

Spell Name	Domain	Level	Domain level
L.'s Trap	Arcana	2	2
Arcane Lock	Semiotics	2	2
Cat's Grace	Tempus	2	
Hold Animal	Tempus	2	
Hold Person	Tempus	2	2

Phantom Trap (L.s Trap)

Blue (Arcana) - Illusion (Glamer)

Level: Sor/Wiz 2, Blue 2, Arcana 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Arcane Lock

Blue (Semiotics) - Abjuration

Level: Sor/Wiz 2, Blue 2, Semiotics 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

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

Material Component: Gold dust worth 25 gp.

Cat's Grace

Blue (Tempus) - Transmutation

Level: Brd 2, Drd 2, Rgr 2, Sor/Wiz 2, Blue 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Hold Animal

Blue (Tempus) - Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2, Blue 2

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Person

Blue (Tempus) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3, Blue 2, Tempus 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

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

Arcane Focus: A small, straight piece of iron.

Level 3 Blue Spells

Spell Name	Domain	Level	Domain level
Arcane Sight	Arcana	3	3
Sepia Snake Sigil	Semiotics	3	3
Haste	Tempus	3	3
Slow	Tempus	3	

Arcane Sight

Blue (Arcana) - Divination

Level: Sor/Wiz 3, Blue 3, Arcana 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

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

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any

spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

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

Sepia Snake Sigil

Blue (Semiotics) - Conjuraction (Creation) [Force]

Level: Brd 3, Sor/Wiz 3, Blue 3, Semiotics 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text

Saving Throw: Reflex negates

Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

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

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Haste

Blue (Tempus) - Transmutation

Level: Brd 3, Sor/Wiz 3, Blue 3, Tempus 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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

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

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

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

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

Material Component: A shaving of licorice root.

Slow

Blue (Tempus) - Transmutation

Level: Brd 3, Sor/Wiz 3, Blue 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls,

AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

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

Material Component: A drop of molasses.

Level 4 Blue Spells

Spell Name	Domain	Level	Domain level
Imbue with Spell Ability	Arcana	4	4
Glyph of Warding	Semiotics	4	4
Remove Paralysis	Tempus	4	4

Imbue with Spell Ability

Blue (Arcana) - Evocation

Level: Clr 4, Magic 4, Blue 4, Arcana 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or

your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

Glyph of Warding

Blue (Semiotics) - Abjuration

Level: Clr 3, Blue 4, Semiotics 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

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

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

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

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a *glyph*, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Spellcraft check. Identifying the *glyph* does not discharge it and

allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

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

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

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

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

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Remove Paralysis

Blue (Tempus) - Conjuration (Healing)

Level: Clr 2, Pal 2, Blue 4, Tempus 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Level 5 Blue Spells

Spell Name	Domain	Level	Domain level
Analyze Dweomer	Arcana	5	5
Mark of Justice	Semiotics	5	5
Permanency	Tempus	5	5

Analyze Dweomer

Blue (Arcana) - Divination

Level: Brd 6, Sor/Wiz 6, Blue 5, Arcana 5

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze* spells for 24 hours.

Analyze *dweomer* does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Mark of Justice

Blue (Semiotics) - Necromancy

Level: Clr 5, Pal 4, Blue 5, Semiotics 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark,

but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Permanency

Blue (Tempus) - Universal

Level: Sor/Wiz 5, Blue 5, Tempus 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

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

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

Spell	Minimum Caster	
	Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

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

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

Spell	Minimum Caster Level	XP Cost
<i>Enlarge person</i>	9th	500 XP
<i>Magic fang</i>	9th	500 XP
<i>Magic fang, greater</i>	11th	1,500 XP
<i>Reduce person</i>	9th	500 XP
<i>Resistance</i>	9th	500 XP
<i>Telepathic bond¹</i>	13th	2,500 XP

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

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

Spell	Minimum Caster Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Animate objects</i>	14th	3,000 XP
<i>Dancing lights</i>	9th	500 XP
<i>Ghost sound</i>	9th	500 XP
<i>Gust of wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Mage's private sanctum</i>	13th	2,500 XP
<i>Magic mouth</i>	10th	1,000 XP
<i>Phase door</i>	15th	3,500 XP
<i>Prismatic sphere</i>	17th	4,500 XP
<i>Prismatic wall</i>	16th	4,000 XP
<i>Shrink item</i>	11th	1,500 XP
<i>Solid fog</i>	12th	2,000 XP
<i>Stinking cloud</i>	11th	1,500 XP
<i>Symbol of death</i>	16th	4,000 XP
<i>Symbol of fear</i>	14th	3,000 XP
<i>Symbol of insanity</i>	16th	4,000 XP
<i>Symbol of pain</i>	13th	2,500 XP
<i>Symbol of persuasion</i>	14th	3,000 XP
<i>Symbol of sleep</i>	16th	4,000 XP
<i>Symbol of stunning</i>	15th	3,500 XP
<i>Symbol of weakness</i>	15th	3,500 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP
<i>Wall of force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

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

XP Cost: See tables above.

Level 6 Blue Spells

Spell Name	Domain	Level	Domain level
Contingency	Arcana	6	6
Spellstaff	Arcana	6	
Glyph of Warding, Greater	Semiotics	6	6
Cat's Grace, Mass	Tempus	6	
Hold Monster	Tempus	6	6

Contingency

Blue (Arcana) - Evocation

Level: Sor/Wiz 6, Blue 6, Arcana 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

Spellstaff

Blue (Arcana) - Transmutation

Level: Drd 6, Blue 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

Glyph of Warding, Greater

Blue (Semiotics) - Abjuration

Level: Clr 6, Blue 6, Semiotics 6

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Cat's Grace, Mass

Blue (Tempus) - Transmutation

Level: Brd 6, Drd 6, Sor/Wiz 6, Blue 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

Hold Monster

Blue (Tempus) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5, Blue 6, Tempus 6

Components: V, S, M/DF

Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Level 7 Blue Spells

Spell Name	Domain	Level	Domain level
Spell Turning	Arcana	7	
Arcane Sight, greater	Arcana	7	7
Limited Wish	Arcana	7	
Power Word, Blind	Semiotics	7	7
Hold Person, Mass	Tempus	7	7

Spell Turning

Blue (Arcana) - Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7, Blue 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

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

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

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

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result.

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

Arcane Material Component: A small silver mirror.

Arcane Sight, Greater

Blue (Arcana) - Divination

Level: Sor/Wiz 7, Blue 7, Arcana 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Limited Wish

Blue (Arcana) - Universal

Level: Sor/Wiz 7, Blue 7

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
 - Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
 - Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
 - Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
 - Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
 - Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.
- A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.
- XP Cost:* 300 XP or more (see above).

Power Word Blind

Blue (Semiotics) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, War 7, Blue 7, Semiotics 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or less	Permanent
51-100	1d4+1 minutes
101-200	1d4+1 rounds

Hold Person, Mass

Blue (Tempus) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, Blue 7, Tempus 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

Level 8 Blue Spells

Spell Name	Domain	Level	Domain level
Protection from Spells	Arcana	8	8
Power Word, Stun	Semiotics	8	8
Temporal Stasis	Tempus	8	8

Protection from Spells

Blue (Arcana) - Abjuration

Level: Magic 8, Sor/Wiz 8, Blue 8, Arcana 8

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Power Word Stun

Blue (Semiotics) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, War 8, Blue 8, Semiotics 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51-100	2d4 rounds
101-150	1d4 rounds

Temporal Stasis

Blue (Tempus) - Transmutation

Level: Sor/Wiz 8, Blue 8, Tempus 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Level 9 Blue Spells

Spell Name	Domain	Level	Domain level
Wish	Arcana	9	9
Power Word, Kill	Semiotics	9	9
Hold Monster, Mass	Tempus	9	
Time Stop	Tempus	9	9

Wish

Blue (Arcana) - Universal

Level: Sor/Wiz 9, Blue 9, Arcana 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a

spell or the level or Constitution loss from being raised from the dead.

- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.

- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Power Word Kill

Blue (Semiotics) - Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9, Blue 9, Semiotics 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Hold Monster, Mass

Blue (Tempus) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9, Blue 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

Time Stop

Blue (Tempus) - Transmutation

Level: Sor/Wiz 9, Trickery 9, Blue 9, Tempus 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.



ORANGE MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Blue from casting. As per the notes on page 2, the opposing Colour to Blue is Orange, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Blue will not be able to learn or cast any of the following spells, which is the spell list for Orange:

Open/Close, Animate Rope, Entangle, Grease, Doom, Rope Trick, Spider Climb, Warp Wood, Spike Growth, Bestow Curse, Giant Vermin, Reincarnate, Wall of Thorns, Animate Objects, Repel Wood, Eyebite, Reverse Gravity, Maze, Acid Splash, Entropic Shield, Knock, M.'s Acid Arrow, Shatter, Contagion, Freedom of Movement, Poison, Rusting Grasp, Blight, Cloudkill, Acid Fog, Disintegrate, Destruction, Storm of Vengeance, Reduce Person, Enlarge Person, Soften Earth and Stone, Reduce animal, Shrink Item, E.'s Black Tentacles, Enlarge Person, Mass, Polymorph, Reduce Person, Mass, Animal Growth, Baleful Polymorph, Transmute Mud to Rock, Transmute Rock to Mud, Flesh to Stone, Stone to Flesh, Transmute Metal to Wood, Polymorph Any Object, Shapechange

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BROWN MAGIC



Farrow locked Kallan in place with a steady glare. "I have not travelled three weeks across the Barren Mire to leave empty handed. I will have the secret of the clockwork mechanoids. I will brook no refusal. Give me the laboratory notes." The Chthonurge waved, a sphere of Blackness came to hand.

Kallan sighed. "You have not offered a price for the service, and I in turn have not hidden myself here for your benefit. While this location took me less effort to arrive at than yourself, it was chosen with privacy in mind."

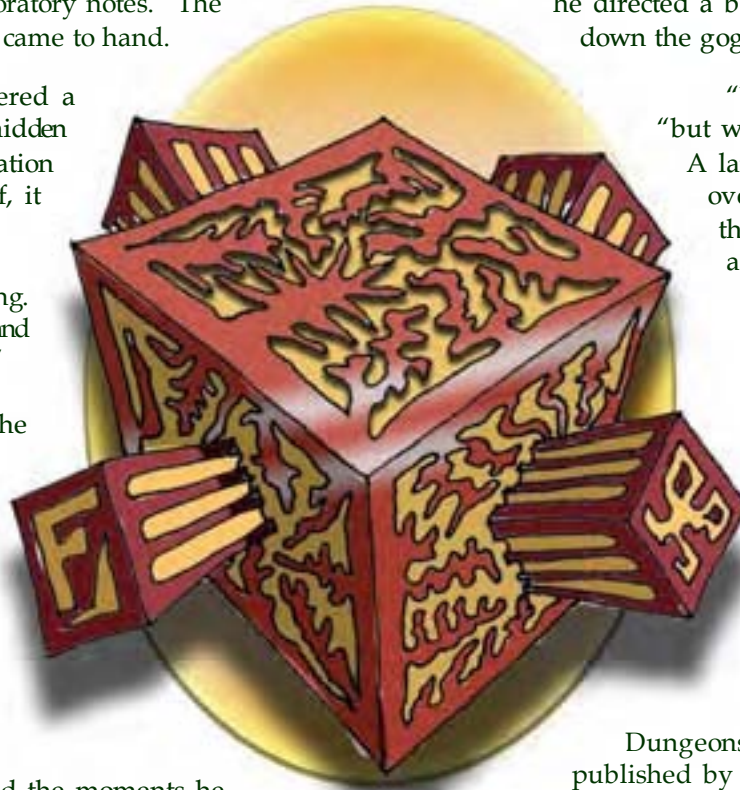
Farrow bared his teeth. "I was not asking. The Duke of Angarwan has declared his need, and I am the hand of his intervention. Yield or die."

Kallan was suddenly no longer there. The Chthonurge started. "Your trinkets will not avail you, Demiurge. You possess no power that can hurt me, but I can, and will, hurt you. Your impure and adulterated Brown magic is no match for the Black." The Earth trembled slightly.

A circle of clear ground formed in the midst of the shaking as if an invisible barrier protected it. Kallan stood, back where he was before; clearly having used the moments he was elsewhere to gather his gear and array himself for conflict. A small stone circled him, and he wore shoulder belts and side pouches of components and potions and alchemical tricks. In his left hand he bore a metal staff glowing with subdued multihued light: in his right, a wand of lightning; and on his brow were a set of metal rimmed goggles, pulled back from his eyes for the minute at least. "I'm sorry, I missed the end. You said?"

The Chthonurge gritted his teeth. "You have no direct power to harm others. I have studied your work, Demiurge. Being a hermit, hiding, working on your stilly tricks while others learn real powers of the mystical arts." With a wave, he directed a bolt of black light at Kellan who instinctively pulled down the goggles over his eyes. The barrier between them failed.

"You might be able to shut down magic," said Kallan, "but what about the laws of physics?" He waved his staff. A large machine teleported from its rest nearby, directly over the Chthonurgist's head. "Well... That's just about the most awful thing I've ever seen." Kallan muttered a moment later to Farrow's twitching corpse.



Index

Overview	2
Artifice	3
Force	4
Locus	5
The Demiurge	6
Appendix (Brown Spells)	10
Licence	25

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Artifice is a reorganisation of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Demiurge**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes such as the Demiurge. Feel free to use or ignore this extra information at your whim.

THE COLOUR BROWN

Brown is the colour of industry, technology, the blending of elements, and mastery over distance and force. To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Brown, deities of order, knowledge, progress, travel, power and creation might have influence over the Brown domains of Artifice, Force and Locus. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

The complete list of Green spells is shown after the Brown Spell descriptions on page 25. These should be prohibited to a Brown specialist.

THE SPHERE OF ARTIFICE

Artifice is the key sphere of Brown. It represents technology, creation and the mastery over the universal elements that practical science brings. It is a composite sphere, much as brown is a composite colour, blending elements from a large number of other colours, primarily the order of the Blue, the resilience of the Black and the creative life force of the Yellow. Artifice is about creating things that did not exist before, constructing and organizing matter according to the will of the magician.

Brown is a muddying of the colour spectrum. Like its opponent colour, Green, it has a large number of spells, many with the capacity to draw elements of their power from other colours, and thus it contains some spells that might look like they belong in other spheres.

The spells of this sphere are varied in effect, with abilities that are offensive, defensive and miscellaneous in application. If anything, it is more defensive in ability and miscellaneous in scope, with only a few direct damaging abilities, but plenty of powers that might be considered more dangerous to a pursuer or intruder than to a guarded opponent. This sphere contains synergies between early engineering and magical technology. It might represent the first steps into technomancy for some game universes.

Table Brown 1 All Artifice Spells

<i>Spell Name</i>	<i>Level</i>
Mending	0
Magic Weapon	1
Magic Mouth	2
Make Whole	2
Web	2
Keen Edge	3
Magic Weapon, Greater	3
Secret Page	3
Snare	3
L.'s Secure Shelter	4
Magic Vestment	4
Minor Creation	4
Fabricate	5
L.'s Secret Chest	5
Major Creation	5
Blade Barrier	6
Guards and Wards	6
M.'s Private Sanctum	7
Simulacrum	7
M.'s Magnificent Mansion	8
Clone	9

THE DOMAIN OF ARTIFICE

Gods of progress, technology, science, engineering, or weapons and war might have Artifice as a domain to grant their worshippers. Some of the powers of this domain move into the realm of artificial life, so deities with subversion of the natural order in their aspect might also have this domain. To extrapolate craft into craftiness, defences or security against intrusion are other aspects represented here. Clerics that are likely to take it up are those that

might build the items of legend and craft the relics that manifest divine power.

The **base domain** ability for Artifice is that the character gains all Craft skills, and Knowledge (Architecture) as class skills if they were not already, and further gains a +3 enhancement bonus to one of these skills (the character's choice).

The **advanced domain** Artifice power increases the speed of progress when crafting items. When determining the progress of work on an item, add the character's class level to the DC to craft the item before multiplying it by the check result to determine effective progress (see the Craft skill PH page 70 for more information on this skill use). Magic item progress is also increased, by 100gp per class level per day. So a thirteenth level Mystic would create 2300gp worth of magic item per day's work.

Table Brown 2 Artifice Domain

<i>Spell Name</i>	<i>Level</i>
Mending	0
Magic Weapon	1
Make Whole	2
Magic Weapon, Greater	3
Minor Creation	4
Major Creation	5
Guards and Wards	6
Simulacrum	7
M.'s Magnificent Mansion	8
Clone	9

THE SPHERE OF FORCE

Similar to the other Brown spheres, Force draws from other colours, mostly those that have an elemental aspect, like Black and Red. Force is concerned with the tangible but immaterial power that can exist only through the intervention intelligent power. While the Red provides the energy through the Sun in the sky, the motion in the muscles and the lightning in the nerves, Force empowers pure fields of power that can affect mundane matter but are not limited by it. It draws aspects from the Black firmament, replicating its power, a bit like a manifestation of the aspects of the Black through the power of the Red.

Force is pure physics. Its spells are manifestations of power, and have widely variable applications. Beginning with defences, then moving into miscellaneous and ultimately extreme offensive powers, the force Sphere is quite variable. It does not include telekinesis, because abilities of that ilk involve power directing matter from within and is thus included in the Red sphere of Dynamics, whereas Force is pure power and requires no physical aspect to channel it.

THE DOMAIN OF FORCE

Sometimes called “the hand of god”, the domain of Force involves manifesting the power of the divine directly. It includes several powers that might be seen as holy smiting...

Table Brown 3 All Force Spells

<i>Spell Name</i>	<i>Level</i>
T.'s Floating Disk	0
Mage Armor	1
Shield	1
Shield of Faith	1
Unseen Servant	1
Spiritual Weapon	2
L.'s Tiny Hut	3
Phantom Steed	3
O.'s Resilient Sphere	4
B.'s Interposing Hand	5
M.'s Faithful Hound	5
Wall of Force	5
B.'s Forceful Hand	6
Repulsion	6
B.'s Grasping Hand	7
Forcecage	7
M.'s Sword	7
B.'s Clenched Fist	8
B.'s Crushing Hand	9

The **base domain** power of Force grants a permanent +2 deflection bonus to the armour class of the devotee. This bonus is not cumulative with other deflection bonuses.

The **advanced domain** power of Force allows the character to deflect ranged attacks or ranged touch attacks that pass through any square within twenty feet. The character must use a standard action to manifest this spell like ability, and it can be used for one round (until their next action). Blocking an attack requires a reflex saving throw be made against DC 15, and

use of this ability counts as if the character had used an attack of opportunity. Should a character have multiple available, they can use this ability more times in the round, continuing to sacrifice their attacks of opportunity available for more defences. This ability can be initiated a number of times per day equal to the character's class level. If a character runs out of attacks of opportunity in any round that they are using this ability, they can choose to reduce the number of rounds per day that they would otherwise be able to use this power, in order to make an attempt to block the ranged attack. For example, a 5th level Mystic (1 AoO) uses this ability and is then shot with three arrows. They can block the first with a successful reflex save vs. 15, but in order to have a chance at blocking the next two, the character will have to sacrifice 2 more uses of this ability for that day, leaving them with only 2 uses for the day left.

Table Brown 4 Force Domain

<i>Spell Name</i>	<i>Level</i>
T.'s Floating Disk	0
Shield	1
Spiritual Weapon	2
L.'s Tiny Hut	3
O.'s Resilient Sphere	4
B.'s Interposing Hand	5
B.'s Forceful Hand	6
B.'s Grasping Hand	7
B.'s Clenched Fist	8
B.'s Crushing Hand	9

THE SPHERE OF LOCUS

Locus is mastery over space, distance and location. Those that study its secrets gain great powers of travel; even extra-dimensional movement. Unlike the Red sphere of Dynamics, the transportation powers are not generated through motion of material. Instead, this sphere starts with mundane special relationships and then extends out into the more esoteric. Study begins with the sensing of locations of things in relation to each other, then progresses through short range jaunting to teleporting long distance, and then ultimately to full blown transgression into the vast multiverse beyond.

Like the other Brown spheres, Locus draws its abilities from the muddying of the edges between some of the other colours, in this case the power of the White to transcend and the ability of the Orange to warp That Which Is. Locus is primarily a miscellaneous sphere, with some defensive abilities. There are no attack powers whatsoever. One of the greatest tactical powers that can be manifest, however, is that of being in the right place at the right time. Locus can thus change tactical environments, yielding great power in battle or in evasion.

THE DOMAIN OF LOCUS

Deities of the sky, space, travel or death (the transition from one world to the next) are likely to grant Locus as an available domain. Clerics that take it up are likely to have useful occupations and a very widespread ministry...

Table Brown 5 All Locus Spells

<i>Spell Name</i>	<i>Level</i>
Know Direction	0
Locate Object	1
Blink	2
Locate Creature	3
Dimension Door	4
Dimensional Anchor	4
Passwall	5
Plane Shift	5
Teleport	5
Word of Recall	6
Ethereal Jaunt	7
Phase Door	7
Refuge	7
Teleport Object	7
Teleport, greater	7
Dimension Lock	8
Astral Projection	9
Etherealness	9
Gate	9
Teleportation Circle	9

The **base domain** power for Locus grants the devotee an extra sensory perceptive ability with regards special anomalies, gates and teleportation effects. In other words, they become sensitive to magic of the Locus sphere as well as the White spheres of Summoning and Intervention. This is a spell like ability that requires concentration and a roll of Knowledge (Arcana) vs. DC 15+1 per 50 feet from the perceptible effect, to a maximum range of the character's class level in miles. The devotee can immediately identify the location of the effect and its general type (gate, summoning of

creature, short range blink), but not necessarily its source or cause. If both of the departure and arrival locations of an effect are within range, both must be separately rolled for. If the character makes the roll by more than 10, they may get extra information about the effect (wether it is arrival or departure, number of creatures passing, likely destination, etc)

The **advanced domain** power for Locus allows the devotee to use an instinctive teleport defence the first three times per day the character would normally have suffered harm, providing they are not caught flat-footed. If there are destination squares within 25' outside the normal area of effect of the damage source, a successful reflex save vs. DC 20 will allow the character to instantly teleport to any of the available squares (their choice) and avoid the damage completely, attracting no attacks of opportunity for the jaunt. This counts as a free action, and will only occur once per round.

Table Brown 6 Locus Domain

<i>Spell Name</i>	<i>Level</i>
Know Direction	0
Locate Object	1
Blink	2
Locate Creature	3
Dimension Door	4
Teleport	5
Word of Recall	6
Teleport, greater	7
Dimension Lock	8
Teleportation Circle	9

THE DEMIURGE

Brown is an amalgam colour; a mix of all the other shades and hues, a blending of them all together, to yield a result that is both more and less than its component parts. It is the colour of the broken earth, and is seen wherever the hand of humanity (or any other technically-minded race) seeks reorganisation of the order of Nature according to its own desires. The Demiurge is at the forefront of endeavour, always seeking to understand the natural laws of the universe, so as to control them.

Masters of the forge, experts in the laboratory and inventive gadgeteers, Demiurges are renowned tinkers and users of tools. They might be the absent-minded scholar who has learned to apply some elements of theory to practice, or the skilled artisan making a living by creating magical trinkets or weapons, or even the well-equipped adventurer, seeking an avenue to test out prototypes of new innovations. Regardless of the specifics, they are all technomancers, learning to blend the power of magic in with the material, and using the power of their magic or machines to give intelligent beings mastery over the natural world.

Adventures

The Demiurge is a maker, an instigator, and a creator of things. Most do not adventure, save if adventure comes to them. This latter occurrence is not infrequent, however, as a Demiurge is likely to be at the forefront of any technological development. The knowledge they might have, or the tools (or weapons!) they might be able to create could well be at the heart of any plot, and the cause of many an adventure. There are more adventurous members of this class. For them, travel is an opportunity to treat the world at large as one big experiment testing facility, in which they can happily try out the practicalities of the trinkets and inventions they have concocted. They might refer to troubles in their travels as a "field test", and revel in the opportunity for profit, so as to get better equipment together for their next project.

Characteristics

Demiurges' primary ability is the magic they have learned to wield. Creating magical constructs, generating force fields and manipulating the space-time continuum are all powers that an expert Demiurge learns to manifest. They also learn to imbue items with magic in an unusual way, allowing them to develop and test new tools in the field rather than at home in the lab. They are likely to be carrying arrays of trinkets and tricks.



Demiurges wield the power of Brown magic, and focus upon one Sphere of the Brown as their primary area of expertise. They cannot cast all spells, but can learn them all, so as to create new arcane tools. They learn few combat abilities, being roughly the equal of a wizard in conflict. They also suffer full spell failure for any armor they wear, and learn to use no armor and only few weapons.

Alignment

Demiurges might be of any alignment or disposition. There are as many eclectic Tinkers among their ranks as considered scientists, though there is a tendency to neutrality with respect to good and evil, as their concerns are not moral as much as they are focused on endeavors.

Religion

The majority of Demiurges are likely to be agnostic or atheistic, bowing to the power of gods as needed rather than having any tendency toward faith. In fact, the principles of engineering that they do follow have a logical consequence that gods are most likely nothing more than entities empowered by a greater understanding and mastery of universal forces, so that Demiurges might suppose that it is not beyond reach than any mortal might attain divinity. Such thinking might get members of the class into some trouble with less understanding religions.

Some members of this class are drawn towards the fact that the universe is far larger and more complex than can be comprehended or mastered, and they in turn might be proponents of almost any religion that would accept them. Deities of knowledge, understanding and creation or manufacture are likely to have appeal to them.

Background

Brown magic requires intense study, and much book learning, as well as expensive equipment and well supplied laboratories. As such only the wealthiest or most talented might have opportunity to train in this area of magic. Characters are likely to come from upper middle class or lower upper class families, who are not so low that the drain upon finances cannot be managed, yet not so high that the absence from social circles and relinquishment of noble duties are likely to cause consequence.

Races

Dwarves, Humans and Gnomes, being the most technically minded of races, are likely to have the highest number of members of this class, while Elves, Half Orcs, and Haflings are likely to have the least. Though the Elvish aptitude for magic is in their favor, they simply do not often have the right powers of technical aptitude. In the Chrome world the Thuul are the most likely native race to have members of this class.

Other Classes

Demiurges are likely to associate with Wizards and Scholars, and are likely to prefer the conversation of generalists over that of specialists. Few of the other classes are likely to share their hunger for discussion of theoretical concerns and their practical applications. Rogues or Professionals, or even Arcane Dabblers might prove interesting to them, if they have a similar mindset.

The other classes are more likely to be seen as conveniences rather than equal associates.

Role

A Demiurge is likely to fill the same role as a primary arcane spellcaster in any group. They are capable of all the same effects: defense, offense, transportation, and so on, but are likely to manifest their abilities in a slightly different way, which is to say, through their items. This is not a limitation in most situations, and in fact may be an advantage, as they can sometimes use their powers to arm other party members with the tools to become alternate spell support in their own right. They may serve a group as a skilled artisan and source of magic items, as well as someone to help decipher and utilise the tools of magic that are found on the way.

Game rule information

Abilities

The Demiurges' key primary statistic is Intelligence. Their spell abilities rely on Intelligence in the same way that a wizard's do, and it also allows them to develop their key class skills.

They benefit from good Constitution for its survival bonuses, and Dexterity so as to avoid trouble. The other base statistics are less important to them.

Alignment

A Demiurge might be of any alignment, though there is a trend towards neutrality as regards good and evil.

Hit Die

D4

Class Skills

Appraise (Int), Concentration (Con), Craft (Any) (Int), Disable Device (Int), Knowledge (Arcane) (Int), Knowledge (Architecture) (Int), Open Lock (Dex), Profession (any craft or study oriented one) (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill points at 1st level

(4+Intelligence modifier) x 4

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Demiurges do not learn to use any armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Demiurges cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

Demiurges learn to cast high level spells earlier than other spell casters. This is due to their broad understanding across all the colours, and their superior ability to engineer and manipulate magic with nothing more than their intellect.

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	8	9
					Simple weapon proficiency, base domain power, Scribe Scroll, Arcane Artifice	3	1								
1	0	0	0	2											
2	1	0	0	3	Bonus Feat, Enhanced Brown Magic Item Use	3	1	1							
3	1	1	1	3		4	2	1							
4	2	1	1	4		4	2	2	1						
5	2	1	1	4	Bonus Feat	4	3	2	1	1					
6	3	2	2	5	Advanced domain power	4	3	3	2	1					
7	3	2	2	5		5	3	3	2	2	1				
8	4	2	2	6	Bonus Feat	5	4	3	3	2	1	1			
9	4	3	3	6		5	4	4	3	3	2	1			
10	5	3	3	7		5	4	4	3	3	2	2	1		
11	5	3	3	7	Bonus Feat	5	4	4	4	3	3	2	1	1	
12	6/1	4	4	8		5	5	4	4	4	3	3	2	1	
13	6/1	4	4	8		5	5	5	4	4	3	3	2	2	1
14	7/2	4	4	9	Bonus Feat	5	5	5	4	4	4	3	3	2	1
15	7/2	5	5	9		5	5	5	5	4	4	4	3	3	2
16	8/3	5	5	10		5	5	5	5	5	4	4	3	3	2
17	8/3	5	5	10	Bonus Feat	5	5	5	5	5	4	4	4	3	3
18	9/4	6	6	11		5	5	5	5	5	5	4	4	4	3
19	9/4	6	6	11		5	5	5	5	5	5	5	4	4	4
20	10/5	6	6	12	Bonus Feat	5	5	5	5	5	5	5	5	5	5

They are required to have Intelligence sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Demiurge's spell is 10 + the spell level + the caster's Intelligence modifier. They are restricted to a limited number of spells per day as per Table Brown 7: The Demiurge, Spells and Special Abilities. They receive bonus spells if they have a high Intelligence score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

A Demiurge is only able to cast spells of the Brown colour designation. A complete spell list is included in the appendix at the end of this section. All other spells can be learned and recorded in the

character's spellbook. Out of colour spells can even be memorized, but they cannot be cast. Demiurges often use this method in their creation of magic items; see the section on Arcane Artifice below.

Further, a Demiurge may choose one of the Brown Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Demiurges thus specialise in Locus, others in Artifice and others in Force. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to healing magic.

The Demiurge gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 6th level.

Spellbooks

A Demiurge must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Demiurge begins with a spellbook containing 2 0-level Brown spells and 2 1st level Brown spells.

At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Demiurge advances, they gain one new spell of any level they can cast for their spell book. At any time a Demiurge can transcribe spells from a Wizard or Dabbler's spell books or using the normal scroll transcribing rules.

Bonus Feats

The Demiurge gains the Scribe Scroll feat at 1st level, much as a wizard does. This enables the Demiurge to create magic scrolls.

At 2nd level and every 3 levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th levels) the character gains bonus feats from the Item Creation list, Magical Aptitude, or the Skill Focus feat in any Craft skill. The complete list of available feats are: Brew Potion, Craft Magic Arms and Armour, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Magical Aptitude, Skill Focus (any Craft).

The character is able to learn Item Creation Feats one level lower than the normal prerequisites (Brew Potion at 2nd level, or Forge Ring at 11th level for example).

Enhanced Brown Magic Item Use

Starting at 2nd level, when a Demiurge uses a magic item to cast or use spells of the brown magic designation, half of the caster level of the Brown mage is added to the item's normal caster level.

Arcane Artifice

Demiurges can use their ability to blend magic into the material, creating magic items with much less personal cost than other spell casters. They can also use this ability to enable them to use magic of other colours than Brown, but imbuing the magic into an item. This ability limits their capacity to cast spells directly in the mean time.

Instead of using the normal rules to enchant an item (which they can choose to use), a Demiurge can opt to devote a number of spell slots of the appropriate level each day into an item in order to enchant it. To perform this action the character must have the item to be enchanted available (material costs must still be used) and they must memorize all the spells that the item requires in creation, and imbue those spells into the item while they are doing their morning study. Items that do not require any spells cannot be enchanted by this method (metamagic rods for example).

The item is counted as being complete for the duration of the day, and will act as such, save for all charged items, potions or scrolls which will only have one charge available during that day. It is possible to use this method to create and use one-shot items like Potions or Scrolls in the same day, but they still require full enchantment duration to become permanent. It is also possible using the method for a Demiurge to use spells from a different spell list by making an item to channel the spell.

The item cost and length of time to enchant remain unchanged when enchanting via this method. So items take 1 day to enchant for every 1000gp value, and the base gold piece cost is 25x caster level x spell level (or whatever is on the DMG item list). There is no experience cost to create items via this method. In all other ways the Arcane Artifice is treated the same as normal item creation.

Ex-Demiurges

Demiurges are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Gnome Demiurge Starting Package

Armor	Normal clothing (AC normal)		
Weapons	Dagger (1d3, critical 19-20. x2, 1lb, range increment 10)		
Skill selection	Pick a # of skills equal to 4+Int Mod		
Skill	Ranks	Ability	Armour
Appraise	4	Int	-
Concentration	4	Con	-
Craft (Alchemy)	4	Int	-
Craft (Smith)	4	Int	-
Disable Device	4	Int	-
Knowledge (Arcane)	4	Int	-
Spellcraft	4	Int	-
Use Magic Device	4	Cha	-
Feats	Scribe Scroll, Wizard Weapons, Toughness, Force Domain power.		
Spell Book	<i>Mending, T.'s Floating Disk, Mage Armour, Magic Weapon</i>		
Gear	Robes, scroll case, 8 sheets of paper, ink, pen, spell components pouch, spell book, packed lunch.		
Gold	6d4gp		

APPENDIX: BROWN SPELLS

Level 0 Brown Spells

Spell Name	Domain	Level	Domain level
Mending	Artifice	0	0
T's Floating Disk	Force	0	0
Know Direction	Locus	0	0

Mending

Brown (Artifice) - Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0, Brown 0, Artifice 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

Floating Disk

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 1, Brown 0, Force 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal

Artifice	level	Force	level	Locus	Level
Artifice	Level	Force	Level	Locus	Level
Mending	0	T.'s Floating Disk	0	Know Direction	0
Magic Weapon	1	Mage Armor	1	Locate Object	1
		Shield	1		
		Shield of Faith	1		
		Unseen Servant	1		
Magic Mouth	2	Spiritual Weapon	2	Blink	2
Make Whole	2				
Web	2				
Keen Edge	3	L.'s Tiny Hut	3	Locate Creature	3
Magic Weapon, Greater	3	Phantom Steed	3		
Secret Page	3				
Snare	3				
L.'s Secure Shelter	4	O.'s Resilient Sphere	4	Dimension Door	4
Magic Vestment	4			Dimensional Anchor	4
Minor Creation	4				
Fabricate	5	B.'s Interposing Hand	5	Passwall	5
L.'s Secret Chest	5	M.'s Faithful Hound	5	Plane Shift	5
Major Creation	5	Wall of Force	5	Teleport	5
Blade Barrier	6	B.'s Forceful Hand	6	Word of Recall	6
Guards and Wards	6	Repulsion	6		
M.'s Private Sanctum	7	B.'s Grasping Hand	7	Ethereal Jaunt	7
Simulacrum	7	Forcecage	7	Phase Door	7
		M.'s Sword	7	Refuge	7
				Teleport Object	7
				Teleport, greater	7
M.'s Magnificent Mansion	8	B.'s Clenched Fist	8	Dimension Lock	8
Clone	9	B.'s Crushing Hand	9	Astral Projection	9
				Etherealness	9
				Gate	9
				Teleportation Circle	9

speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Know Direction

Brown (Locus) - Divination

Level: Brd 0, Drd 0, Brown 0, Locus 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

Level 1 Brown Spells

Spell Name	Domain	Level	Domain level
Magic Weapon	Artifice	1	1
Mage Armor	Force	1	
Shield	Force	1	1
Shield of Faith	Force	1	
Unseen Servant	Force	1	
Locate Object	Locus	1	1

Magic Weapon

Brown (Artifice) - Transmutation

Level: Clr 1, Pal 1, Sor/Wiz 1, War 1, Brown 1, Artifice 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon’s +1 bonus on attack rolls.)

You can’t cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk’s unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Mage Armor

Brown (Force) - Conjunction (Creation) [Force]

Level: Sor/Wiz 1, Brown 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can’t bypass it the way they do normal armor.

Focus: A piece of cured leather.

Shield

Brown (Force) - Abjuration [Force]

Level: Sor/Wiz 1, Brown 1, Force 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can’t use the *shield* spell for cover.

Shield of Faith

Brown (Force) - Abjuration

Level: Clr 1, Brown 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Unseen Servant

Brown (Force) - Conjunction (Creation)

Level: Brd 1, Sor/Wiz 1, Brown 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

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

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

Material Component: A piece of string and a bit of wood.

Locate Object

Brown (Locus) - Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2, Brown 1, Locus 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

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

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Arcane Focus: A forked twig.

Level 2 Brown Spells

Spell Name	Domain	Level	Domain level
Magic Mouth	Artifice	2	
Make Whole	Artifice	2	2
Web	Artifice	2	
Spiritual Weapon	Force	2	2
Blink	Locus	2	2

Magic Mouth

Brown (Artifice) - Illusion (Glamer)

Level: Brd 1, Sor/Wiz 2, Brown 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

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

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Make Whole

Brown (Artifice) - Transmutation

Level: Clr 2, Brown 2, Artifice 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./ level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Web

Brown (Artifice) - Conjunction (Creation)

Level: Sor/Wiz 2, Brown 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

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

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

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

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

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

Material Component: A bit of spider web.

Spiritual Weapon

Brown (Force) - Evocation [Force]

Level: Clr 2, War 2, Brown 2, Force 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

Chaos: Battleaxe

Evil: Light flail

Good: Warhammer

Law: Longsword

Blink

Brown (Locus) - Transmutation

Level: Brd 3, Sor/Wiz 3, Brown 2, Locus 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

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

Level 3 Brown Spells

Spell Name	Domain	Level	Domain level
Keen Edge	Artifice	3	
Magic Weapon, Greater	Artifice	3	3
Secret Page	Artifice	3	
Snare	Artifice	3	
L.'s Tiny Hut	Force	3	3
Phantom Steed	Force	3	
Locate Creature	Locus	3	3

Keen Edge

Brown (Artifice) - Transmutation

Level: Sor/Wiz 3, Brown 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

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

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

Magic Weapon, Greater

Brown (Artifice) - Transmutation

Level: Clr 4, Pal 3, Sor/Wiz 3, Brown 3, Artifice 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

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

Arcane Material Component: Powdered lime and carbon.

Secret Page

Brown (Artifice) - Transmutation

Level: Brd 3, Sor/Wiz 3, Brown 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepa snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page's* contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.
Material Component: Powdered herring scales and will-o'-wisp essence.

Snare

Brown (Artifice) - Transmutation

Level: Rgr 2, Drd 3, Brown 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Tiny Hut

Brown (Force) - Evocation [Force]

Level: Brd 3, Sor/Wiz 3, Brown 3, Force 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the *hut* is dispelled.

Phantom Steed

Brown (Force) - Conjunction (Creation)

Level: Brd 3, Sor/Wiz 3, Brown 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

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

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

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

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

Locate Creature

Brown (Locus) - Divination

Level: Brd 4, Sor/Wiz 4, Brown 3, Locus 3

Components: V, S, M

Duration: 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

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

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

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

Level 4 Brown Spells

Spell Name	Domain	Level	Domain level
L's Secure Shelter	Artifice	4	
Magic Vestment	Artifice	4	
Minor Creation	Artifice	4	4
O's Resilient Sphere	Force	4	4
Dimension Door	Locus	4	4
Dimensional Anchor	Locus	4	

Secure Shelter

Brown (Artifice) - Conjunction (Creation)

Level: Brd 4, Sor/Wiz 4, Brown 4

Components: V, S, M, F; see text

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level,

clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

Magic Vestment

Brown (Artifice) Transmutation

Level: Clr 3, Strength 3, War 3, Brown 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Minor Creation

Brown (Artifice) - Conjunction (Creation)

Level: Sor/Wiz 4, Brown 4, Artifice 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

Resilient Sphere

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 4, Brown 4, Force 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Dimension Door

Brown (Locus) - Conjunction (Teleportation)

Level: Brd 4, Sor/Wiz 4, Travel 4, Brown 4, Locus 4

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor

Brown (Locus) - Abjuration

Level: Clr 4, Sor/Wiz 4, Brown 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

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

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

Level 5 Brown Spells

Spell Name	Domain	Level	Domain level
Fabricate	Artifice	5	
L.'s Secret Chest	Artifice	5	
Major Creation	Artifice	5	5
B.'s Interposing Hand	Force	5	5
M.'s Faithful Hound	Force	5	
Wall of Force	Force	5	
Passwall	Locus	5	
Plane Shift	Locus	5	
Teleport	Locus	5	5

Fabricate

Brown (Artifice) - Transmutation

Level: Sor/Wiz 5, Brown 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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

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

Secret Chest

Brown (Artifice) - Conjunction (Summoning)

Level: Sor/Wiz 5, Brown 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size,

which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Major Creation

Brown (Artifice) - Conjunction (Creation)

Level: Sor/Wiz 5, Brown 5, Artifice 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal ¹	1 round/level

¹ Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Interposing Hand

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 5, Brown 5, Force 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*.

The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Focus: A soft glove.

Mage's Faithful Hound

Brown (Force) - Conjunction (Creation)

Level: Sor/Wiz 5, Brown 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw: None

Spell Resistance: No

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

barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

Wall of Force

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 5, Brown 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

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

Material Component: A pinch of powder made from a clear gem.

Passwall

Brown (Locus) - Transmutation

Level: Sor/Wiz 5, Brown 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

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

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

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

Material Component: A pinch of sesame seeds.

Plane Shift

Brown (Locus) - Conjunction (Teleportation)

Level: Clr 5, Sor/Wiz 7, Brown 5

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

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

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

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Teleport

Brown (Locus) - Conjunction (Teleportation)

Level: Sor/Wiz 5, Travel 5, Brown 5, Locus 5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

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

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

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

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

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

On Target: You appear where you want to be.

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

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

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

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

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

(1d20+80)

Level 6 Brown Spells

Spell Name	Domain	Level	Domain level
Blade Barrier	Artifice	6	
Guards and Wards	Artifice	6	6
B.'s Forceful Hand	Force	6	6
Repulsion	Force	6	
Word of Recall	Locus	6	6

Blade Barrier

Brown (Artifice) - Evocation [Force]

Level: Clr 6, Good 6, War 6, Brown 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Guards and Wards

Brown (Artifice) - Abjuration

Level: Sor/Wiz 6, Brown 6, Artifice 6

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

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

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

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

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

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

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

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

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

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

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

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

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

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Focus: A small silver rod.

Forceful Hand

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 6, Brown 6, Force 6

Components: V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

Repulsion

Brown (Force) - Abjuration

Level: Clr 7, Protection 7, Sor/Wiz 6, Brown 6

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or

entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Word of Recall

Brown (Locus) - Conjuraton (Teleportation)

Level: Clr 6, Drd 8, Brown 6, Locus 6

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Level 7 Brown Spells

Spell Name	Domain	Level	Domain level
M.'s Private Sanctum	Artifice	7	
Simulacrum	Artifice	7	7
B.'s Grasping Hand	Force	7	7
Forcecage	Force	7	
M.'s Sword	Force	7	
Ethereal Jaunt	Locus	7	
Phase Door	Locus	7	
Refuge	Locus	7	
Teleport Object	Locus	7	
Teleport, greater	Locus	7	7

Mage's Private Sanctum

Brown (Artifice) - Abjuration

Level: Sor/Wiz 5, Brown 7

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

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

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

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

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

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Simulacrum

Brown (Artifice) - Illusion (Shadow)

Level: Sor/Wiz 7, Brown 7, Artifice 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be created.

XP Cost: 100 XP per HD of the simulacrum to be created (minimum 1,000 XP).

Grasping Hand

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 7, Strength 7, Brown 7, Force 7

Components: V, S, F/DF

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Forcecage

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 7, Brown 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

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

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

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Mage's Sword

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 7, Brown 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its

attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell. **Focus:** A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

Ethereal Jaunt

Brown (Locus) - Transmutation

Level: Clr 7, Sor/Wiz 7, Brown 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

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

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

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

Phase Door

Brown (Locus) - Conjunction (Creation)

Level: Sor/Wiz 7, Travel 8, Brown 7

Components: V

Casting Time: 1 standard action

Range: 0 ft.

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

Duration: One usage per two levels

Saving Throw: None

Spell Resistance: No

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

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

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

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

Refuge

Brown (Locus) - Conjunction (Teleportation)

Level: Clr 7, Sor/Wiz 9, Brown 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

Teleport Object

Brown (Locus) - Conjunction (Teleportation)

Level: Sor/Wiz 7, Brown 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

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

Teleport, Greater

Brown (Locus) - Conjunction (Teleportation)

Level: Sor/Wiz 7, Travel 7, Brown 7, Locus 7

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

Level 8 Brown Spells

Spell Name	Domain	Level	Domain level
M.'s Magnificent Mansion	Artifice	8	8
B.'s Clenched Fist	Force	8	8
Dimension Lock	Locus	8	8

Mage's Magnificent Mansion

Brown (Artifice) - Conjunction (Creation)

Level: Sor/Wiz 7, Brown 8, Artifice 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

Clenched Fist

Brown (Force) - Evocation [Force]

Level: Sor/Wiz 8, Strength 8, Brown 8, Force 8

Components: V, S, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Dimensional Lock

Brown (Locus) - Abjuration

Level: Clr 8, Sor/Wiz 8, Brown 8, Locus 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

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

Level 9 Brown Spells

Spell Name	Domain	Level	Domain level
Clone	Artifice	9	9
B.'s Crushing Hand	Force	9	9
Astral Projection	Locus	9	
Etherealness	Locus	9	
Gate	Locus	9	
Teleportation Circle	Locus	9	9

Clone

Brown (Artifice) - Necromancy

Level: Sor/Wiz 8, Brown 9, Artifice 9

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Crushing Hand

Brown (force) - Evocation [Force]

Level: Sor/Wiz 9, Strength 9, Brown 9, Force 9

Components: V, S, M, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

Astral Projection

Brown (Locus) - Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9, Brown 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral

Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Etherealness

Brown (Locus) - Transmutation

Level: Clr 9, Sor/Wiz 9, Brown 9

Range: Touch; see text

Targets: You and one other touched creature per three levels

Duration: 1 min./level (D)

Spell Resistance: Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Gate

Brown (Locus) - Conjuraton (Creation or Calling)

Level: Clr 9, Sor/Wiz 9, Brown 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/level); see text

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the *calling creatures* function).

Teleportation Circle

Brown (Locus) - Conjunction (Teleportation)

Level: Sor/Wiz 9, Brown 9, Locus 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find the circle

and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).



GREEN MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Brown from casting. As per the notes on page 2, the opposing Colour to Brown is Green, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Brown will not be able to learn or cast any of the following spells, which is the spell list for Green:

Calm Animals, Charm Animal, Detect Animals or Plants, Hide from Animals, Speak with Animals, Summon Nature's Ally I, Animal Messenger, Animal Trance, Summon Nature's Ally II, Summon Swarm, Speak with Plants, Summon Nature's Ally III, Command Plants, Repel Vermin, Summon Nature's Ally IV, Insect Plague, Summon Nature's Ally V, Summon Nature's Ally VI, Creeping Doom, Summon Nature's Ally VII, Control Plants, Summon Nature's Ally VIII, Summon Nature's Ally IX, Create Water, Obscuring Mist, Fog Cloud, Gust of Wind, Whispering Wind, Gaseous Form, Stinking Cloud, Water Breathing, Water Walk, Wind Wall, Air Walk, Control Water, Solid Fog, Control Winds, Commune with Nature, Wind Walk, Control Weather, Whirlwind, Pass without Trace, Magic Fang, Shillelagh, Barkskin, Tree Shape, Wood Shape, Magic Fang, Greater, Plant Growth, Heal Mount, Tree Stride, Ironwood, Liveoak, Transport via Plants, Animate Plants, Changestaff, Animal Shapes, Shambler

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CHROME MAGIC



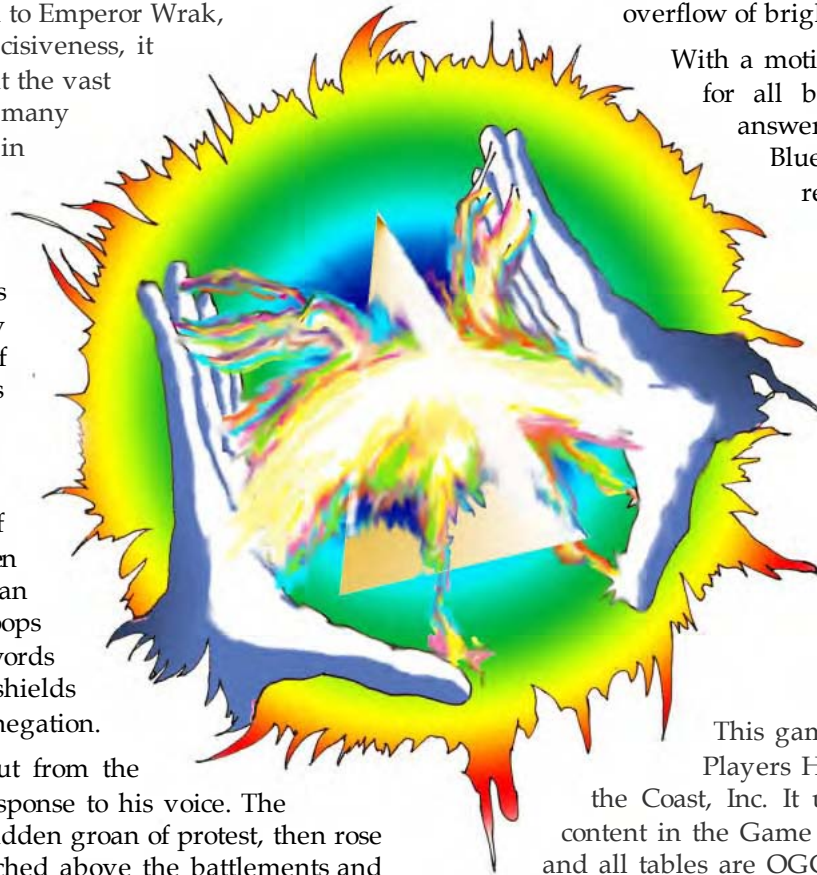
Andarius the ArcMage stood on the battlements and gazed coldly at the armies amassed before his tower. Though his countenance was inscrutable, he seethed inside with barely contained outrage. Apparently his incursions into the realm of Garnan had not only been reported to Emperor Wrak, but in an uncharacteristic show of decisiveness, it seemed that Wrak in turn had brought the vast might of the Imperial Guard and its many Battlemages to bear upon his home in retaliation. This simply would not do.

Andarius gripped the stone ramparts and sneered. His many Cultists stood well back, and for a moment he was alone, one dark shape upon the rocky outcropping. Far below, the metaconcert of battlemages, chthonurges and metamages worked towards finishing their more powerful magic. The very air itself became luminescent with shades of blue and black, with red flashes showing the drawing in of power, the likes of which had not been seen before in these lands. Time slowed, and an entire battalion of heavily armoured troops rose into the wind, brandishing swords gleaming with lightning and holding shields protected by a black nimbus of arcane negation.

"Enough!" the word burst out from the ArcMage, and a wind rose up in response to his voice. The rocky outcropping creaked out a sudden groan of protest, then rose up higher and higher, till it stretched above the battlements and over the encroaching forces. Beams of light and bolts of lightning blasted up towards the stony ledge, but failed before reaching it; some greater magic keeping them back. Andarius grinned and grimaced with the effort, and called out into the gathering windstorm as he raised his hand and delineated an arc of

multi-hued Chromatic energy. A reciprocal curve of rainbow light bent past him in an unnatural inverse shape from the sky above. His grey hair and long, rune embossed robes caught in the gathering wind, and in that fleeting moment he felt all the power, all the potential, and all the possibility well up around him in an overflow of brightly coloured arcane auras.

With a motion, he unleashed all the pent up forces. Time froze for all but him, and in the stolen seconds he worked answering spells for each of those arrayed against him: Blue for Blue, Red for Red, and Black for Black. Time restarted. A sudden wail arose from the dark and Andarius smiled with real warmth, finally amused.



Index

Overview	2
Chrome	3
The ArcMage	5
The Binarist	6
The Monomancer	7
The Prismatician	9
The Pulsar	10
The Ultramancer	11
Appendix (Chrome Spells)	13
Licence	18

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. It is possible to use this supplement directly with the normal classes. Some new prestige classes are included, as are a discussion of Chromatic Alignment spells.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they are available in the "Unlikely Heroes: The Mystic"

character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced domain power available to Mystics and classes like the Chymurge. Feel free to use or ignore this extra information at your whim.

THE SPHERE OF CHROME

Chrome is not a colour per say, it exists over and above the other colours. To incorporate Colours into an existing campaign, allocate them to deities; in the case of Chrome, all deities might be Chromatically aligned, and thus might give access. It is not possible for a Specialist Wizards to choose a Chrome as their primary school, although it is possible to focus on it as a part of a prestige class or as part of the Mystic class. The colours are opposed to each other in the following manner by default:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

Chrome spells are a little different to the other kinds of magic. They are a part of the other colours, but distinct nonetheless. In some ways they are more pure than other magic. Characters that have the ability to manipulate Chromatic magic are not capable of using Grey spells. A complete list of Grey magic is included on page 17.

THE SPHERES AND DOMAINS OF CHROME

Chrome is the distillation of pure magical colour. It represents and manifests chromatic arcane in its absolute essential form. When a specialist seeks the ultimate expression of their chosen colour, they sometimes find that it is possible to isolate all impurities from their magic, leaving only rarefied shade, tone and hue. This Chrome effect is capable of many things, not the least of which is powerful aligned magic.

Each Colour save Grey has a Chrome essence. Thus there are ten Chrome Spheres, one for each of the main colours except Grey. The spheres of Chrome are simply named after the colours that bring them into existence. So you have a Red Chrome Sphere, a Blue Chrome sphere and a Brown Chrome sphere, and so on.

Grey is the only colour that sits apart. It constitutes only an image of the other colours, as seen through a glass, darkly. The essence of Grey is such that it is incapable of being distilled itself, excepting where it results in the Sphere of Shadow. Some perceive Grey as being between all the colours, forming a middle ground or blend, others say that Grey is all that is left when the true essence of colours have been obliterated. In any case, the effect is the same; there is no Chrome Grey.

Colours come with default opposites, and Chrome spells are designed and directed with the natural oppositions that Colours manifest built into their nature. Red is opposed to Indigo, White to Black, Orange to Blue, Green to Brown and Yellow to Purple. Many of the spells of one of the colours is specifically directed in resistance to its opposing colour.

Chrome spells are of the same kind and basic description at each level, irrespective of the underlying colour that they represent. The template presented on this page applies to all Chrome magical domains. Chrome magic Spheres and Domains are synonymous. There are no Chrome spells that are not a part of the Chrome Domain.

Any deity focused upon one aspect of reality in absolute exclusion of the other might grant access to a Chrome Domain. These domains are at the core of clerical alignment magic.

The **base domain** ability for each of the Chrome domains grants the devotee access to the Knowledge (Religion) skill as a class skill if it was not before, and further grants the ability to manifest one's chromatic aura in a powerful, luminescent nimbus of coloured light. This effect can be summoned at will, and while this nimbus is manifest, the character can cast spells of that colour designation with a +1 caster level bonus. Anyone using a Detect spell or ability with this colour designation suffers backlash as if the manifesting character has twice their actual level, and the devotee is also -5 to any hide checks. This ability generates as much light as a torch, even with the colour black, which generates a peculiar "ebon light" effect that illuminates in spite of being dark in shade. This light and all abilities are as powerful as a Zero level spell, and even the weakest of darkness magic will counterspell its effects. Further, any who see the character while their aura is manifest can make a Knowledge (religion or arcana) roll vs. DC 10 to understand what the aura means, and the implications of it.

The **advanced domain** power of Chrome grants the devotee the ability to Turn Outsiders and Chromatic Entities of the opposing Chromatic Alignment, and to Rebuke Outsiders and Chromatic Entities of the same Chromatic Alignment. This ability can be used a number of times a day equal to 3 plus the character's charisma bonus, and works exactly the same as a cleric's ability to turn or rebuke undead in all other ways save the target creature type. Example creature types aligned to the specific colours are as follows:

- Black Earth Type, Earth Elementals
- White Spirits, Incorporeal Creatures
- Yellow Angels, Archons, Celestials
- Purple Undead, Demons, Devils
- Red Fire Type, Fire Elementals
- Indigo Psionic Creatures, Some Undead
- Blue Modrons, Inevitables, Lawful Type
- Orange Aberrations, Oozes, Shapechangers
- Green Animals, Water & Air Elementals
- Brown Golems, Constructs

Table Chrome 1: Spell list

<i>Spell Name</i>	<i>Level</i>
Detect (Opposing Colour)	0
Protection from (Opposing Colour)	1
(Colour) Align Weapon	2
Circle Against (Opposing Colour)	3
(Colour) Chromatic Blast	4
Align Location to (Colour)	5
Dispel (Opposing Colour)	6
(Colour) Chromatic Word	7
(Colour) Chromatic Aura	8
(Colour) Chromatic Elemental Swarm	9

PRESTIGE CLASSES

There are several default prestige classes for the Colours of Magic. Most in turn have several sub-classes. You can create a very wide variety of different abilities and effects from these base classes by developing into them from different Chromatic Magic or standard classes. Here are summaries of the base classes.

ARCMAGE (Spectromancer) After learning the base powers of several universal chromatic elements, a mage may uncover secrets to the full spectrum of magical power. Sometimes also called Rainbow Magicians, they have the capacity to cast almost all spells available as arcane spells and advanced spell progression.

BINARIST (Meld-Mage) For those that seek mastery of two colours simultaneously, a particular path of development is available (providing those colours are not opposed). They might learn to focus on two separate universal elements, and find ways to mesh them together to develop powerful spell abilities.

MONOMANCER (Coherence Mage) When a specialist chooses to align themselves to the principle of one colour absolutely, to the exclusion of all else, they might become a Monomancer. Such single mindedness has certain advantages, but also affects one's perspective to some extent.

PRISMATICIAN (Diffraction Mage) The magic of Light has particular relevance to the nature of Colour, and as such it is possible that a Red mage might learn deeper secrets of arcane power through the creation and manipulation of light itself. Their learning gives them access to abilities that are less like spells and more akin to supernatural powers.

PULSAR (Oscillation Mage) Should a specialist learn that their focus on one chromatic element has made them blind to the opposite, they might seek a balance between the two opposing colours. This often results in fluctuations of ability, but eventually can end in a unique set of powers dependant upon which duality they attempt to bridge.

ULTRAMANCER (UV Mage) The darker end of the spectrum contains many secrets and vast power. Those that master it might develop a kind of magic from the Shades that is different and yet related to the abilities that Grey Magicians utilise. Some say this represents a hidden colour, or one invisible to the mortal eye that tells of an underlying structure to reality.



ADVANCED SPELL PROGRESSION

Level	0	1	2	3	4	5	6	7	6	7
1	4	3	2	1						
2	5	4	3	2	1					
3	6	5	4	3	2	1				
4	6	6	5	4	3	2	1			
5	6	6	6	5	4	3	2	1		
6	6	6	6	6	5	4	3	2	1	
7	6	6	6	6	6	5	4	3	2	1
8	6	6	6	6	6	6	5	4	3	2
9	6	6	6	6	6	6	6	5	4	3
10	6	6	6	6	6	6	6	6	6	6

Several of the Chromatic Prestige Classes utilize an advanced spell progression, listed on Table Chrome 2. For each class that uses this progression, it supercedes all totals of previous spells available per day for that character from any other arcane classes that they may have had prior to attaining the Chromatic Prestige Class. When a character chooses to develop a prestige class with Advanced Spell Progression, the character ceases to draw upon the same stores of knowledge and ability that they had learned from all other arcane classes, but continues to retain the spell knowledge that they previously had. If the character had attained a superior level of knowledge in arcane spells to what they now have available, they lose those extra spell slots. In essence, the character has to go back steps in their knowledge of magic and relearn several steps to make up the new style of magic that the Advances Spell Progression constitutes. On the plus side, however, the character's caster level becomes the sum of their previous arcane classes (irrespective of the type of class).

So a Sorcerer 4 / Animist 2 / ArcMage 1 would count as a level 7 arcane spell caster for all intents and purposes, and would use the spell casting limitations of that particular Prestige Class rather than anything from any of the base classes the character might have. Note that this cumulative effect of caster level does not count for divine spell casting classes, so for example if a character qualifies for any of the classes listed here through gaining domains as a Cleric or Mystic those class levels do not add when determining caster level for any of the prestige classes that use this progression.

ARCMAGE (SPECTROMANCER)

Any mage that seeks after the greatest variety of power with the most potential effect, seeks to become a Spectromancer. In many ways, ArcMages are the ultimate in chromatic magical prowess, having learned to circumvent the limitations normally placed upon Chromatic Spell Casters. They learn to access the power of the colours directly, bypassing the need for personal attunement to the colour itself, and so can cast almost any spell effect that they desire.

Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	0	2	2	2	Advanced Spell Progression	Advanced Spell Progression +1
2	1	3	3	3		Advanced Spell Progression +1
3	1	3	3	3		Advanced Spell Progression +1
4	2	4	4	4		Advanced Spell Progression +1
5	2	4	4	4		Advanced Spell Progression +1
6	3	5	5	5		Advanced Spell Progression +1
7	3	5	5	5		Advanced Spell Progression +1
8	4	6	6	6		Advanced Spell Progression +1
9	4	6	6	6		Advanced Spell Progression +1
10	5	7	7	7		Advanced Spell Progression +1

Arc mages usually develop from the chromatic magic classes, though ArcMagic is available to Sorcerer/Clerics or Bard/Mystics or other combinations of those classes, with the limitation that their caster level is not likely to be as advanced as those that come to the class through pure chromatic study. There is no particular path to full Spectrum magic, it is open to those that develop any of the base colours save Grey.

Game rule information

Requirements

To qualify for full Spectrum magic a character must fulfil the following criteria:

Alignment: A character that seeks to use Arc Magic cannot cast spells of opposing alignment to their own chromatic attunements. Thus the best ArcMages with the broadest of abilities are Neutral to all primary alignments. This is not a restriction on gaining levels in this class, only upon learning and using all the class' potential spells.

Skills: Knowledge (Arcane) 12 ranks, Spellcraft 12 ranks.
Feats: Any two Metamagic feats
Spell Casting: Ability to cast any spells of second level from 4 different and non-opposed colour spell lists.
Special: Ability to spontaneously cast spells of at least second level from at least four colours spell lists.

Hit Die D6

Class Skills

Concentration (Con), Knowledge (Arcane) (Int), Spellcraft (Int)

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

ArcMages do not gain any weapon or armour proficiencies, and suffer full arcane spell failure chance for using arcane magic while wearing armour. They lose any other restrictions to casting spells that any of their previous classes might have (for example, they lose the Black Magic need for contact with the Earth or metallic armour).

Spells and Spheres

ArcMages gain access to all allowed arcane spells of all levels that they are able to cast. In essence, if they can conceive of a spell effect that exists within the normal d20 rules, they can memorise that spell. They do not require spell books

or any further learning to gain access to new spells, but instead must memorise spells much as clerics do. In a standard Chromatic Magic universe, they have access to all spells, though in other universes there may be some restrictions (in particular upon White, Yellow and Chrome spells).

An ArcMage uses the Advanced Spell Progression table (Chrome 2) to determine the number of spell slots they have available for use each day. All other arcane spell classes that they held previously no longer grant any spell slots, but the combined caster level for all arcane spell classes is used when determining the character's caster level for all of their spells for the ArcMage prestige class spells. (See the section on Advanced Spell Progression for more information).

The base ability for ArcMages is Charisma. Bonus spells, spell saving throw difficulty class and all other game effects are based on the character's Charisma score.

The Spectromancer can memorize and cast Chromatic Alignment spells for any alignment that they themselves are of or are Neutral to. Thus a Neutral Good Spectromancer can memorize and cast Detect Law, Detect Chaos and Detect Evil spells if they wish.

If the character had the ability to spontaneously cast spells previously they retain this ability for those spells or domains obtained through those other classes with the spell slots obtained through the ArcMage Class.

The ArcMage class levels are added to any domain powers or base class abilities that the character may have gained through their base classes if those domains and abilities have level dependant elements.

BINARIST (MELD-MAGE)

Any arcanist that has studied two areas of magic can learn to develop the Binarist class. The two colours cannot be opposites on the standard chromatic scale, so Green-Brown, Orange-Blue, Yellow-Purple, Red-Indigo or White-Black are not possible, but all other combinations of classes are.

The most common base classes to develop into Binarists are those that have complimentary base statistics and natural abilities. So for example, the Battlemage/Chthonurge has synergies of armour and weapon use that many see as an advantage, or Skeptomancer/Metamagic has similar base statistic advantages. Some take up this class to diversify their abilities with complimentary spells, so a spell caster with a powerful protective focus (like Black) may choose something more direct in effect (like Blue) before developing the Binarist Class of powers.

This class does not grant benefits to characters not multiclassed between Chromatic Arcana character classes, so is an unlikely selection for any that would develop from those classes.

If a character has more than two Chromatic Arcana character classes available that they might want to increase the power of, only two of them can be increased, and choosing which is two be increased is entirely at the player's choice.

Game rule information

Requirements

To qualify for the Binarist class a character must fulfil the following criteria:

Skills: Knowledge (Arcane) 8 ranks, Spellcraft 6 ranks
Feats: Any one Metamagic feat
Spell Casting: Ability to cast any spells of second level from 2 different and non-opposed colour spell lists.
Special: Base Domain powers of two domains of two separate colours.

Hit Die D6

Class Skills

Concentration (Con), Knowledge (Any) (Int), Spellcraft (Int)

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Binarists gain no additional weapon or armour proficiencies. Their magic follows the

restrictions of the two base classes.

Spells and Spheres

Binarists continue to develop the two base classes that they previously studied, advancing each level as though they had gained a level in each of the two base classes for spell development and caster level purposes.

Levels in the Binarist Class are added to the base classes for purposes of determining effects of all level dependent abilities and domain powers that the character had through their base classes.

Further, the Binarist gains the Advanced Domain powers of the two Domains that they have access to, one at level 4 and the other at level 8 (order is at the character's choice). If they already have access to those domain powers when the character reaches these levels, the character gains an additional feat instead.

The Binarist gains no new level dependent abilities for their base classes when they choose to advance this class.

Spell learning, memorisation and casting all continue to operate in precisely the same way that they did prior to the character multiclassing.

For example, a Chymurge/Unmaker would have the ability to immediately know and memorize all Orange magic spells with their orange magic spell slots. They would also know Cartomancy and be able to use it precisely as a Chymurge can using their grey magic spell slots.

MONOMANCER (COHERENCE MAGE)

Colours can be purified, even rarified down to their utmost elemental form. A specialist that chooses to exclude all other colours from their repertoire on a permanent basis can gain several extra abilities through their increased focus upon these coherent light forms.

In particular, Monomancers gain the domain of Chrome for their colour of choice, and several other extra abilities besides. Monomancers do suffer from a limited perspective in terms of their relationships with others, as they will tend to not tolerate people of opposing alignment to their chosen specialisation.

If a character has more than one Chromatic Arcana class, they must sacrifice all abilities in the non-base colour in order to achieve levels in Monomancer. It is possible for a Mystic to choose this class, but it is counterproductive for them.

Monomancers are much more focused upon magical development than the base classes that they originate from, but their Monomancer class level continues to add to all attained class abilities from their base class. Many Monomancers choose to develop both classes in concert.

Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	0	2	2	2		2 Chromatic Class Caster Levels +1
2	1	3	3	3		2 Chromatic Class Caster Levels +1
3	1	3	3	3		2 Chromatic Class Caster Levels +1
4	2	4	4	4	Advanced Domain Power	2 Chromatic Class Caster Levels +1
5	2	4	4	4		2 Chromatic Class Caster Levels +1
6	3	5	5	5		2 Chromatic Class Caster Levels +1
7	3	5	5	5		2 Chromatic Class Caster Levels +1
8	4	6	6	6	Advanced Domain Power	2 Chromatic Class Caster Levels +1
9	4	6	6	6		2 Chromatic Class Caster Levels +1
10	5	7	7	7		2 Chromatic Class Caster Levels +1

Table Chrome 5: Monomancer, Spells and Special Abilities						
Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	0	0	0	2	Chrome Domain, Base Chrome Domain Power	Chromatic Class Caster Level +1
2	1	0	0	3	Advanced Domain Power	Chromatic Class Caster Level +1
3	1	1	1	3	Bonus Domain	Chromatic Class Caster Level +1
4	2	1	1	4	Bonus Feat	Chromatic Class Caster Level +1
5	2	1	1	4	Advanced Domain Power	Chromatic Class Caster Level +1
6	3	2	2	5	Bonus Domain	Chromatic Class Caster Level +1
7	3	2	2	5	Bonus Feat	Chromatic Class Caster Level +1
8	4	2	2	6	Advanced Domain Power	Chromatic Class Caster Level +1
9	4	3	3	6	Knowledge of all Colour Spells	Chromatic Class Caster Level +1
10	5	3	3	7	Total Spontaneity	Chromatic Class Caster Level +1

Game rule information

Requirements

To qualify for Monochrome magic a character must fulfil the following criteria:

Spell Casting: Ability to cast any spells of second level from all three base colour domains.

Special: Advanced Domain Power of at least one domain in the base Colour, Sacrifice of any non-colour spell abilities.

Hit Die D8

Class Skills

Concentration (Con), Knowledge (Any) (Int), Spellcraft (Int)

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Monomancers gain no additional weapon or armour proficiencies. Their magic follows the restrictions of their base class.

Spells and Spheres

Monomancers continue to develop their base class, advancing each level as though they had gained a level in the base classes for spell development and caster level purposes.

Levels in the Monomancer Class are added to the base classes for purposes of determining effects of all level dependent abilities and domain powers that the character had through their base classes.

Further, the Monomancer gains increasing access to other domains of their chosen Colour and the Advanced Domain powers of the those Domains that they have access to.

At First level they gain access to the Chrome domain and the Chrome domain base power for their chosen colour.

At Second, Fifth and Eighth levels the character gains the advanced domain power for one of their known domains.

At Third and Sixth levels, the character gains access to one of the domains of their chosen colour that they did not previously have access to. They gain the ability to spontaneously cast spells of this domain and the base domain power for this domain at these levels.

At Fourth level and every four levels thereafter, the Monomancer gains a bonus feat of any kind that the character should desire to learn.

At Ninth level the Monomancer gains knowledge of all spells of their base colour designation. For some colours this is not that much extra, for others, however it does make a difference. The character no longer requires a spell book, if they needed one previously.

At Tenth level, the Monomancer gains the ability to spontaneously cast any spell they have knowledge of as if they were a sorcerer. They can choose to memorise spells if they so desire (if they wish to use metamagic feats as a wizard rather than as a sorcerer for example), but it is no longer a requirement.

The Monomancer gains no new level dependant abilities for their base class when they choose to advance this prestige class.

Spell learning, memorisation and casting all continue to operate in precisely the same way that

they did prior to the character multi-classing except as noted above. So, for example, a Chymurge/Monomancer would know Cartomancy and be able to use it precisely as a Chymurge can using their grey magic spell slots, and a Chthonurge/Monomancer would still have the need for contact with the earth to cast their spells.

PRISMATICIAN (DIFFRACTION MAGE)

The generation of Light through arcane means has a powerful implication in universes where principles of colour have direct influence upon magical manifestation. Those that learn to take advantage of this special relationship can gain several specific abilities across the spectrum of powers available to the Chromatic Arcane classes. They also learn to generate light in the specific purified Colours and thus gain the ability to control Prismatic effects that are normally random.

Prismaticians most often come from the ranks of Crimson Battlemages, but might also progress from Sorcerers or Wizards just as easily. Prismaticians are required to be alert and good at noticing subtle colour variations in order to gain access to this class, a fact that some of the standard classes do find harder to master. Prismaticians also learn to react quickly to changing colour in others, an instinctive ability that grants them significant combat prowess and reflexive defenses against spells and area effect.

Game rule information

Requirements

To qualify for Prismaticians a character must fulfil the following criteria:

Skills: Know (arcane) 8 ranks, Spot 5 ranks
Feats: Alertness
Spell Casting: Ability to cast arcane spells of third level from the Photonic spell list.

Hit Die D8

Class Skills

Concentration (Con), Knowledge (Any) (Int), Search (Int), Spellcraft (Int), Spot (Wis)

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Prismaticians gain no additional weapon or armour proficiencies. Their magic follows the restrictions of any relevant base classes.

Prismatic Control (SA)

A Prismatician has the supernatural ability to choose to ignore any random roll normally

required for prismatic spell effects (such as from Prismatic Spray) and instead may dictate the dice result as they will. If they chose to do so they forego any chance of a Chrome result, and thus of having two effects take hold on their opposition, but they gain the control of being able to dictate which colour hits their target.

Prismatic Domain & Prismatic Ray (SA)

The generation of light allows a mage with the right understanding to reflect photonic energy off of existing normal matter, and generate powerful magical effects through the generated colour. As this knowledge is learned, the character starts with the simplest colours and progresses to the deeper ones.

At each level, the Prismatician gains access to a new domain power that is related to the colour of that level. This domain ability can be chosen from any one of the domain base or advanced powers for any domain of that colour (save the Chrome domain). The progression of these powers is listed on Table Chrome 7: Prismatician, spells and special abilities.

The Prismatician also gains the ability to generate a flash of pure Chromatic Light of the

Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	1	0	2	2	Red Prismatic Power, Prismatic Control	
2	2	0	3	3	Orange Prismatic Power	Arcane Class Caster Level +1
3	3	1	3	3	Yellow Prismatic Power	
4	4	1	4	4	Green Prismatic Power	Arcane Class Caster Level +1
5	5	1	4	4	Blue Prismatic Power	
6	6	2	5	5	Indigo Prismatic Power	Arcane Class Caster Level +1
7	7	2	5	5	Violet Prismatic Power	
8	8	2	6	6	Brown Prismatic Power	Arcane Class Caster Level +1
9	9	3	6	6	Black Prismatic Power	
10	10	3	7	7	White Prismatic Power	Arcane Class Caster Level +1

colour of their choosing, from any colour which they have gained an understanding from Table Chrome 6. This Prismatic Ray can be used at will as a supernatural ability, and so cannot normally be dispelled. The character has a total a number of uses of the Prismatic Ray per day equal to their Charisma bonus plus Prismatician class level. The Range of this power is 20' per class level, and it counts as a ray with 5' width, requiring a range touch attack to hit any target in the line. Here is the complete list of possible effects:

- Red** 40 points light damage, 80 vs. undead (Reflex ½)
- Orange** Turn to stone (as spell) (Fortitude negates)
- Yellow** Sympathy (as spell) (Will negates)
- Green** 40 points storm (physical) damage (Reflex ½)
- Blue** Hold Monster (as spell) (Will negates)
- Indigo** Insanity (as spell) (Will negates)
- Violet** 40 points cold damage (Reflex ½)
- Brown** 40 points force damage (physical) (Reflex ½)
- Black** Imprisonment (as spell) (Will Negates)
- White** Sent to another plane (Will negates)

Spells and Spheres

Prismaticians continue to develop their base arcane class, advancing their available spell slots every second level as though they had gained a level in the base classes. If the character has multiple arcane character classes, they can nominate which one will gain the benefit of the increased level of spell access.

Levels in the Prismatician Class are added to the base classes for purposes of determining effects of all level dependent abilities and domain powers that the character had through their base classes.

The Prismatician gains no new level dependent abilities for their base class when they choose to advance this prestige class.

Spell learning, memorisation and casting all continue to operate in precisely the same way that they did prior to the character multi-classing except as noted above. So a Battlemage/Prismatician would be able to use spells and wear armour at the same time.

PULSAR (OSCILLATION MAGE)

Most Pulsars start out as simple chromatic spell casters, focusing on one colour element of the universe in exclusion of all else. Some, however, learn to see that the opposing side of the universal coin to which they have become devoted not only has merit, but has the capacity to provide greater understanding than their single minded devotion to their chosen colour has granted them.

Those that discover this fact might in turn attempt to learn the secrets of the opposing colour, and in so doing may become Pulsars. Through their

conversion to the deeper comprehension of the duality of magic, they gain rather peculiar and somewhat unusual abilities.

Game rule information

Requirements

To qualify for the Pulsar class a character must fulfil the following criteria:

- Alignment:** The character must be Neutral to the chromatic alignment of their chosen colour duality
- Spell Casting:** Ability to cast arcane spells of third level from one Colour spell list.
- Special:** Access to any one Chromatic domain base and advanced power. The character must have levels in only one Chromatic Arcane class. The character cannot base their development in the Pulsar class upon the Chymurge (grey magic) class.

Hit Die D6

Table Chrome 7: Pulsar, Spells and Special Abilities						
Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	0	0	0	2	Opposing Colour 0, Oscillation Caster	Chromatic Class Caster Level +1
2	1	0	0	3	Opposing Colour 1, One Domain Base Ability	Chromatic Class Caster Level +1
3	2	1	1	3	Opposing Colour 2	Chromatic Class Caster Level +1
4	3	1	1	4	Opposing Colour 3	Chromatic Class Caster Level +1
5	3	1	1	4	Opposing Colour 4	Chromatic Class Caster Level +1
6	4	2	2	5	Opposing Colour 5, Advanced Domain Ability	Chromatic Class Caster Level +1
7	5	2	2	5	Opposing Colour 6	Chromatic Class Caster Level +1
8	6	2	2	6	Opposing Colour 7	Chromatic Class Caster Level +1
9	6	3	3	6	Opposing Colour 8	Chromatic Class Caster Level +1
10	7	3	3	7	Opposing Colour Mastery	Chromatic Class Caster Level +1

Class Skills

Concentration (Con), Knowledge (Arcane) (Int), Spellcraft (Int)

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Pulsars gain no additional weapon or armour proficiencies. Their magic follows the restrictions listed below.

Oscillation Caster (SA)

There are 10 base Pulsar classes, though they are divided into pairs when you consider their spell access. The key colours and their opposites are:

Red	↔	Indigo
Blue	↔	Orange
White	↔	Black
Yellow	↔	Purple
Green	↔	Brown

A Pulsar can choose at the dawn of each day whether for this day they will favour their original class' colour or its opposite. Once locked in for that day, the Pulsar cannot change their orientation till they have another full night's sleep. The character can memorize and cast spells of their designated orientation for that day as per the normal rules for their original class.

For example, if a Chthonurge becomes a Pulsar, they can decide each day whether to memorize and cast Black spells or White spells

primarily for that day. They will follow the restrictions of the Chthonurge for spell casting (that is, they will require contact with the earth, and will retain Constitution as their primary statistic for spell strength etc) irrespective whether they focus on White or Black spells for that day.

They retain their ability to spontaneously cast spells of their chosen domain irrespective of whether they have focused on their base colour or its opposite for the day.

Opposing Colour

The Pulsar gains an increasing ability to memorise or cast spells of their non-designated colour for that day as they gain in levels. At first level the Pulsar can memorise zero level spells of their non designated colour, at second level they can memorise first level spells, and so on.

At tenth level the Pulsar no longer needs to designate which colour they will be orienting towards for that day, as they can memorise and cast spells of all levels for both colours.

Domain Ability

At second level the Pulsar gains access to one base domain power of the opposing colour to that of their base class. They also gain the ability to spontaneously cast spells of this domain by converting spells of equivalent level to the domain spell in question. They must know and have access to that spell to be able to use this spontaneous casting ability, however.

At sixth level the Pulsar gains access to the advanced domain power for the domain they chose at second level.

Spells and Spheres

Pulsars continue to develop their base Chromatic class, advancing their available spell slots every level as though they had gained a level in the base class. Levels in the Pulsar class are added to the base class for purposes of determining effects of all level dependent abilities and domain powers that the character had through their base class.

The Pulsar gains no new level dependent abilities for their base class when they choose to advance this prestige class.

Spell learning, memorisation and casting all continue to operate in precisely the same way that they did prior to the character multi-classing except as noted above. So a Battlemage/Pulsar would be able to use spells and wear armour at the same time.

ULTRAMANCER (UV MAGE)

In the shadows and darkness, a hidden knowledge awaits those with the courage or foolhardiness to attempt comprehension. Some say that this magic shows the ultimate truth of the universe, that all the colours, all the shades of reality are all just transitory glamour, and the real essence of reality is a construct both greater and lesser than all that can be seen.

Gaining access to this Other Colour begins with an understanding of Shadow. A student then must progress through several of the deeper shades, picking out similarities and dismissing knowledge that distracts from comprehension of the Other. Thus the vast majority of Ultramancers come from the ranks of Chymurges who have diversified their understanding, though the path to this knowledge is open to clerics or mystics that attempt similar study.

Table Chrome 8: Ultramancer, Spells and Special Abilities

Level	BAB	Fort.	Ref.	Will	Abilities	Spells per day
1	0	0	2	2	Advanced Spell Progression	Advanced Spell Progression +1
2	1	0	3	3		Advanced Spell Progression +1
3	1	1	3	3		Advanced Spell Progression +1
4	2	1	4	4		Advanced Spell Progression +1
5	2	1	4	4		Advanced Spell Progression +1
6	3	2	5	5		Advanced Spell Progression +1
7	3	2	5	5		Advanced Spell Progression +1
8	4	2	6	6		Advanced Spell Progression +1
9	4	3	6	6		Advanced Spell Progression +1
10	5	3	7	7		Advanced Spell Progression +1

The power that this understanding unlocks is a dark reflection of the arcane ability that ArcMages can manifest. They gain the same Advanced Spell Progression, and a similar knowledge of all arcane magic, but have the advantage that they can spontaneously cast all spells and the limitation that there are some effects they can never replicate with Ultraviolet magic. UV magic is based on reflexes and precision rather than any mental attributes: drawing the necessary arcane symbols, and reacting quick enough are the keys.

Game rule information

Requirements

To qualify for the Ultramancer class a character must fulfil the following criteria:

- Alignment:** The character cannot be of the brighter or Prime alignments (Good, Law, Blue, Yellow, Red)
- Skills:** Knowledge (Arcane) 13 ranks, Spellcraft 13 ranks.
- Feats:** Any Three Metamagic feats
- Spell Casting:** Ability to spontaneously cast arcane spells of second level from at least

four of Grey, Black, Brown, Indigo , Orange or Purple spell spheres.
The Shadow Domain base power.

Special:

Hit Die D4

Class Skills

Bluff (Cha), Concentration (Con), Disguise (Cha), Forgery (Int), Hide (Dex), Knowledge (Arcane) (Int), Move Silently (Dex), Perform (Cha), Sleight of hand (Dex), Spellcraft (Int)

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Ultramancers do not gain any weapon or armour proficiencies, and suffer full arcane spell failure chance for using arcane magic while wearing armour. They lose any other restrictions to casting spells that any of their previous classes might have (for example, they lose the Black Magic need for

contact with the Earth or metallic armour)

Spells and Spheres

Ultramancers gain access to all allowed arcane spells of all levels that they are able to cast except for Chrome (Alignment) spells. In essence, if they can conceive of a spell effect that exists within the normal d20 rules, they can spontaneously cast that spell. They do not require spell books or any further learning to gain access to new spells, but instead can cast spells much as sorcerers do. In a standard Chromatic Magic universe, they have access to most spells (save Chrome), though in other universes there may be some further restrictions (in particular upon White, and Yellow spells).

An Ultramancer uses the Advanced Spell Progression table (Chrome 2) to determine the number of spells slots they have available for use each day. All other arcane spell classes that they held previously grant no spell slots any longer, but the caster level for all arcane spell classes is added together when determining the character's caster level for all of their spells for the Ultramancer prestige class spells. (See the section on Advanced Spell Progression for more information)

The base ability for Ultramancers is Dexterity. Bonus spells, spell saving throw difficulty class and all other game effects are based on the character's Dexterity score. Their abilities require the same quick reflexes and precision that Unmakers need for their magic abilities.

The Ultramancer class levels are not added to any domain powers or base class abilities that the character may have gained through their base class if those domains and abilities have level dependant elements. The character retains these abilities, but they do not advance in them or gain new ones.

APPENDIX: GENERALISED ALIGNMENT SPELLS

Spell Name	Level
Detect Opposite	0
Protection from Opposite	1
Align Weapon to Alignment	2
Circle Against Opposite	3
Alignment Blast	4
Align Location to Alignment	5
Dispel Opposite	6
Alignment Power Word	7
Alignment Aura	8
Alignment Elemental Swarm	9

Detect Opposite

Chrome (Alignment) - Divination

Level: Clr 1, Chrome 0, Alignment 0

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of Opposite Alignment attunement. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of Opposite focused attenuation.

2nd Round: Number of Opposite auras (creatures, objects, or spells) in the area and the power of the most potent Opposite aura present.

If you are of Alignment attunement, and the strongest Opposite aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An Opposite aligned aura's power depends on the type of Opposite creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An Opposite aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect Opposite* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not naturally Aligned, and as such this spell does not detect them.

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

----- Aura Power -----

Creature/Object	Faint	Moderate	Strong	Overwhelming
Opposite creature ¹ (HD) aligned	10 or lower	11-25	26-50	51 or higher
Undead (HD)	2 or lower	3-8	9-20	21 or higher
Opposite outsider (HD) aligned	1 or lower	2-4	5-10	11 or higher
Cleric of an Opposite aligned deity ² (class levels)	1	2-4	5-10	11 or higher
Opposite magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Protection from Opposite

Chrome (Alignment) - Abjuration [Good]

Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1, Chrome 1, Alignment 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by Opposite aligned creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these

bonuses apply against attacks made or effects created by Opposite aligned creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from Opposite* effect. If the *protection from Opposite* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of how they are aligned.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Alignment aligned summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Align Weapon to Alignment

Chrome (Alignment) - Transmutation [see text]

Level: Clr 2, Chrome 2, Alignment 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Align weapon makes a weapon aligned to Alignment

A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that is already aligned.

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

Alignment Circle against Opposite

Chrome (Alignment) - Abjuration [Good]

Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3, Chrome 3, Alignment 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from Opposite* spell, and no non-Alignment aligned summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from Alignment*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against Opposite* can be focused inward rather than outward. When focused inward, the spell binds a non-Alignment called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per

caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from Opposite* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10

full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from Opposite* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Alignment Blast

Chrome (Alignment) - Evocation

Level: Chrome 4, Alignment 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1d6 rounds); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You unleash Alignment power to smite your enemies. The power takes the form of a pure coloured explosion of energy. Only creatures not aligned to the opposite colour are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures aligned to the

Opposite (or 1d6 points of damage per caster level, maximum 10d6, to outsiders aligned to the opposite) and has an extra effect listed on the table below. A successful Will save reduces the damage by half and negates the extra effect.

The spell deals only half damage against creatures neutral with respect to that align duality, and they are not affected by the extra effect from the table. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Here is an example list of effects from the Chrome World. Please assign these / similar to custom work.

Spell Colour	Effect
Red	Indigo aligned targets are Dazzled for 2d4 rounds
Indigo	Red aligned targets are Dazed for 1d4 round
Black	White aligned targets are Dampened* for 1d4 rounds
White	Black aligned targets are Fascinated for 1d6 rounds
Blue	Orange aligned targets are Slowed for 1d4 rounds
Orange	Blue aligned targets become Clumsy (-6 Dex) for 1d6 rounds
Yellow	Opposite aligned targets are Shaken for 1d6 rounds
Purple	Alignment aligned targets are Fatigued for 1d6 rounds
Green	Brown aligned targets are Sickened for 1d6 round
Brown	Green aligned targets are Repulsed (as spell) for 1d6 rounds

* Dampened characters are unable to draw upon magic, psionics or any spell like abilities, though they are able to still use magic items.

Align Location to Alignment

Chrome (Alignment)

Level: Chrome 5, (Alignment) 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 4 x 10' squares per level

Duration: Permanent; see text

Saving Throw: Will negates, see text

Spell Resistance: Yes

This spell allows a character to permanently align an area to Alignment, making it an appropriate place for worship and granting advantages for entities aligned to Alignment while inconveniencing or denying entry to entities not so aligned.

All creatures within the area gain the effects of a *protection from Opposite* spell, and no non-aligned summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from Alignment*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

It is not possible to use this spell to trap an entity, it has no "inward" effect.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. Using a building as the bounds of this spell, providing you can manifest this spell over a large enough area, allows the caster to automatically take

20 within one action, providing the building has appropriate accoutrements for Alignment.

A successful diagram allows you to cast a *dimensional anchor* spell on the sanctified area, which prevents any non-aligned entities to be barred from being summoned into or transporting out of the area permanently.

Turning or Rebuking creatures of the relevant aligned energy gains a +3 bonus if the spell effect occurs outside of a building or specifically created area, and +6 if it occurs within such an area. Creatures aligned to the Colour of this spell gain a +1 bonus to attack rolls, damage rolls and saving throws, or +2 if this spells is in a constructed area.

Any creature aligned to Alignment summoned or created in the aligned area gains +1 hit point per dice, and twice as many creatures or hit dice of creatures can be created or summoned by the spells cast in this area of the relevant colour.

This spell is not cumulative with any *protection from Alignment* effects or spells.

Arcane Material Component: A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the area to be warded.

Dispel Opposite

Chrome (Alignment)

Level: Chrome 6, Alignment 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched creature from another plane; or you and an enchantment or aligned spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering Alignment energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by creatures aligned to the Opposite.

Second, on making a successful melee touch attack against a creature aligned to Opposite from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one spell cast by a creature aligned to the opposite, or any spell aligned to the opposite. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *Dispel Opposite*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Alignment Word

Chrome (Alignment) - Evocation [Alignment, Sonic]

Level: Clr 7, Alignment 7, Chrome 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Non-aligned creatures in a 40-ft.-radius spread centred on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any non-Alignment aligned creature within the area that hears the *Alignment word* suffers the following ill effects:

Note, effects are cumulative, so if a creature is 6 hit dice less than the caster, it suffers effects as if it was equal, -1 and -5 of the caster level.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Furthermore, if you are on your home plane when you cast this spell, non-Alignment extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *Alignment Word*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *Alignment word*.

Example effects are listed in the table below, taken from the Colours of Magic series and the Chrome World.

*Dampened cannot cast spells, use psionics, or any spell like abilities.

<i>Spell Colour</i>	<i>HD = Caster level</i>	<i>HD up to Caster -1</i>	<i>HD up to caster -5</i>	<i>HD up to -10</i>
Red	Dazzled 2d6 rnds	Blinded 1d4 rnds	Paralysed 1d10 min	Dead
Indigo	Dazed 1d6 rnds	Held 1d4 rnds	Paralysed 1d10 min	Dead
Black	Dampened* 1d6 rnds	Petrified 1d4 rnds	Paralysed 1d10 min	Dead
White	Fascinated 2d4 rnds	Stunned 1d4 rnds	Paralysed 1d10 min	Dead
Blue	Slowed 1d6 rnds	Deafened 1d4 rnds	Paralysed 1d10 min	Dead
Orange	Clumsy -6dx 2d4 rnds	Confusion 1d6 rnds	Paralysed 1d10 min	Dead
Yellow	Shaken 2d4 rnds	Frightened 1d6 rnds	Paralysed 1d10 min	Dead
Purple	Fatigued 2d4 rnds	Exhausted 1d6 rnds	Paralysed 1d10 min	Dead
Green	Sickened 2d4 rnds	Nauseated 1d6 rnds	Paralysed 1d10 min	Dead
Brown	Repulsed 2d4 rnds	Knocked prone	Paralysed 1d10 min	Dead

Alignment Aura

Chrome (Alignment) - Abjuration

Level: Clr 8, Chrome 8, Alignment 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant Alignment radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by opposing aligned creatures, and causing Opposite creatures to become afflicted by the Alignment Blast special effect when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from Opposite*, this benefit applies against all attacks, not just against attacks by Opposite aligned creatures.

Second, each warded creature gains spell resistance 25 against Opposite aligned spells and spells cast by Opposite aligned creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from Opposite* does.

Finally, if a creature aligned to the Opposite succeeds on a melee attack against a warded creature, the offending attacker is afflicted as the special effect of *Alignment Blast* (Fortitude save negates, as but against *Alignment aura's* save DC).

Focus: A tiny reliquary containing some coloured relic. The reliquary costs at least 500 gp.

Alignment Elemental Swarm

Chrome (Alignment) Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9, Chrome 9, Alignment 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to another plane, aligned to the Alignment aspect and summons elementals or intrinsic creatures from it.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

GREY MAGIC

The opposing Colour to Chrome is Grey, so the default limitation under some circumstances (in particular as regards clerical magic) is the inability to utilise Shadow, Effigy and Resonance magic. Here is the complete spell list, for your information, though no classes listed here are so limited.

Prestidigitation, Disguise Self, Silent Image, Alter Self, Minor Image, Mirror Image, Illusory Script, Major Image, Hallucinatory Terrain, Illusory Wall, Mirage Arcana, Persistent Image, Seeming, Programmed Image, Permanent Image, Veil, Screen, Ghost Sound, Ventriloquism, Misdirection, Silence, Sound Burst, Obscure Object, Displacement, Sculpt Sound, Shout, False Vision, Zone of silence, Mislead, Project Image, Sympathetic Vibration, Shout, Greater, Wail of the Banshee, Shadows, Darkness, Blur, Invisibility, Darkvision, Invisibility Sphere, Deeper Darkness, Invisibility Greater, Shadow Colour, Lesser, Shadow Walk, Shadow Colour, Invisibility, Mass, Shadow Colour, Greater, Shades



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GREEN MAGIC



The ranger raised an eyebrow, and released her grip on the handles of her twin axes. "You are studying what?" she asked.

Darius sighed. "Pollination patterns of the Invitrus Nosfala." Seeing her blank expression, he tried again. "I am attempting to ascertain whether there is a viable method of ecological manipulation to control their spread into the farmlands." Her expression did not change. "Look, you have seen the Queen's writ, you must let me continue to collect samples. It is of vast importance to the entire region."

"I can read, I know what the writ says," muttered the ranger tersely, "But you clearly could not know that you are about to cut the seedlings from a raptorvine. That thing will take your head off if you try to remove its young, and I don't want to have to explain the death of a Queen's Advisor to the guard."

Darius started. "That's the name! Raptorvine. I am studying them. I assure you, I have this situation well in hand. Now please, just stand back if you are concerned, you will see I know what I am doing." He turned from the ranger, and knelt next to the black-thorned bush once more, humming quietly in an atonal cadence.

She shook her head then stood well back. Her hands were once more on axes and she swore quietly. The words caught in her throat when a verdant nimbus began to emanate from the stranger. He drew a little spoon-like blade, and with a gentle care, began to trowel the earth from around the seedling. Then, in a swift no-nonsense motion, he uprooted the plant, wrapped it in cloth and deposited it into his backpack. He stood and turned back to the open mouthed woman.



The ranger knelt instinctively to Darius. "I ask forgiveness. I did not know that a Servant of the Grove had been sent to guide the Queen's choices."

Darius blinked, then laughed. "No, dear lady, you mistake me. I am a student of Green Magic, not a child of the Earth Mother."

"But the living things listen to your call..." said the ranger as Darius helped her to her feet, "How can this be?"

"They aren't too bright," chuckled Darius. Her responding frozen glare and tightening grip made him wince and bite his tongue hard. No friend made today.

Index

Overview	2
Biomancy	3
Environment	4
Symbiosis	5
The Animist	6
Appendix (Green Spells)	14
Licence	26

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Animist**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes such as the Animist. Feel free to use or ignore this extra information at your whim.

THE COLOUR GREEN

Green is the colour of nature and the environment, but is a little askew from the classic druid abilities. To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Green, deities of water, air, nature, animals and plants might have influence over the Green domains of Biomancy, Environment and Symbiosis. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

The complete list of Brown spells is shown after the Green Spell descriptions on page 25. These should be prohibited to a Green specialist.

THE SPHERE OF BIOMANCY

Biomancy is magic revolving around natural living things, allowing the magician to communicate with them, coerce them or even summon their essence or forms to act at the bidding of the magician. This sphere and the spells within it convey mastery over natural living things. For wizards, this does not convey the sympathy with nature that one might associate with this kind of magic thanks to the normal use of these spells by druids. Biomancy is to the natural order and all living things what Necromancy is to the dead: it is control, communication, command and coercion.

Green is in the middle of the colour spectrum. Like its opponent colour, Brown, it has a large number of spells, many with the capacity to draw elements of their power from other colours, and thus it contains some spells that might look like they belong in other spheres. Green combines them all together by focussing on influencing and interacting with the natural world and all normal living things.

Biomancy is a sphere close to the Yellow sphere Motive, the Indigo sphere Thought and the White sphere Summoning. It differentiates itself by being focused on the natural order, and blending the magic styles of these other spheres into its own powerful concoction of spells. For the most part the spells are offensive or miscellaneous in nature, with some limited defensive abilities most useful against animals.

Table Green 1 All Biomancy Spells

<i>Spell Name</i>	<i>Level</i>
Calm Animals	0
Charm Animal	1
Detect Animals or Plants	1
Hide from Animals	1
Speak with Animals	1
Summon Nature's Ally I	1
Animal Messenger	2
Animal Trance	2
Summon Nature's Ally II	2
Summon Swarm	2
Summon Nature's Ally III	3
Speak with Plants	3
Summon Nature's Ally IV	4
Repel Vermin	4
Command Plants	4
Summon Nature's Ally V	5
Insect Plague	5
Summon Nature's Ally VI	6
Summon Nature's Ally VII	7
Creeping Doom	7
Summon Nature's Ally VIII	8
Control Plants	8
Summon Nature's Ally IX	9

THE DOMAIN OF BIOMANCY

The Domain of Biomancy is similar to the Animal and Plant domains, being a close approximation of a blending of these two while removing any powers that involve the taking on of animal traits or plant abilities by the cleric. If interested in these latter powers, look to the domain of Symbiosis, below.

Biomancy forms a broad power base for natural deities. It is the study of natural animal and plants. It is the most fundamental of the Green domains for those who are devoted to interacting with the natural order.

The **base domain** ability for Biomancy is that the character gains Handle Animal, Knowledge (Nature) and Survival as class skills if they were not already, and further gains a +3 enhancement bonus to one of these skills (the character's choice).

The **advanced domain** Biomancy power allows the character to use the ability of Wild Empathy as if the character were a druid of the same level as their class level (see PH page 35). The character can use this ability upon plant type creatures with intelligence 1 to 2 as well as magical beast types with a - 4 to the roll.

Table Green 2 Biomancy Domain

<i>Spell Name</i>	<i>Level</i>
Calm Animals	0
Speak with Animals	1
Animal Trance	2
Speak with Plants	3
Command Plants	4
Insect Plague	5
Summon Nature's Ally VI	6
Creeping Doom	7
Control Plants	8
Summon Nature's Ally IX	9

THE SPHERE OF THE ENVIRONMENT

Similar to the other Green spheres, Environment draws from other colours, mostly the others that have an elemental aspect, like Black and Red. Environment is concerned with the elements that surround living things and make life possible. While the Red provides the energy through the Sun in the sky, the motion in the muscles and the lightning in the nerves, and the Black provides the Earth below and the fabric of being, the Green involves the water that fills living things and the gasses that surrounds or permeates them.

Environment is the Green sphere least involved with living things. It is instead concerned with the nature of the surface world itself, and the spirit of nature at its most fundamental level. Environment spells involve a blending of water and air magic, allowing mists, gases, liquids and winds to be manipulated. At the highest levels, the most powerful of weather effects can be summoned or manipulated. These powers are mostly miscellaneous in nature, with occasional offensive or indirectly defensive abilities.

THE DOMAIN OF ENVIRONMENT

The Domain of Environment commands great respect from any who live their lives at the mercy of nature. Calling for rain, or breaks in storms, or asking for favourable winds, these powers are often most sought after.

Table Green 3 All Environment Spells

<i>Spell Name</i>	<i>Level</i>
Create Water	0
Obscuring Mist	1
Fog Cloud	2
Gust of Wind	2
Whispering Wind	2
Gaseous Form	3
Stinking Cloud	3
Water Breathing	3
Water Walk	3
Wind Wall	3
Air Walk	4
Control Water	4
Solid Fog	4
Control Winds	5
Commune with Nature	6
Wind Walk	7
Control Weather	8
Whirlwind	9

The **base domain** power of the domain of Environment grants the Knowledge (Nature) and Survival skills as class skills and the ability to foretell the natural weather conditions in 10 miles per level radius for a number of days in advance as the character has class levels. The forecast takes into account all prevalent water and wind conditions, but not the influence of magic or divine intervention. For example, a 3rd level cleric can determine what the natural weather is likely to be like for the next three days in a 30 mile radius from where they are. The character will be aware should the weather be manipulated by any power.

The **advanced domain** power is Environmental Sympathy. The character gains the ability to speak the native tongue of air and water elementals, (in standard universe Auran and Aquan), and gains a +3 reaction bonus to interactions with elementals of these kinds as well as any natural spirits of rivers, oceans or weather systems. The weather of the region (100 feet emanation per level) around the character shifts slightly according to the character's mood and preference. The effect is enough to change the ambient temperature by 5 degrees, start or stop a light rain or snow if conditions are favourable, bring on or dispel a light cover fog or cloud (- 2 or + 2 to visibility) or modify inclement weather conditions slightly in the character's favour (decrease a gale to a storm). This ability is automatic at will, and is entirely at the GM's discretion.

Table Green 4 Environment Domain

<i>Spell Name</i>	<i>Level</i>
Create Water	0
Obscuring Mist	1
Gust of Wind	2
Wind Wall	3
Control Water	4
Control Winds	5
Commune with Nature	6
Wind Walk	7
Control Weather	8
Whirlwind	9

THE SPHERE OF SYMBIOSIS

Symbiosis is the blending of traits and roles by animals or plants in order to form a more perfect mutually beneficial relationship. It goes beyond simple coexistence with the natural world, and into the realm of reflexive ecological relationships. As with the other Green Spheres, this one draws upon aspects of other colours, in this instance the Orange's ability to manipulate form and substance, the Yellow's support of life and the Blue's ability to channel the effects of magic. These elements are combined into the unique result of a sphere that allows humans to draw upon natural traits and incorporate them into their own nature, or to manipulate the natural order by imparting human or magical traits upon it.

Symbiosis is a mostly miscellaneous sphere, with some defensive or indirectly miscellaneous abilities tossed into the mix. As most of the Green Spheres, there is a reasonably sized spell selection to choose from.

THE DOMAIN OF SYMBIOSIS

As with all of the Green domains, Symbiosis is favoured by natural deities. However, some aspects of this domain have a peculiar resonance for the unnatural or for allowing manipulation of the natural. As the closest domain to Orange, deities of chaos, disorder, fecundity, or madness might grant access to this domain.

Table Green 5 All Symbiosis Spells

<i>Spell Name</i>	<i>Level</i>
Pass without Trace	0
Magic Fang	1
Shillelagh	1
Barkskin	2
Tree Shape	2
Wood Shape	2
Magic Fang, Greater	3
Plant Growth	3
Heal Mount	4
Tree Stride	5
Ironwood	6
Liveoak	6
Transport via Plants	6
Animate Plants	7
Changestaff	7
Animal Shapes	8
Shambler	9

There is an element of community and the major life events in this domain, so births, deaths and marriages all find place here.

The **base domain** power for Symbiosis grants Knowledge (Nature) as a class skill, and allows the character to enter into a Symbiotic relationship with one willing touched target as a spell like action once per day. This grants both the caster and the target each +1d8 +character level temporary hit points and acts as a Shield Other spell over both characters for one minute per character level. The Shield Other effect is unusual, however, in that it is two-way. For example, a Cleric uses this power

on his Barbarian friend. Both gain the temporary hit points, and are given the normal save and armour class bonuses. Should the Barbarian be targeted with a damaging effect but the cleric not, the effect is as a normal Shield Other spell. If the Cleric is targeted and the Barbarian is not, then the Barbarian will absorb half of the damage that the cleric receives. If both characters are targets of the same damaging effect, resolve the damage without dividing it.

The **advanced domain** power for Symbiosis grants a second save against any Orange (transformation) magic one round after a first save is failed, if the effect is not an instantaneous damaging one. So for example, of the character fails a saving throw against a baleful polymorph, they will get a second saving throw against the effect one round after the first.

Table Green 6 Symbiosis Domain

<i>Spell Name</i>	<i>Level</i>
Pass without Trace	0
Shillelagh	1
Barkskin	2
Magic Fang, Greater	3
Heal Mount	4
Tree Stride	5
Transport via Plants	6
Animate Plants	7
Animal Shapes	8
Shambler	9

THE ANIMIST

An Animist believes there are spirits in all things in the natural universe. They hold that these entities can be conversed with, called, tapped for power, and even commanded. They do not hold that these natural spirits are worthy of worship. An Animist is more likely to assume their purpose is to serve.

Wizards do not gain understanding of the natural universe or the relevant magic powers that Druids have. Druids in turn do not have the learning methods of wizards, nor their variety of power, instead drawing all they do from connection to nature directly. An Animist stands in a peculiar middle ground between these two, seeking to understand and study, and indeed master the natural order of life, nature and the environment in the same way that a wizard seeks to learn magic, while achieving resultant abilities similar to those of a druid. They are in essence Nature Wizards, in the way that Druids are Nature Clerics.

Adventures

Exploring the wild and untamed world is second nature to an Animist. They learn their secrets through the specimens they gather, and by studying the ecology and environments of various places around the world. Unlike druids, they are not tied to groves or sacred places.

While book learning is needed to learn the secrets that others have uncovered, the truths of the journeys into the wild done by other explorers are often to be found in journals far from civilised lands, or only available at great personal expense from their owners. All these concerns make the Animist an avid adventurer and delver into the unknown. Animists are likely to be sponsors of expeditions, or supplicants for funds so as to be able to set out on expeditions, and make an excellent plot impetus for other characters.

Characteristics

Animists learn to control nature, but nature holds no sway over them. They are bound by the restrictions of arcane magic, not faith. The blending of the elements in their lore and their explorations into the wild make them healthier, and more physically able than most other Wizards. Even so, their greatest powers are in their magic, and in the capacity that their lore grants them to tap into the spirits of the nature. Their familiars are usually strong animal companions.



Animists wield the power of Green magic, and focus upon one Sphere of the Green as their primary area of expertise. They learn some combat abilities, usually from the school of hard knocks rather than through any formal study of warfare. They suffer full spell failure for any armor they wear, and so learn to use no armor and only a few weapons. They usually have strong personalities and quick minds, since their powers are in essence commanding the forces of nature through sheer ego and secret knowledge.

Alignment

Animists might be of any alignment or disposition. Their key attitude is for seeking mastery over nature, and the mind with this kind of egoism might be of any belief structure with regards law, chaos, good or evil.

Religion

Animists may indeed follow faiths of the natural order that they seek control of. For some this is merely lip service. Some might play up to the faithful or even natural spirits for the sake of ingratiating themselves. This might have the aim of simply facilitating coexistence or might be more sinister. They might pretend faith in order to better use believers for support or information.

Other Animists may indeed be believers in whatever deities have governance over the natural sphere for their home territory. Given that they have a practical understanding of natural forces greater even than nature priests do, when such faith it does occur, it usually is far more unshakeable for being founded in science. It is not unlikely for Animists to multi-class with Druid levels.

Background

Green magicians often become outsiders through their choice of study. There is an element of wanderlust to most of the members of this class, as they desire to have personal experience of the natural world in all its splendor. This attitude can cause the Animist to be outcast from whatever social class they were born to.

Green magic is available as an area of study to any with the magical talent, arrogance and strength of personality to take it on.

Races

Animists might come from any race, though the underground or earth-associated races (Dwarves and Gnomes) tend to have fewer members than the other races. Similarly, few Half Orcs have the requisite personality or intelligence to master this kind of magic. Elves and Half Elves, or surprisingly Haflings might have significant numbers of this class. In the Chrome world the mysterious Gren tend to have significant numbers of this class.

Other Classes

Much has been written already about the relationship between Animists and Druids. Animists have a strained relationship with other arcane spell using classes, largely due to what other spellcasters might consider a somewhat parochial area of study, not to mention the Animists general hardiness and outdoors skills.

Animists are likely to respect the skills of rangers and barbarians. They will associate with any other class amicably.

Role

Similar to a druid in terms of attack abilities but more limited in defenses, an Animist is likely to occupy the role of secondary arcane spell caster. They do not have the healing magic of clerics or druids, but do instead have the capacity to draw power from the environment and all living things around them, which makes them able to cast extremely powerful magic at much lower levels than other spellcasters.

The kind of magic Animists wield is much less directly offensive than that which other spellcasters can master, so they probably should not be relied upon in a primary spell caster role. They can also form a last line of hand-to-hand defense should it be needed, and can be surprisingly effective in this role.

Game rule information

Abilities

An Animists' most important attributes are Charisma and Intelligence. Their spell abilities rely heavily on Charisma for bonus spells and for spell strength. Intelligence allows them to develop the requisite skills they need to survive and thrive in the wilderness. All the other basic abilities have relevance to one degree or another, with Wisdom assisting in perception skills, Strength in hand-to-hand combat, Constitution in survival and Dexterity in avoiding blows. A good Animist will be well rounded with regards to basic abilities.

Alignment

An Animist might be of any alignment.

Hit Die

D8

Class Skills

Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (Arcane) (Int), Knowledge (Nature) (Int), Knowledge (Local) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill points at 1st level

(4+Intelligence modifier) x 4

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Animists do not learn any armor or shields, and only learn have proficiency with simple weapons. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Animists cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

They are required to have Intelligence sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Animist's spell is 10 + the spell level + the caster's

Table Green 7: The Animist, Spells and Special Abilities

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	6	7
					Simple weapon proficiency, base domain power, Companion familiar, Scribe Scroll	3	1								
1	0	2	0	2											
2	1	3	0	3	Brew Potion	3	1	1							
3	2	3	1	3	Totem 1/day	4	2	1							
4	3	4	1	4		4	2	2	1						
5	3	4	1	4	Advanced domain power	4	3	2	1	1					
6	4	5	2	5	Totem 2/day	4	3	3	2	1					
7	5	5	2	5		5	3	3	2	2	1				
8	6/1	6	2	6		5	4	3	3	2	1	1			
9	6/1	6	3	6	Totem 3/day	5	4	4	3	3	2	1			
10	7/2	7	3	7		5	4	4	3	3	2	2	1		
11	8/3	7	3	7	Enhanced Totem	5	4	4	4	3	3	2	1	1	
12	9/4	8	4	8	Totem 4/day	5	5	4	4	4	3	3	2	1	
13	9/4	8	4	8		5	5	5	4	4	3	3	2	2	1
14	10/5	9	4	9	Tap Nature	5	5	5	4	4	4	3	3	2	1
15	11/6/1	9	5	9	Totem 5/day	5	5	5	5	4	4	4	3	3	2
16	12/7/2	10	5	10		5	5	5	5	5	4	4	3	3	2
17	12/7/2	10	5	10		5	5	5	5	5	4	4	4	3	3
18	13/8/3	11	6	11	Totem 6/day	5	5	5	5	5	5	4	4	4	3
19	14/9/4	11	6	11		5	5	5	5	5	5	5	4	4	4
20	15/10/5	12	6	12	Ultimate Totem	5	5	5	5	5	5	5	5	5	5

Charisma modifier.

They are restricted to a limited number of spells per day as per Table Green 7: The Animist, Spells and Special Abilities. They receive bonus spells if they have a high Charisma score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

An Animist is only able to learn spells of the Green colour designation. A complete spell list is included in the appendix at the end of this section. All other spells are not able to be learned.

Further, a Animist may choose one of the

Green Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Animists thus specialise in Symbiosis, others in Biomancy and others in Environment. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to healing magics.

The Animist gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 5th level.

Spellbooks

An Animist must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Animist begins with a spellbook containing 2 0-level Green spells and 2 1st level Green spells.

At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Animist advances, they gain one new spell of any level they can cast for their spell book. At any time a Animist can transcribe Green

spells (only) from a Wizard's or Dabblers' spell books or using the normal scroll transcribing rules.

Companion Familiar

Animists learn to develop the relationship that wizards establish with their familiars, and utilize their understanding of nature to enhance it further. They may start play with an animal companion familiar from the normal list for druids (PHB page 35) or sorcerers / wizards (PHB page 52). The lists have been amalgamated and expanded in Table Green 9 and 10.

A companion familiar is a loyal animal companion that has become enhanced by the connection to the Animist to the point that in some ways the companion is an extension of the Animist. The animal starts as a completely typical member of its species, save for the bonus abilities in Tables 8 and 9 or 10.

If an Animist releases their companion from service or it dies, the Animist may gain a new one by performing a ritual that lasts 24 hours and uses 100 gold worth of magical materials. Losing a companion familiar is a traumatic experience, irrespective of whether it occurs through decision or ill fate. The Animist must make a Fortitude save vs. DC 15 or lose 200 experience per Animist level. If the save is made, the character loses only 100 experience points per Animist level. This can lower a character by levels (see the DMG for rules for losing levels) but cannot lower a character's total Experience points below 0. Unlike a Wizard or Sorcerer, if a n Animist loses a Companion Familiar, they are not required to wait any particular length of time until they are able summon a new one.

An Animist of 4th level or higher may select from an alternate list of animals (see Table Green 10). Should a companion familiar be selected from the alternate list, the creature gains abilities from Table Green 8 as if the Animist were lower in level. Subtract the value indicated from the Animist's actual level when determining the creature's abilities. An Animist cannot select an animal that would result in an effective level of 0 or less.

The abilities of that the relationship develops increase as the character gains levels. Table Green 8 indicates the level dependant abilities that Companion familiars gain. Each of the following abilities are affected as time goes on:

Level	HD, Nat Armr	Int	Str, Dex	Special
1	0	6	1	Evasion, Share Spells, Empathic Link, Minimum HP (5)
2	1	6	1	
3	2	7	1	Deliver touch spells
4	2	7	2	
5	3	8	2	Speak with Master
6	4	8	2	Devotion +4 will
7	4	9	3	Speak with Animals of Kind
8	5	9	3	Improve Speed +10'
9	6	10	3	Multiattack
10	6	10	4	Improved evasion (or Animal Growth 1/day)
11	7	11	4	Spell Resistance, Command Animals of kind 1/day per 2 levels.
12	8	11	4	
13	8	12	5	Scry 1/day on Familiar
14	9	12	5	
15	10	13	5	
16	10	13	6	
17	11	14	6	
18	12	14	6	
19	12	15	7	
20	13	15	7	

Hit Dice and Basic Abilities

The Companion familiar gains an 8-sided hit dice and normal Constitution bonus. The creature gains all the respective abilities that this entails (skills, hit points, feats, saving throws and base attack bonuses)

The Companion familiar is treated as having a minimum Hit Dice of 1, with a minimum Hit point total at 1st level of 5 points irrespective of the creature type. This advances as per table 8 as the Animist gains levels.

The Companion familiars have a base attack bonus equal to that of the Animist.

Saving Throws for the Companion familiar are the same as the Animist's saving throws, or an animal of the Creatures hit dice, which ever is better. Animals have good Fortitude and Reflex saves. Note that the creature does not benefit from bonuses that the Animist receives from magic or statistics, using only the ones that it possesses.

The Companion familiar can use any of the Animist's skills, with its own statistic modifiers, or the creature's own skills that each advance exactly as a creature of the animal's type (see the Monster Manual)

Natural Armour

A bonus to Armour Class is granted as a Natural Armour bonus for the Companion familiar.

Intelligence, Strength, Dexterity

The Companion familiar's base statistics increase as levels increase based on the chart.

<i>Table Green 9: Base Companion familiars</i>		
<i>Animal</i>	<i>Bonus Animist Abilities</i>	<i>Bonus Creature Abilities</i>
Bat	Listen +3, Will +2, Alertness	Improved evasion, 1d3-5 damage
Toad	Hit Points +3, Will +2, Alertness	Improved evasion, 1d3-5 damage
Rat	Fortitude +2, Will +2, Alertness	Improved evasion
Donkey	Balance +3, Will +2, Alertness	Improved evasion
Lizard	Climb +3, Will +2, Alertness	Improved evasion
Monkey	Jump +3, Will +2, Alertness	Improved evasion
Raven	Appraise +3, Will +2, Alertness	Improved evasion, 1 language spoken
Cat	Move Silent +3, Alertness	Improved evasion
Owl	Spot (dark) +3, Alertness	Improved evasion
Pony	Ride +3, Alertness	Improved evasion
Weasel	Reflex Save +2, Alertness	Improved evasion
Dire Rat	Survival +3, Alertness	Improved evasion
Dog	Listen +3, Alertness	Improved evasion
Hawk	Spot (light) +3, Alertness	Improved evasion
Snake, Tiny Viper	Bluff +3, Alertness	Improved evasion
Baboon	Alertness	Improved evasion
Badger	Alertness	Improved evasion
Eagle	Alertness	Improved evasion
Pony, War	Alertness	Improved evasion
Porpoise	Alertness	Improved evasion
Snake, Small Viper	Alertness	Improved evasion
Camel	N/A	N/A
Dog, Riding	N/A	N/A
Horse, heavy	N/A	N/A
Horse, light	N/A	N/A
Hyena	N/A	N/A
Manta Ray	N/A	N/A
Mule	N/A	N/A
Octopus	N/A	N/A
Shark, Medium	N/A	N/A
Snake, Medium Viper	N/A	N/A
Squid	N/A	N/A
Warhorse, Light	N/A	N/A
Wolf	N/A	N/A

Evasion (Ex)

If a Companion Familiar is subjected to an attack that normally requires a Reflex Saving Throw for half damage, it takes no damage on a successful save.

Share Spells (Ex)

At the Animist's option, they may have any spell (but not any spell-like ability) they use on themselves also affect the Companion familiar. The

Companion familiar must be within 5 feet of the Animist at the time of casting to receive the benefit. If the spell has an effect other than instantaneous it stops affecting the Companion familiar if it moves further away than 5 feet, and will not affect the animal again even if it should return to within 5 feet from the caster. Additionally an Animist may cast any spell with a target of "you" on the Companion familiar as a range touch spell instead of on themselves. Spells can be shared even if they are not normally able to be cast on the creature type of the Companion familiar.

Empathic Link (Su)

The master has an empathic link with the companion familiar out to a distance of one mile. It is not possible to use the creature's senses, only to communicate feelings and emotions. Note that low level companion familiars may have issues making themselves be understood, given their lower intelligence. And always remember that the familiar is unlikely to have the same perspective as a human. The Animist does gain the connection of location through their companion familiar, for such spells as Teleport or Scry.

Deliver Touch Spells (Su)

If the Animist is 3rd level or higher, their companion familiar can deliver Touch attack spells for them. If the caster and the familiar are in contact at the time that the spell is cast, the caster can designate the Companion familiar as the 'toucher'. The Companion familiar can then deliver the touch spell just as the master could.

As usual, if the master should cast another spell before the touch attach is discharged, the original touch spell will dissipate.

Speak with Master (Ex)

At the Animist's 5th level the companion familiar can converse with the Animist verbally as if they were using a common language. Other creatures do not understand this communication.

Devotion (Ex)

A companion familiar's devotion to its master is so complete that it gains a +4 moral bonus to Will saves against enchantment spells and effects.

Animal	Min Level	Level Modifier	Animal	Min Level	Level Modifier
Ape	4th	Level -3	Bear, Polar	7th	Level -6
Bear, Black	4th	Level -3	Crocodile, Giant	7th	Level -6
Bison	4th	Level -3	Dire Boar	7th	Level -6
Boar	4th	Level -3	Dire Wolverine	7th	Level -6
Cheetah	4th	Level -3	Rhinoceros	7th	Level -6
Crocodile	4th	Level -3	Shark, Huge	7th	Level -6
Dire Badger	4th	Level -3	Tiger	7th	Level -6
Dire Bat	4th	Level -3	Dire Lion	10th	Level -9
Dire Weasel	4th	Level -3	Snake, Constrictor Giant	10th	Level -9
Leopard	4th	Level -3	Whale, Orca	10th	Level -9
Lizard, Monitor	4th	Level -3	Dinosaur, Megaraptor	10th	Level -9
Shark, Large	4th	Level -3	Whale, Baleen	10th	Level -9
Snake, Constrictor	4th	Level -3	Dinosaur, Elamosaurus	13th	Level -12
Snake, Huge Viper	4th	Level -3	Dire Bear	13th	Level -12
Warhorse, Heavy	4th	Level -3	Elephant	13th	Level -12
Wolverine	4th	Level -3	Whale, Cachalot	13th	Level -12
Dinosaur, Demonychus	7th	Level -6	Dinosaur, Tyrannosaurus	13th	Level -12
Dire Ape	7th	Level -6	Dire Tiger	13th	Level -12
Dire Wolf	7th	Level -6	Octopus, Giant	13th	Level -12
Lion	7th	Level -6	Dinosaur, Triceratops	16th	Level -15
Snake, Large Viper	7th	Level -6	Dire Shark	16th	Level -15
Bear, Brown	7th	Level -6	Squid, giant	16th	Level -15

Speak with Animals of Kind (Ex)

At the Animist's 7th level, the companion familiar can communicate with animals of approximately the same kinds as itself. Such communication is limited by the intelligence of the conversing creatures.

Improve Speed (Ex)

At the Animist's 8th level, the companion familiar gains a +10' per round increase in speed.

Multiattack

A Companion Familiar gains Multiattack as a bonus feat if it has three or more natural attacks (see the Monster Manual for details on this feat) and does not already have this feat. If it does not have the requisite three or more attacks, the companion familiar gains a second attack with its primary natural weapon with a -5 penalty instead.

Improved Evasion (Ex)

When subject to an attack that normally allows a reflex saving throw for half damage, a companion familiar takes no damage if it makes a successful saving throw and only half damage if the saving throw fails. If the Companion Familiar has Improved Evasion already when the Animist reaches 10th level, then it instead gains the ability to use Animal Growth on itself as a Spell Like ability once per day.

Spell Resistance (Ex)

When the Animist reaches 11th level, their companion familiar gains spell resistance equal to their master's level +5.

Command Animals of Kind (Ex)

Once per day per two Animist levels, the companion familiar of an Animist of level 11 or higher can issue a Command as per the spell upon any creatures of the same approximate type as the creature (horses to horses and ponies, dogs to wolves and dogs, etc). If the companion familiar is doing this as a secondary action (for example, while being ridden or attacking) it must succeed in a Concentration check vs. DC 21 to succeed in using this ability, and failures will count against the total number of daily usages. The DC to resist this command is 10 + half the Animist level + the Animist's Charisma modifier.

Scry

Once per day, after the Animist reaches 13th level, they can use the Scry spell upon the familiar.

Note: Base Companion familiar abilities

Some companion familiars are of a lower challenge rating level than others. As such, Animists choosing them and the companion familiars themselves gain bonus powers and abilities to compensate. In particular, there are bonuses to skills, feats and saving throws depending on the kind of creature. The creatures in turn might gain some base damage abilities, the ability to speak a language or might begin with improved evasion as opposed to the simple evasion that others start with.

Note that in some universes, a designer may wish to allow other creature types (giant vermin, aberrations, or even other humanoids) as companion familiars. If you do choose to allow this option, simply use the following information to

allocate a negative level dependent upon the Challenge Rating of the creature:

CR	Minimum Level	Level Modifier
<1	1	0
1	1	0
2	4	-3
3-4	7	-6
5-6	10	-9
7-8	13	-12
9-10	16	-15
11-12	19	-18

Totem (Ex)

At 3rd level, Animists begin to learn to tap power from nature. They can establish a mystical connection between themselves and one aspect of nature. For Biomancers this tends to be a species of animal, usually also manifest in their Familiar. For Environmentalists, this is usually manifest in a particular natural occurrence of wind or water (a phase of the tide, or direction of wind, or when it rains or hails or shines). For Symbionts, this focus is usually manifest at critical life events like emergence from chrysalis, birth, social festivals, sex or death.

The Animist learns to draw power from their totem a number of times per day equal to their Animist level divided by 3 (once at 3rd, twice at 6th and so on). The ability can only be used when there is a connection present to the Totemic element, so the familiar or an animal of kind must be within 5 foot for a Biomancer to use this ability, running water, rain, or wind must be present for the Environmentalist, and Symbionts need to be in the location where a major life event happened or is happening, or be in the presence of believers to use this power. In each case, the character can fashion a

Fetish of the Totemic Image as a connection for the purpose of evoking this power, at a cost of 100 gold and 8 hours of rituals, and the fetish acts as a substitute for the needed connection.

Each used of this ability lasts 3 + the Animist's (potentially modified) Charisma bonus in rounds. There are three possible uses for this ability:

- Nature's Fury: The Animist gains +4 natural bonus to Strength and Constitution.
- Primal Persona: The Animist's Charisma and Intelligence both gain a +4 natural bonus.
- Pure Intuition: The Animist gains +4 to Wisdom and Dexterity.

There are no limits to the Animist's abilities while they are evoking their Totem, and there are no disadvantages after a Totemic power wears off. It is a move equivalent action to activate this ability and only one aspect may be evoked at any one time.

Enhanced Totem

At 10th level the Totemic powers of the Animist are increased to +6 to the relevant abilities when the character is enhanced.

Ultimate Totem

At 20th level the Totemic powers of the Animist are increased to +8 to the relevant abilities when the character is enhanced.

Tap Nature

At 14th level an Animist can attempt to tap Nature whenever they cast a spell so that Nature itself provides the spell energy instead of the

Animist. The Animist can use this ability a number of times per day equal to the character's class level divided by 2. This ability is more difficult to use in unnatural settings or in places far from living things or the wind and waves (2 uses per attempt). If the ability succeeds, the spell is cast and the Animist retains the memorised spell. Using this ability requires a Concentration roll vs. DC 20 + the Spell level, and this attempt is a free action that occurs simultaneously with the spell casting. If the Animist rolls a 1 when attempting to Tap Nature, they suffer a backlash as Nature draws back the power the Animist sought to Tap. The Animist's caster level is halved (round up) for the next (spell level) rounds.

Bonus Feats

The Animist gains the Scribe Scroll feat at 1st level, much as a wizard does. This enables the Animist to create magic scrolls. The Animist also gains the Brew Potion feat as a bonus feat at 2nd level, which enables them to create magic potions.

Ex-Animists

Animist multiclassing is handled the same as Specialist Wizard multiclassing. The spell abilities of the Animist are not cumulative with any other spellcasting abilities. Note that the Companion Familiar will continue to advance in power if the alternate class(es) that the character learns also has familiars, animal companions or mounts. For Ranger/Animists treat the equivalent class of Animist for Companion Familiar purposes as being equal to the Animist Level plus half of the Ranger Level, rounded down. For Animist/Druids, Animist Sorcerers or Animist/Wizards, simply total the levels. For Animist Paladins, total the levels if the Paladin class has reached sufficient level to gain a

mount, or else simply use the Animist level. This rule supersedes the standard rules regarding familiars and animal companions and mounts. Otherwise Animists are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Human Animist Starting Package

Armor	Normal clothing (AC normal)		
Weapons	Dagger (1d3, critical 19-20. x2, 1lb, range increment 10)		
Skill selection	Pick a number of skills equal to 5+ Int. Modifier:		
Skill	Ranks	Ability	Armor Penalty
Concentration	4	Con	-
Handle Animal	4	Cha	-
Heal	4	Wis	-
Hide	3	Dex	-
Knowledge (Arcane)	4	Int	-
Knowledge (Nature)	4	Ine	-
Listen	4	Wis	+3*
Move Silently	4	Dex	-
Ride	4	Dex	-
Spellcraft	4	Int	-
Spot	4	Wis	-
Survival	4	Wis	-
Feats	Scribe Scroll, Simple Weapons, Toughness, Environment Domain power, Endurance, Alertness*, <i>Calm Animals, Create Water, Obscuring mist, Magic Fang</i>		
Spell Book			
Gear	Robes, scroll case, 8 sheets of paper, ink, pen, spell components pouch, spell book, packed lunch.		
Companion* Gold	Dog (see MM and notes here) 6d4gp		

APPENDIX: GREEN SPELLS

Level 0 Green Spells

Spell Name	Domain	Level	Domain level
Calm Animals	Biomancy	0	0
Create Water	Environment	0	0
Pass without Trace	Symbiosis	0	0

Calm Animals

Green (Biomancy) - Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 1, Drd 1, Rgr 1, Green 0, Biomancy 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

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

Create Water

Green (Environment) - Conjunction (Creation) [Water]

Level: Clr 0, Drd 0, Pal 1, Green 0, Environment 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pass without Trace

Green (Symbiosis) - Transmutation

Level: Drd 1, Rgr 1, Green 0, Symbiosis 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

<i>Biomancy</i>	<i>level</i>	<i>Environment</i>	<i>level</i>	<i>Symbiosis</i>	<i>level</i>
Calm Animals	0	Create Water	0	Pass without Trace	0
Charm Animal	1	Obscuring Mist	1	Magic Fang	1
Detect Animals or Plants	1			Shillelagh	1
Hide from Animals	1				
Speak with Animals	1				
Summon Nature's Ally I	1				
Animal Messenger	2	Fog Cloud	2	Barkskin	2
Animal Trance	2	Gust of Wind	2	Tree Shape	2
Summon Nature's Ally II	2	Whispering Wind	2	Wood Shape	2
Summon Swarm	2				
Summon Nature's Ally III	3	Gaseous Form	3	Magic Fang, Greater	3
Speak with Plants	3	Stinking Cloud	3	Plant Growth	3
		Water Breathing	3		
		Water Walk	3		
		Wind Wall	3		
Summon Nature's Ally IV	4	Air Walk	4	Heal Mount	4
Repel Vermin	4	Control Water	4		
Command Plants	4	Solid Fog	4		
Summon Nature's Ally V	5	Control Winds	5	Tree Stride	5
Insect Plague	5				
Summon Nature's Ally VI	6	Commune with Nature	6	Ironwood	6
				Liveoak	6
				Transport via Plants	6
Summon Nature's Ally VII	7	Wind Walk	7	Animate Plants	7
Creeping Doom	7			Changestaff	7
Summon Nature's Ally VIII	8	Control Weather	8	Animal Shapes	8
Control Plants	8				
Summon Nature's Ally IX	9	Whirlwind	9	Shambler	9

Level 1 Green Spells

Spell Name	Domain	Level	Domain level
Charm Animal	Biomancy	1	
Detect Animals or Plants	Biomancy	1	
Hide from Animals	Biomancy	1	
Speak with Animals	Biomancy	1	1
Summon Nature's Ally I	Biomancy	1	
Obscuring Mist	Environment	1	1
Magic Fang	Symbiosis	1	
Shillelagh	Symbiosis	1	1

Charm Animal

Green (Biomancy) - Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1, Green 1

Target: One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

Detect Animals or Plants

Green (Biomancy) - Divination

Level: Drd 1, Rgr 1, Green 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

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

Hide from Animals

Green (Biomancy) - Abjuration

Level: Drd 1, Rgr 1, Green 1

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Speak with Animals

Green (Biomancy) - Divination

Level: Brd 3, Drd 1, Rgr 1, Green 1, Biomancy 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

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

Summon Nature's Ally I

Green (Biomancy) - Conjunction (Summoning)

Level: Drd 1, Rgr 1, Green 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

1st Level
Dire rat
Eagle (animal)
Monkey (animal)
Octopus ¹ (animal)
Owl (animal)
Porpoise ¹ (animal)
Snake, Small viper (animal)
Wolf (animal)

Obscuring Mist

Green (Environment) - Conjunction (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1, Green 1, Environment 1

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

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

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage. This spell does not function underwater.

Magic Fang

Green (Symbiosis) - Transmutation

Level: Drd 1, Rgr 1, Green 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Shillelagh

Green (Symbiosis) - Transmutation

Level: Drd 1, Green 1, Symbiosis 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Level 2 Green Spells

Spell Name	Domain	Level	Domain level
Animal Messenger	Biomancy	2	
Animal Trance	Biomancy	2	2
Summon Nature's Ally II	Biomancy	2	
Summon Swarm	Biomancy	2	
Fog Cloud	Environment	2	
Gust of Wind	Environment	2	2
Whispering Wind	Environment	2	
Barkskin	Symbiosis	2	2
Tree Shape	Symbiosis	2	
Wood Shape	Symbiosis	2	

Animal Messenger

Green (Biomancy) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Drd 2, Rgr 1, Green 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None; see text

Spell Resistance: Yes

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

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

Animal Trance

Green (Biomancy) - Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2, Green 2, Biomancy 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

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

Summon Nature's Ally II

Green (Biomancy) - Conjunction (Summoning)

Level: Drd 2, Rgr 2, Green 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

2nd Level
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium ¹ (animal)
Snake, Medium viper (animal)
Squid ¹ (animal)
Wolverine (animal)

Summon Swarm

Green (Biomancy) - Conjunction (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2, Green 2

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of bats, rats, or spiders

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

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

Arcane Material Component: A square of red cloth.

Fog Cloud

Green (Environment) - Conjunction (Creation)

Level: Drd 2, Sor/Wiz 2, Water 2, Green 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

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

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

The spell does not function underwater.

Gust of Wind

Green (Environment) - Evocation [Air]

Level: Drd 2, Sor/Wiz 2, Green 2, Environment 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

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

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

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

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

Gust of wind can be made permanent with a *permanency* spell.

Whispering Wind

Green (Environment) - Transmutation [Air]

Level: Brd 2, Sor/Wiz 2, Green 2

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

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

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location.

A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Barkskin

Green (Symbiosis) - Transmutation

Level: Drd 2, Rgr 2, Plant 2, Green 2, Symbiosis 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Tree Shape

Green (Symbiosis) - Transmutation

Level: Drd 2, Rgr 3, Green 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

Wood Shape

Green (Symbiosis) - Transmutation

Level: Drd 2, Green 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

Level 3 Green Spells

Spell Name	Domain	Level	Domain level
Speak with Plants	Biomancy	3	3
Summon Nature's Ally III	Biomancy	3	
Gaseous Form	Environment	3	
Stinking Cloud	Environment	3	
Water Breathing	Environment	3	
Water Walk	Environment	3	
Wind Wall	Environment	3	3
Magic Fang, Greater	Symbiosis	3	3
Plant Growth	Symbiosis	3	

Speak with Plants

Green (Biomancy) - Divination

Level: Brd 4, Drd 3, Rgr 2, Green 3, Biomancy 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Summon Nature's Ally III

Green (Biomancy) - Conjunction (Summoning) [see text]

Level: Drd 3, Rgr 3, Green

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion

Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large ¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoquua

Gaseous Form

Green (Environment) - Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3, Green 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A bit of gauze and a wisp of smoke.

Stinking Cloud

Green (Environment) - Conjunction (Creation)

Level: Sor/Wiz 3, Green 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

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

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Water Breathing

Green (Environment) - Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3, Green 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Water Walk

Green (Environment) - Transmutation [Water]

Level: Clr 3, Rgr 3, Green 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Wind Wall

Green (Environment) - Evocation [Air]

Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3, Green 3, Environment 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

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

Arcane Material Component: A tiny fan and a feather of exotic origin.

Magic Fang, Greater

Green (Symbiosis) - Transmutation

Level: Drd 3, Rgr 3, Green 3, Symbiosis 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

Plant Growth

Green (Symbiosis) - Transmutation

Level: Drd 3, Plant 3, Rgr 3, Green 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

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

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

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

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

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

Level 4 Green Spells

Spell Name	Domain	Level	Domain level
Command Plants	Biomancy	4	4
Repel Vermin	Biomancy	4	
Summon Nature's Ally IV	Biomancy	4	
Air Walk	Environment	4	
Control Water	Environment	4	4
Solid Fog	Environment	4	
Heal Mount	Symbiosis	4	4

Command Plants

Green (Biomancy) - Transmutation

Level: Drd 4, Plant 4, Rgr 3, Green 4, Biomancy 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while

the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Repel Vermin

Green (Biomancy) - Abjuration

Level: Brd 4, Clr 4, Drd 4, Rgr 3, Green 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

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

Summon Nature's Ally IV

Green (Biomancy) - Conjuration (Summoning) [see text]

Level: Animal 4, Drd 4, Rgr 4, Green 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

4th Level
Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]

Sea cat ¹
Shark, Huge ¹ (animal)
Snake, Huge viper (animal)
Tiger (animal)
Tojanida, juvenile ¹
Unicorn [CG]
Xorn, minor

Air Walk

Green (Environment) - Transmutation [Air]

Level: Air 4, Clr 4, Drd 4, Green 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Control Water

Green (Environment) - Transmutation [Water]

Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4, Environment 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

Solid Fog

Green (Environment) - Conjunction (Creation)

Level: Sor/Wiz 4, Green 4

Components: V, S, M

Duration: 1 min./level

Spell Resistance: No

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

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

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Heal Mount

Green (Symbiosis) - Conjunction (Healing)

Level: Pal 3, Green 4, Symbiosis 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heal*, but it affects only the Animist's Companion Familiar.

Level 5 Green Spells

Spell Name	Domain	Level	Domain level
Insect Plague	Biomancy	5	5
Summon Nature's Ally V	Biomancy	5	
Control Winds	Environment	5	5
Tree Stride	Symbiosis	5	5

Insect Plague

Green (Biomancy) - Conjunction (Summoning)

Level: Clr 5, Drd 5, Green 5, Biomancy 5

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Summon Nature's Ally V

Green (Biomancy) - Conjunction (Summoning) [see text]

Level: Drd 5, Green 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

5th Level
Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus ¹ (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr [CN; with pipes]
Snake, giant constrictor (animal)
Nixie (sprite)
Tojanida, adult ¹
Whale, orca ¹ (animal)

Control Winds

Green (Control Winds) - Transmutation [Air]

Level: Air 5, Drd 5, Green 5, Environment 5

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a

creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Tree Stride

Green (Symbiosis) - Conjunction (Teleportation)

Level: Drd 5, Rgr 4, Green 5, Symbiosis 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Level 6 Green Spells

Spell Name	Domain	Level	Domain level
Summon Nature's Ally VI	Biomancy	6	6
Commune with Nature	Environment	6	6
Ironwood	Symbiosis	6	
Liveoak	Symbiosis	6	
Transport via Plants	Symbiosis	6	6

Summon Nature's Ally VI

Green (Biomancy) - Conjunction (Summoning) [see text]

Level: Drd 6, Green 6, Biomancy 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

6th Level
Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant ¹ (animal)
Pixie* (sprite) [NG; no special arrows]
Salamander, average [NE]
Whale, baleen ¹
Xorn, average
*Can't cast <i>irresistible dance</i>

Commune with Nature

Green (Environment) - Divination

Level: Animal 5, Drd 5, Rgr 4, Green 6, Environment 6

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Ironwood

Green (Symbiosis) - Transmutation

Level: Drd 6, Green 6

Components: V, S, M

Casting Time: 1 minute/lb. created

Range: 0 ft.

Effect: An *ironwood* object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids, and Animists suffer only half Spell percentage failure (round down) when using them (if they have the relevant proficiency).

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended *ironwood* object.

Liveoak

Green (Symbiosis) - Transmutation

Level: Drd 6, Green 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a

place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Transport via Plants

Green (Symbiosis) - Conjunction (Teleportation)

Level: Drd 6, Green 6, Symbiosis 6

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Level 7 Green Spells

Spell Name	Domain	Level	Domain level
Creeping Doom	Biomancy	7	7
Summon Nature's Ally VII	Biomancy	7	
Wind Walk	Environment	7	7
Animate Plants	Symbiosis	7	7
Changestaff	Symbiosis	7	

Creeping Doom

Green (Biomancy) - Conjunction (Summoning)

Level: Drd 7, Green 7, Biomancy 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Summon Nature's Ally VII

Green (Biomancy) - Conjunction (Summoning) [see text]

Level: Drd 7, Green 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

7th Level
Arrowhawk, elder
Dire tiger
Elemental, greater (any)

Djinni (genie) [NG]
Invisible stalker
Pixie* (sprite) [NG; with sleep arrows]
Squid, giant ¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot ¹ (animal)
Xorn, elder
*Can't cast <i>irresistible dance</i>

Wind Walk

Green (Environment) - Transmutation [Air]

Level: Clr 6, Drd 7, Green 7, Environment 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Animate Plants

Green (Symbiosis) - Transmutation

Level: Drd 7, Plant 7, Green 7, Symbiosis 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Changestaff

Green (Symbiosis) - Transmutation

Level: Drd 7, Green 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Level 8 Green Spells

Spell Name	Domain	Level	Domain level
Control Plants	Biomancy	8	8
Summon Nature's Ally VIII	Biomancy	8	
Control Weather	Environment	8	8
Animal Shapes	Symbiosis	8	8

Control Plants

Green (Biomancy) - Transmutation

Level: Drd 8, Plant 8, Green 8, Biomancy 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Summon Nature's Ally VIII

Green (Biomancy) - Conjunction (Summoning) [see text]

Level: Animal 8, Drd 8, Green 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

8th Level
Dire shark ¹
Roc
Salamander, noble [NE]
Tojanida, elder

Control Weather

Green (Environment) - Transmutation

Level: Air 7, Clr 7, Drd 7, Sor/Wiz 7, Green 8, Environment 8

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Animal Shapes

Green (Symbiosis) - Transmutation

Level: Animal 7, Drd 8, Green 8, Symbiosis 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *polymorph*, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Level 9 Green Spells

Spell Name	Domain	Level	Domain level
Summon Nature's Ally IX	Biomancy	9	9
Whirlwind	Environment	9	9
Shambler	Symbiosis	9	9

Summon Nature's Ally IX

Green (Biomancy) - Conjuraction (Summoning) [see text]

Level: Drd 9, Green 9, Biomancy 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

9th Level

Elemental, elder

Grig [NG; with fiddle] (sprite)

Pixie* (sprite) [NG; with sleep and memory loss arrows]

Unicorn, celestial charger

*Can cast *irresistible dance*

Whirlwind

Green (Environment) - Evocation [Air]

Level: Air 8, Drd 8, Green 9, Environment 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the

cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Shambler

Green (Symbiosis) - Conjuraction (Creation)

Level: Drd 9, Plant 9, Green 9, Symbiosis 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

BROWN MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Green from casting. As per the notes on page 2, the opposing Colour to Green is Brown, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Green will not be able to learn or cast any of the following spells, which is the spell list for Brown:

Mending, Magic Weapon, Magic Mouth, Make Whole, Web, Keen Edge, Magic Weapon, Greater, Secret Page, Snare, L.'s Secure Shelter, Magic Vestment, Minor Creation, Fabricate, L.'s Secret Chest, Major Creation, Blade Barrier, Guards and Wards, M.'s Private Sanctum, Simulacrum, M.'s Magnificent Mansion, Clone, T.'s Floating Disk, Mage Armour, Shield, Shield of Faith, Unseen Servant, Spiritual Weapon, L.'s Tiny Hut, Phantom Steed, O.'s Resilient Sphere, B.'s Interposing Hand, M.'s Faithful Hound, Wall of Force, B.'s Forceful Hand, Repulsion, B.'s Grasping Hand, Forcecage, M.'s Sword, B.'s Clenched Fist, B.'s Crushing Hand, Know Direction, Locate Object, Blink, Locate Creature, Dimension Door, Dimensional Anchor, Passwall, Plane Shift, Teleport, Word of Recall, Ethereal Jaunt, Phase Door, Refuge, Teleport Object, Teleport, greater, Dimension Lock, Astral Projection, Etherealness, Gate, Teleportation Circle



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GREY MAGIC



Lukus leaned against the wall, and shuffled his spell deck. The arcane engrams and pseudo colours flashed random grey sparks and half formed imaginings around his fingers, calling incautious eyes to their intricate dance, while his gaze

was intensely focused on the tavern door. He was tense, but ready. The informant had been very forthcoming; the anticipation of getting the phantasm that Lukus constructed for him was a little disconcerting. "You know that it will be only a figment of your imagination, yes?" he had said. "But I'll be able to touch her, right, Chymurge?" Lukus had tried not to shudder. "That and more," he had assured the small man, "Just tell me where Giri will be tonight." So here he stood.

A tall woman strode from the bar, her two bodyguards marking but dismissing him. Lukus crossed the street, slipping his deck back into a pocket, but palming four cards, just in case. "Hey! Lady Giri!" he called out, motioning for her to stop. She ignored him, and one of her minders interposed. Lukus made a judgement call, then flipped one of the cards out with a flourish. The guard was about to react, but then the magic caught him. Blank Indigo. He was struck dumb and drooling, and Lucien pushed past.

"It's such an honour to finally meet you." He continued, moving up beside the woman. She blinked in surprise, looking back to see the bodyguard standing listlessly in the street. The other guard moved towards Lukus, hand on sword hilt, and Lukus flinched.

Giri looked irritated, and waved her hand to the minder. He drew his blade, and made to swing at the other man's head. Eyes widening with rising panic kept barely in check, Lukus drew a second card. The Shadow Man. A dark and unclear

figure interposed between the swordsman and Lukus. "...Right. I know you are busy, and I am very sorry to intrude..." The minder took a swing at the gathering darkness, and the blade passed through. It was his turn to choke back rising fear, as the dark shape lifted what might have been an umbral blade and made to strike with it. Giri raised her hand again, and the guard stepped back with relief. "What do you want?"

Lukus froze the illusion, and touched the Resonant card, upping the appeal in his voice. He started into the prepared speech, "I have a proposition regarding the Guild of Daggers..."

She interrupted him with a keen eye on his hands. "Your last card. What spell is it?" He gulped. "Crimson Shade of Firestorm. Just in case." She smiled at him for the first time. "You're hired."



Index

Overview	2
Effigy	3
Resonance	4
Shadow	5
The Chymurge	6
Appendix (Grey Spells)	11
Licence	24

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Chymurge**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours, in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they are available in the "Unlikely Heroes: The Mystic"

character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes like the Chymurge. Feel free to use or ignore this extra information at your whim.

THE COLOUR GREY

Grey is the colour of the shapes, images, illusions and shadows. To incorporate Colours into an existing campaign, allocate them to deities; in the case of Grey, deities of trickery, darkness, music or art might have influence over the domains of Effigy, Resonance and Shadow. Next allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

Chrome spells are a little different to the other kinds of magic. Grey is only an image of the other colours, an umbra of half-light, and gets no chrome spells of its own. Here is the Chrome list:

Detect Colour, Protection from Colour, Align Weapon, Circle against Colour, Chromatic Blast, Align Location, Dispel Colour, Chromatic Word, Chromatic Aura, Chromatic Elemental Swarm.

THE SPHERE OF EFFIGY

Effigy concentrates on figments of the imagination, optical illusions, and trickery, eventually learning to mimic all elements of reality, and fool any of the normal senses. Drawing from the grey after effect of all that is real, or extracting the perception of that which is and superimposing it over empty matter, or even layering it over something actually real; all are powers that someone studying this style of magic can evoke. At higher levels, Effigy can create effects to fool an Oracle, obscuring the truth of things to even supernatural senses.

While other kinds of Grey magic have an element of half-truths and deception, Effigy is ultimate expression of the magic of lies. There is no physical effect to any of the spells in this sphere; they all are based on illusion and misdirection. All spells are thus miscellaneous in scope. Nevertheless, it is wise not to make the mistake of assuming that this style of magic can do no harm. The opposite, in fact. For if knowledge can give power, deception can take it away. If you cannot find the target of your ire, you cannot hurt them. Worse yet things may happen if you mistake them for a friend.

This is a very powerful miscellaneous sphere of magic with many useful effects to manipulate the perceptions of others. There are no direct offensive or defensive powers at all. It is the definition of the concept of Illusion, but contains no means to remove things from perception, save by layering illusion over them.

Table Grey 1 All Effigy Spells

<i>Spell Name</i>	<i>Level</i>
Prestidigitation	0
Disguise Self	1
Silent Image	1
Alter Self	2
Minor Image	2
Mirror Image	2
Illusory Script	3
Major Image	3
Hallucinatory Terrain	4
Illusory Wall	4
Mirage Arcana	5
Persistent Image	5
Seeming	5
Programmed Image	6
Permanent Image	7
Veil	8
Screen	9

THE DOMAIN OF EFFIGY

Effigy has powers that are of interest to trickster gods and their worshippers. Adding to this are deities of secrets, artists, dreams and the imagination. It has implicit elements of deception, so very few lawful entities are likely to own or grant access to these abilities.

The **base domain** ability for the domain of Effigy grants the supplicant access to the skills Bluff, Disguise, and Forgery class skills if they were not already, and also grants a +3 natural bonus to one of these skills (character's choice).

The **advanced domain** power of Effigy grants the devotee the ability to change their physical appearance and even the tactile presence of their body with only a thought. The spells Disguise Self and Alter Self can be cast by the devotee as a free action instead of the normal standard action needed to cast most magic. This can allow a devotee to cast multiple spells in the one round.

These spells can be cast spontaneously as if they were part of a sorcerer's chosen known spells, and all standard spontaneous casting rules apply. Furthermore, the devotee need not use any Vocal or Somatic components when casting these spells, and they do not attract attacks of opportunity when casting these two spells (only). In all other ways, the spells act as per the normal spell rules.

Table Grey 2 Effigy Domain

<i>Spell Name</i>	<i>Level</i>
Prestidigitation	0
Silent Image	1
Minor Image	2
Major Image	3
Illusory Wall	4
Persistent Image	5
Programmed Image	6
Permanent Image	7
Veil	8
Screen	9

THE SPHERE OF RESONANCE

Sound and soul both resonate, but in very different ways. For sound, Resonance is the power to generate, muffle, manipulate and amplify sonic waves. For the soul, the effects are less ostentatious but are nevertheless quite powerful; manipulating spiritual Resonance can allow a spellcaster to create reflections or false images of the intangible aspects of the self in the ethereal and magical planes. Having the ability to create these reflections means being able to hide or project some element of one's nature to elsewhere through the underlying trembling of That Which Is.

Theoreticians speculate that this sphere might be a result of aftershocks from a great and terrible shattering of nature of the universe, the full effects of which have yet to manifest. Others believe that there is a perfect wave of cosmic sound, music of the spheres if you will, that the Sphere of Resonance can tap into. Some instead believe that the magic is simply tapping into the tendency of similar objects to manifest similar properties, even if they are not directly connected to each other. Irrespective of these musings, the effects of the sphere are the same.

This is a well-rounded sphere, with few direct defensive abilities but plenty of indirect ones. For example, *Silence* and *Zone of Silence* are excellent at thwarting spellcasters, and *Displacement* and *Project Image* are the very essence of powerful defensive magic. There are more than a couple of solid attack powers too.

Table Grey 3 All Resonance Spells

<i>Spell Name</i>	<i>Level</i>
Ghost Sound	0
Ventriloquism	1
Misdirection	2
Silence	2
Sound Burst	2
Obscure Object	2
Displacement	3
Sculpt Sound	3
Shout	4
False Vision	5
Zone of silence	5
Mislead	6
Project Image	7
Sympathetic Vibration	7
Shout, Greater	8
Wail of the Banshee	9

THE DOMAIN OF RESONANCE

Deities of song, music, bards, diplomats, secrets and spies are the most likely to grant access to this domain. The powers that it grants are very useful to preachers and proselytisers for the effects it can grant over crowds, but more than this it has a broad spectrum of abilities that are generically useful to any priest. Not as directly offensive as mind control either.

The **base domain** power of Resonance grants the devotee access to the skills Bluff and Diplomacy, making them both class skills if they were not already and granting one of them a +3 insight bonus (character's choice).

The **advanced domain** ability of Resonance gives the devotee the ability to set up resonant waves of attraction or repulsion (or even transition) inside their own flesh. This has a number of possible applications. The devotee can initiate this ability as a move equivalent action, and they can use it a number of rounds per day equal to the character's class level. These rounds do not need to be consecutive, and changing the type of effect from one round to the next is another move equivalent action. Only one effect can be evoked at once.

- Grant a +4 Dodge bonus to Armour class.
- Allow the character to pass through 6" of solid, inanimate matter as if it were intangible instead of a free 5' move.
- Grant a +4 bonus to Charisma
- Increase bare hand attack damage by 1d6 and makes wounds inflicted lethal.
- Gain a +3 Deflection bonus to Reflex saves.

Table Grey 4 Resonance Domain

<i>Spell Name</i>	<i>Level</i>
Ghost Sound	0
Ventriloquism	1
Sound Burst	2
Sculpt Sound	3
Shout	4
Zone of silence	5
Mislead	6
Sympathetic Vibration	7
Shout, Greater	8
Wail of the Banshee	9

THE SPHERE OF SHADOW

The Shadows might be the ultimate source of Grey magical power. Some claim that this sphere represents is the quintessential essence of the Grey, and indeed it holds the core powers that many consider pre-eminent of those that exemplify the concepts of this colour. With an extremely broad scope of ability in mimicking other magical effects added to the fundamental power of obfuscation, Shadow is a powerful and greatly feared sphere.

The key element of this sphere is the ability to draw on the shadow, or after effect, or dark reflection of any thing or any power that exists in the universe. At the start, abilities revolve around blending into the darkness, or obscuring things or people from normal visual perception. This develops into the ability to penetrate darkness with one's own perceptions, and then leads to the capacity to traverse the shadows directly. At the middle to high levels of proficiency, this sphere starts to get really interesting, as mages learn to mimic the powers of other kinds of magic by drawing power from the darker shades of other colours.

Shadow is a powerful defensive sphere with an increasing variety of application at the higher end, resulting in a variable, dangerous and highly useful miscellaneous sphere as well. These powers can be extremely useful in allowing a multiplicity of effects that are not generally available to a specialist, or can give a generalist an edge in allowing many possible results from one memorised spell.

Table Grey 5 All Shadow Spells

<i>Spell Name</i>	<i>Level</i>
Shadows	0
Darkness	1
Blur	2
Invisibility	2
Darkvision	2
Invisibility Sphere	3
Deeper Darkness	3
Invisibility Greater	4
Shadow Colour, lesser	4
Shadow Walk	5
Shadow Colour	6
Invisibility, mass	7
Shadow Colour, Greater	8
Shades	9

THE DOMAIN OF SHADOW

An extremely wide variety of entities might have access to and grant powers over the Domain of Shadow, for a number of different reasons. Deities of night, stars, the imagination, or artistry are at one end of the possibilities, but at the other you might have elder beings that exist outside of time and space, creatures of chaos and destruction, gods of thieves, warfare or assassination and beings made of the stuff of nightmares.

Clerics that might focus on this sphere are likely to have an antithetical relationship with powers that represent pure daylight. In some limited contrary examples, entities that empower dualities of light and dark may hold sway here too.

The **base domain** ability gives a natural bonus of +3 to the Hide in Shadows skill, and makes both it and the Move Silently skills class skills if they were not before.

The **advanced domain** power for Shadow allows the devotee the power to Shadow Jump as per the Shadowdancer special power (DMG pg 195). This power is similar to a *dimension door* spell with the modifications that the initial and destination squares must both have some element of shadow in them, and the character can treat the distance travelled as a part of their move action, and can break up the distance per day into 10' increments. This ability starts with a range of 20' and this distance doubles every two levels beyond 4th that the character obtains (40' at 6th level, 80' at 8th, 160' at 10th and so on). Class levels for classes with access to this ability are cumulative in determining the maximum distance per day that the character can jump.

Table Grey 6 Shadow Domain

<i>Spell Name</i>	<i>Level</i>
Shadows	0
Darkness	1
Blur	2
Deeper Darkness	3
Shadow Colour, Lesser	4
Shadow Walk	5
Shadow Colour	6
Invisibility, mass	7
Shadow Colour, Greater	8
Shades	9

THE CHYMURGE

Ephemeral, chimerical, and illusionary magic is the work and trade of a Chymurge. In a more modern and mundane world we might call them an Illusionist, or a Trickster, or even just an Entertainer. But in a world in which colours themselves are foci of magical potential, the ability to make chromatic illusions is far more than merely trickery. Masters of Grey magic, Chymurges are capable of giving their illusions a kind of shadow reality, or even of giving that same shadow reality a portal through which to access the normal world. In any case, their powers are not to be trifled with, and they can be the match or even the master of any other kind of magic.

Much as an illusionist might, a Chymurge may ply their skills in the simplest way in order to get by in the world. They learn the skills needed to perform, and are capable of adding to them the power of their magic. They might achieve similar social status to bards as entertainers and magicians. But there are many other purposes to which their skills and spells may lend them efficacy. They have many services to offer the rogues and underworld elements of a world, or indeed they may be among the more dangerous rivals that such elements might encounter.

Some educated wizards consider the power that Chymurges have to call upon the Shadow realms to be the most dangerous threat to the natural state of the universe that exists in the world. Others scoff at this as overreaction, but there is nevertheless a strong element of arcane society that considers Chymurges a dangerous menace. In combination with the perception that they receive in the less savory elements of society, this can result in

the belief that they are meddlers and hedge mages with no real power and due little respect. Which is a very dangerous mistaken impression to have.

Adventures

Chymurges are often drifters, seeking to learn new tricks and magic as they travel. Occasionally they band together with other wanderers and rogues, and they might make for themselves a home on the road in circuses or traveling fairs or trader's caravans.

In cities, a Chymurge is likely to get embroiled in the politics of the underworld, either as player or as pawn. They are not affluent enough nor do they occupy a respected enough occupation to allow them access to the higher or more professional circles, save as any entertainer perhaps.

The magic of a Chymurge has very broad applicability, even in places that they might not wish to go. As such they might be found delving into dungeons or traversing the wild as easily as any other adventurer, perhaps more so.

Characteristics

Where other mages have spell books and scrolls, a Chymurge instead learns to script arcane power into simplified artistic renditions of arcane symbols and images, giving them the ability to imprint specific spell effects into cards, to be called into reality as soon as they are needed. Not able to cast spells as others do, they store their entire magical repertoire in this way, creating decks of spell cards ready for use.



Chymurges seek to develop skill groups and magic that involves trickery as well as the ability to entertain others. They can learn sleight of hand and other similar skills normally associated with rogues, and indeed much of their magic relies upon rapid movement and manual dexterity, so as to create physical illusions. Such tricks also need a quick mind and winning personality. As such, they are likely to be agile, intelligent and charismatic. The style of magic requires some physical development, but they do not study the combat arts, and armour of any kind gets in the way of their spellcasting abilities.

Alignment

Chymurges tend toward neutrality; with a slightly chaotic leaning due to their rogue-like associations. They feel no strong pull towards any of the other alignment poles by their nature, but might indeed be of any alignment. The tendency is to ignore moral and ethical concerns in favor of doing what is needed to get by.

Religion

Few Chymurges have theological concerns. The only tendency for them as a group comes from the sense they may gain through their magic that the Shadow is more palpable than normal thought might make it out to be. This can lead to a kind of mysticism among Chymurges for whom this perception gains a kind of pseudo-religious significance. When the wizards that have questions about the nature of Shadow Magic make mention of this mysticism, they do so with no small amount of trepidation. As to whether this perception has any justification in reality is pure speculation, as it may be nothing more than common experience being attributed greater meaning than it should have.

Background

The tricks and illusions that Chymurges learn must be taught or invented. The fact that they have low social esteem means that few save the driven or inspired will seek out the masters of these arts to learn them. Considered little more than a quirky hobby to the rich, any noble is likely to do little more than pick up some of the basic skills of this class to entertain friends, and similarly those of lower social standing who choose to pursue this class might be seen as 'free spirited' or shiftless.

In light of this prejudice, only the talented are likely to develop this class, and they are likely to hold each other in the kind of esteem that others so often withhold from them. They form a small subculture, and are likely to seek each other out when arriving in new towns or countries, to share tales, tricks and experiences, in spite of any personal differences that might otherwise keep them apart. It would not be unlikely, for example, for Chymurges who are the moral opposite of each other to be able to relate to one another peacefully through the medium of their skills and abilities.

Races

The more dexterous races have certain advantages with this style of magic, as to those of a smaller size and more nimble mind. As such, Gnomes, Halflings, and even Elves or Half-Elves have an affinity for the style of magic and abilities of this class. In particular, Gnomes are renowned for their affinity for illusions, and the same affinity also applies to the art of Grey Magic in general.

In the Chrome world, the long fingered Batrak have numerous individuals that study this style of magic.

Other Classes

Chymurges will often multiclass with bard or rogue levels, so as to better focus on either the entertainment and general knowledge aspects of this class or to gain greater proficiency with the physical tricks and abilities that they have an affinity for. Even those that do not go down the path towards diversification are likely to have good associations with members of those mentioned other classes, and indeed their abilities complement one another very well. Sorcerers are likely to have a similar view.

The more lawful or socially conscious classes (paladins, monks and clerics) are the least likely to have cordial relations with Chymurgists, but this is only a tendency.

Role

The Chymurge's abilities make them extremely versatile. They can trick opponents, hide or disguise themselves and allies, and, when the chips are down, dish out sonic and shadow magic attacks. They are generically useful to have around. They are almost as useless as wizards in hand to hand or ranged weapon combat, however, having only a slight advantage in being able to take a little more punishment than pure arcanists can survive. Their focus on dexterity usually gives them an extra edge over the other arcane spell casting classes in terms of avoiding blows.

Grey magic and the other abilities of a Chymurge are quite diverse. They are excellent generalists in both the magical and rogue-like arenas, and they can substitute for a rogue and secondary spell caster in a party without missing too many rogue class-specific skills.

Game rule information

Abilities

The Chymurges' key primary statistics is Dexterity. Their spell abilities rely on their ability to craft, draw, manipulate and evoke arcane patterns as quickly and accurately as possible. Secondly Intelligence is important for learning key class abilities and skills, and Charisma is also useful for performance and other social skills. They also benefit from good Constitution for its improvement to survivability. Strength and wisdom are not as important to a Chymurge.

Alignment

A Chymurge can choose any alignment.

Hit Die

D6

Class Skills

Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (drawing and any) (Int), Diplomacy (Wis), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (Arcane) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis).

Skill points at 1st level

(6+Intelligence modifier) x 4

Skill points at Each Additional Level

6+Intelligence modifier

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	8	9
1	0	0	2	2	Wizard weapons, Base Domain power	4	2								
2	1	0	3	3	Bonus Metamagic Feat	5	3	1							
3	1	1	3	3		5	3	2							
4	2	1	4	4		5	4	3	1						
5	2	1	4	4	Advanced Domain Power	5	4	3	2						
6	3	2	5	5	Bonus Metamagic Feat	5	4	4	3	1					
7	3	2	5	5		5	5	4	3	2					
8	4	2	6	6		5	5	4	4	3	1				
9	4	3	6	6		5	5	5	4	3	2				
10	5	3	7	7	Bonus Metamagic Feat	5	5	5	4	4	3	1			
11	5	3	7	7		5	5	5	5	4	3	2			
12	6/1	4	8	8		5	5	5	5	4	4	3	1		
13	6/1	4	8	8		5	5	5	5	5	4	3	2		
14	7/2	4	9	9	Bonus Metamagic Feat	5	5	5	5	5	4	4	3	1	
15	7/2	5	9	9		5	5	5	5	5	5	4	3	2	
16	8/3	5	10	10		5	5	5	5	5	5	4	4	3	1
17	8/3	5	10	10		5	5	5	5	5	5	5	4	3	2
18	9/4	6	11	11	Bonus Metamagic Feat	5	5	5	5	5	5	5	4	4	3
19	9/4	6	11	11		5	5	5	5	5	5	5	5	4	4
20	10/5	6	12	12		5	5	5	5	5	5	5	5	5	5

Class Features

Weapon and Armour Proficiency

Chymurges do not learn any armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Chymurges cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that

Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

They are required to have Dexterity sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Chymurge's spell is 10 + the spell level + the caster's Dexterity modifier.

They are restricted to a limited number of spells per day as per Table Grey 7: The Chymurge, Spells and Special Abilities. They receive bonus spells if they have a high Dexterity score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

A Chymurge is only able to cast spells of the Grey colour designation, except for as noted in the Shaded Colour Magic section below. A complete spell list of the Grey is included in the appendix at the end of this section. No other spells can be learned or recorded in the character's spell deck, except as noted in the Scribe Grey Spell Cards and Shaded Colour Magic sections below.

Further, a Chymurge may choose one of the Grey Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list if they have the relevant spells scribed on an available card. Some Chymurges thus specialise in Shadow, others in Effigy and yet others in Resonance.

The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to all healing magic, and the character must have the relevant spell card available.

The Chymurge gains access to the base domain power of their chosen specialist domain at 1st level, and the advanced domain power at 5th level.

Bonus Metamagic Feats

Starting at second level and then every four levels thereafter (2nd, 6th, 10th, 14th and then 18th) the Chymurge gains a bonus feat from the list of Metamagic feats. The complete list is: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, and Widen spell.

Scribe Spell Cards (Ex)

A Chymurge begins with a spell deck containing 2 0-level Grey spells and 2 1st level Grey spells. At minimum of one spell of each spell level must be from the character's chosen domain. At each level that the Chymurge advances, they gain one new spell of any level they can cast for their spell book.

The Chymurge's memorizing and casting of spells is a little different to the process of other arcane casters. Firstly, unlike other mages, they do not write spell books in the same way. Instead they learn to craft mystical engrams into cards, of the same kind and size as playing cards.

Chymurges begin play with the ability to scribe spell cards much as other mages learn to write a spell book. This ability has no experience point cost and only the gold cost for the cards themselves, which are a luxury item costing 1gp each from any papermaker.

The cards that a Chymurge creates are useless to other mages, however; they cannot be copied into spellbooks nor used as scrolls. These cards can be used as a focal point for a Chymurge to memorize Grey spells much as wizards use their spell books. It is possible for a Chymurge to scribe any Grey spell on a card, and further, they can also scribe metamagical feat cards and even spells of other colours, but in the latter case the spells must be learned and used for Shaded Colour Magic, see below.

There is one restriction that Chymurges must live with to use their spell cards: they must hold cards of the relevant spell and feats in hand to cast any magic. The card does need to be sighted by a target; it merely counts as an extra material

component that is needed by the Chymurge in order for them to manifest their magic. This is similar in game effect to that of a Cleric needing to use their holy symbol in their spell casting. A Chymurge can keep a number of spells cards in hand and available to be used equal to their Dexterity bonus plus their Intelligence bonus. Swapping cards out of their available hand is a partial move equivalent action costing 5' of movement for each card changed in the available hand.

So, for example, a Chymurge with Dex 16 and Intelligence 13 would have an available hand size of 4 cards. If they had Silent Spell, Cure Light Wounds, Haste and Shadows in hand, but wanted to cast Extended Empowered Shadow Bull Strength, they would need to swap in 3 cards (2 for the feats and one for the spell) so this would cost 15' move from the character in that round.

A Chymurge that observes any arcane spell being cast by any spell caster (not via any spell like abilities) has a chance to be able to pick up enough of the spell information in order to craft a Grey Magic version of the spell on a card. To succeed in this attempt, the Chymurge must make a Spellcraft check against DC 15 + the spell's level, and then spend an hour on the same day crafting a card for that spell with a Craft (drawing) roll vs. DC 15 + the spell level. This ability does not work on Chrome magic or any Alignment spells.

The Chymurge must craft the spell exactly as it was cast: for example in the case of summoned creatures, they must craft the card with the specific creature they saw summoned with the original spell, or in the case of Fire Shield, whether the spell is cast as hot or cold. If the spell was cast with metamagical feats associated, only the base spell is copied onto the card.

A Chymurge can not transcribe any spells from a Wizard or Dabblers' spell books using the normal scroll transcribing rules, nor can they transcribe them from scrolls. They must see them cast to be able to copy them over. A Chymurge can likewise not use magical scrolls that other spellcasters create.

If the character desires they can scribe any of their standard Grey spells as one-shot card-scrolls. This acts exactly as the feat Scribe Scroll, with the one restriction that no spell card that a Chymurge creates can be used by other mages. Similarly, the Chymurge can also scribe card-scrolls with spells that they have gained through Shaded Colour Magic, and these are treated in exactly the same way as other card scrolls of the same level.

Scribe Metamagic Feat Card (Ex)

The Chymurge can scribe any metamagic feat that they possess into a card. This card can then be used in conjunction with any casting of a memorized or spontaneous spell that the Chymurge might do, requiring only that they sacrifice an available spell of level equal to the relevant level increase that the metamagic feat normally costs. So to add the enhancement Silent to a spell, the caster would need to have the cards for the base spell and the feat in hand, and would need to spontaneously sacrifice a 1st level spell to enhance the other magic as well as casting the original spell.

Shaded Colour Magic (Ex)

Starting at 1st level, the Chymurge gains the ability to spontaneously cast any spell with any enhancement that they desire as a Shaded Colour spell, providing they have the relevant cards in hand. This power is an enhancement on the basic

Shadow Magic spells, and replaces them for the members of this class.

First, the character chooses what spell they want to cast, and with what feat enhancements. They must have the relevant cards in hand for the spell and the feats in question. The character then sacrifices one memorized spell of the same level as the desired effect or higher, and also one spell for each feat enhancement as per the rules above for metamagic feat cards. The spell effect is identical to the desired magical spell; save that it is a weaker, shadowy version of the magic in question. The effect has a real component equal to the base sacrificed spell times 10%. So if a 5th level spell was sacrificed to create a shaded Fireball, even if it were disbelieved, it would still have 50% damage and effect. Any creature that interacts with the conjured object, force, energy or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save.

Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. A creature that succeeds on its save sees *shadow magic* as transparent images superimposed on vague, shadowy forms.

Spells that have no physical effect (mind control etc) are treated exactly the same as other spells, the target gets to save to see whether they believe that the caster is capable of creating the magic.

Shaded Colour magic in all other ways acts as a spontaneous casting of *Shadow Colour, lesser*, with the obvious exception being the level of spell. See the spell listing in the appendix, page 15)

Ex-Chymurges

Chymurges are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Gnome Chymurge Starting Package

Armor Normal clothing (AC normal)
Weapons Dagger (1d3, critical 19-20. x2, 1lb, range increment 10)
Skill selection Pick a # of skills equal to 6+Int Modifier

Skill	Ranks	Ability	Armour
Appraise	4	Int	-
Balance	4	Dex	-
Bluff	4	Cha	-
Concentrate	4	Con	-
Craft (Drawing)	4	Int	-
Disguise	4	Cha	-
Forgery	4	Int	-
Hide in Shadows	4*	Wis	-
Knowledge (Arcane)	4	Int	-
Listen	4	Wis	-
Move Silently	4	Dex	-
Perform	4	Cha	-
Sleight of Hand	4	Dex	-
Spellcraft	4	Int	-
Spot	4	Wis	-
Feats	Wizard Weapons, Stelthy, Effigy Domain power (+3)*		
Spell Book	<i>Prestidigitation, Shadows, Silent Image, Darkness.</i>		
Gear	Robes, spell components pouch, packed lunch, water skin, spell deck.		
Gold	6d4gp		

APPENDIX: GREY SPELLS

Level 0 Grey Spells

Spell Name	Domain	Level	Domain level
Prestidigitation	Effigy	0	0
Ghost Sound	Resonance	0	0
Shadows	Shadow	0	0

Prestidigitation

Grey (Effigy) - Universal

Level: Brd 0, Sor/Wiz 0, Grey 0, Effigy 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each

round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a *prestidigitations* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitations* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Ghost Sound

Grey (Resonance) - Illusion (Figment)

Level: Brd 0, Sor/Wiz 0, Grey 0, Resonance 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

thereafter change the sound's basic character.

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

Ghost sound can enhance the effectiveness of a *silent image* spell. *Ghost sound* can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Shadows

Grey (Shadow) - Evocation [Darkness]

Level: Grey 0, Shadow 0

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate shadows out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Creatures that can normally see in such conditions (such as with *darkvision* or *low-light vision*) have no miss chance in an area shrouded in *Shadows*. Normal lights (torches, candles, lanterns, and so forth) are capable of brightening the area, as are light spells. The area allows a Hide roll to be attempted even if the area would normally be in view of others. If *Shadows* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. *Shadows* counters or dispels the *light* spell.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Level 1 Grey Spells

Spell Name	Domain	Level	Domain level
Disguise Self	Effigy	1	
Silent Image	Effigy	1	1
Ventriloquism	Resonance	1	1
Darkness	Shadow	1	1

Disguise Self

Grey (Effigy) - Illusion (Glamour)

Level: Brd 1, Sor/Wiz 1, Trickery 1, Grey 1

<i>Effigy</i>	<i>Level</i>	<i>Resonance</i>	<i>Level</i>	<i>Shadow</i>	<i>Level</i>
Prestidigitation	0	Ghost Sound	0	Shadows	0
Disguise Self	1	Ventriloquism	1	Darkness	1
Silent Image	1				
Alter Self	2	Misdirection	2	Blur	2
Minor Image	2	Silence	2	Invisibility	2
Mirror Image	2	Sound Burst	2	Darkvision	2
		Obscure Object	2		
Illusory Script	3	Displacement	3	Invisibility Sphere	3
Major Image	3	Sculpt Sound	3	Deeper Darkness	3
Hallucinatory Terrain	4	Shout	4	Invisibility Greater	4
Illusory Wall	4			Shadow Colour, lesser	4
Mirage Arcana	5	False Vision	5	Shadow Walk	5
Persistent Image	5	Zone of silence	5		
Seeming	5				
Programmed Image	6	Mislead	6	Shadow Colour	6
Permanent Image	7	Project Image	7	Invisibility, mass	7
		Sympathetic Vibration	7		
Veil	8	Shout, Greater	8	Shadow Colour, Greater	8
Screen	9	Wail of the Banshee	9	Shades	9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

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

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

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

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

Silent Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 1, Sor/Wiz 1, Grey 1, Effigy 1

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

Focus: A bit of fleece.

Ventriloquism

Grey (Resonance) - Illusion (Figment)

Level: Brd 1, Sor/Wiz 1, Grey 1, Resonance 1

Components: V, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and

sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

Darkness

Grey (Shadow) - Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2, Grey 1, Shadow 1

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

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

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Level 2 Grey Spells

Spell Name	Domain	Level	Domain level
Alter Self	Effigy	2	
Minor Image	Effigy	2	2
Mirror Image	Effigy	2	
Misdirection	Resonance	2	
Silence	Resonance	2	
Sound Burst	Resonance	2	2
Obscure Object	Resonance	2	
Blur	Shadow	2	2
Invisibility	Shadow	2	
Darkvision	Shadow	2	

Alter Self

Grey (Effigy) - Transmutation

Level: Brd 2, Sor/Wiz 2, Grey 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

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

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

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype. You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

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

Minor Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 2, Sor/Wiz 2, Grey 2, Effigy 2

Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Mirror Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 2, Sor/Wiz 2, Grey 2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

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

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

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

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

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

Misdirection

Grey (Resonance) - Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Grey 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

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

Silence

Grey (Resonance) - Illusion (Glamer)

Level: Brd 2, Clr 2, Grey 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

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

Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves

as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Sound Burst

Grey (Resonance) - Evocation [Sonic]

Level: Brd 2, Clr 2, Grey 2, Resonance 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

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

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

Arcane Focus: A musical instrument.

Obscure Object

Grey (Resonance) - Abjuration

Level: Brd 1, Clr 3, Sor/Wiz 2, Grey 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

Arcane Material Component: A piece of chameleon skin.

Blur

Grey (Shadow) - Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Grey 2, Shadow 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Invisibility

Grey (Shadow) - Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2, Grey 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

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

Duration: 1 min./level (D)

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

Spell Resistance: Yes (harmless) or Yes (harmless, object)

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

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

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

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

Arcane Material Component: An eyelash encased in a bit of gum arabic.

Darkvision

Grey (Shadow) - Transmutation

Level: Rgr 3, Sor/Wiz 2, Grey 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Material Component: Either a pinch of dried carrot or an agate.

Level 3 Grey Spells

Spell Name	Domain	Level	Domain level
Illusory Script	Effigy	3	
Major Image	Effigy	3	3
Displacement	Resonance	3	
Sculpt Sound	Resonance	3	3
Invisibility Sphere	Shadow	3	
Deeper Darkness	Shadow	3	3

Illusory Script

Grey (Effigy) - Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3, Grey 3

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

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

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave,"

"Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

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

Material Component: A lead-based ink (cost of not less than 50 gp).

Major Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 3, Sor/Wiz 3, Grey 3, Effigy 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Displacement

Grey (Resonance) - Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3, Grey 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

Material Component: A small strip of leather twisted into a loop.

Sculpt Sound

Grey (Resonance) - Transmutation

Level: Brd 3, Grey 3, Resonance 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must

be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Invisibility Sphere

Grey (Shadow) - Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3, Grey 3

Components: V, S, M

Area: 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

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

Deeper Darkness

Grey (Shadow) - Evocation [Darkness]

Level: Clr 3, Grey 3, Shadow 3

Duration: One day/level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

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

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Level 4 Grey Spells

Spell Name	Domain	Level	Domain level
Hallucinatory Terrain	Effigy	4	
Illusory Wall	Effigy	4	4
Shout	Resonance	4	4
Invisibility Greater	Shadow	4	
Shadow Colour, lesser	Shadow	4	4

Hallucinatory Terrain

Grey (Effigy) - Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4, Grey 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

Material Component: A stone, a twig, and a bit of green plant.

Illusory Wall

Grey (Effigy) - Illusion (Figment)

Level: Sor/Wiz 4, Grey 4, Effigy 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

Shout

Grey (Resonance) - Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4, Grey 4, Resonance 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A *shout* spell cannot penetrate a *silence* spell.

Invisibility, Greater

Grey (Shadow) - Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4, Grey 4

Components: V, S

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

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

Shadow Colour, Lesser

Grey (Shadow)

Level: Grey 4, Shadow 4

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy and use material from the Grey essence of Shadow to cast a quasi-real, illusory version of any arcane spell of 3rd level or lower. (For a spell with more than one level, use the best one applicable to you.) When this spell is memorized, a specific other colour (other than Chrome) must be chosen by the spellcaster. That spell slot can only be used to mimic spells of that colour for that day.

Any creature that interacts with the conjured object, force, energy or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow colour*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow colour, lesser's* level (4th) rather than the spell's normal level. Against disbelievers, spells are 20% likely to work. Shadow objects or substances have normal effects except against those who disbelieve them. Creations, summonings etc. are actually one-fifth (20%) as strong as the real things, though creatures that believe the *shadow colour* to be real are affected by them at full strength.

Non-damaging effects have normal effects except against those who disbelieve them. A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that

recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large. A creature that succeeds on its save sees *shadow magic* as transparent images superimposed on vague, shadowy forms.

Spells that have no physical effect (mind control etc) are treated exactly the same as other spells, the target gets to save to see whether they believe that the caster is capable of creating the magic. If the target succeeds, but fails the save against the underlying effect the spell only has a 20% chance of success.

Beneficial spells that have direct positive effect and spells that require no saving throws only create 20% of the effect (curing magic for example), although the targeted character will appear to be fully recovered or enhanced by the effect to an outside perspective.

Objects automatically succeed on their Will saves against this spell.

Level 5 Grey Spells

Spell Name	Domain	Level	Domain level
Mirage Arcana	Effigy	5	
Persistent Image	Effigy	5	5
Seeming	Effigy	5	
False Vision	Resonance	5	
Zone of silence	Resonance	5	5
Shadow Walk	Shadow	5	5

Mirage Arcana

Grey (Effigy) - Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Grey 5

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/ level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Persistent Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 5, Sor/Wiz 5, Grey 5, Effigy 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Seeming

Grey (Effigy) - Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Grey 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

False Vision

Grey (Resonance) - Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5, Grey 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static. **Arcane Material Component:** The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Zone of Silence

Grey (Resonance) - Illusion (Glamer)

Level: Brd 4, Grey 5, Resonance 5

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

Shadow Walk

Grey (Shadow) - Illusion (Shadow)

Level: Brd 5, Sor/Wiz 6, Grey 5, Shadow 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/ level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Level 6 Grey Spells

Spell Name	Domain	Level	Domain level
Programmed Image	Effigy	6	6
Mislead	Resonance	6	6
Shadow Colour	Shadow	6	6

Programmed Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 6, Sor/Wiz 6, Grey 6, Effigy 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Component: A bit of fleece and jade dust worth 25 gp.

Mislead

Grey (Resonance) - Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6, Grey 6, Resonance 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text
Spell Resistance: No

You become invisible (as *improved invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration

beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *improved invisibility* lasts for 1 round per level, regardless of concentration.

Shadow Colour

Grey (Shadow)

Level: Grey 6, Shadow 6

This spell functions like *shadow colour*, *lesser*, except that it can duplicate any arcane spell of 5th level or lower. The illusory conjurations created deal two-fifths (40%) damage to non-believers, and non-damaging effects are 40% likely to work against non-believers.

Level 7 Grey Spells

Spell Name	Domain	Level	Domain level
Permanent Image	Effigy	7	7
Project Image	Resonance	7	
Sympathetic Vibration	Resonance	7	7
Invisibility, mass	Shadow	7	7

Permanent Image

Grey (Effigy) - Illusion (Figment)

Level: Brd 6, Sor/Wiz 6, Grey 7, Effigy 7

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Project Image

Grey (Resonance) - Illusion (Shadow)

Level: Brd 6, Sor/Wiz 7, Grey 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

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

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

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

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

Material Component: A small replica of you (a doll), which costs 5 gp to create.

Sympathetic Vibration

Grey (Resonance) - Evocation [Sonic]

Level: Brd 6, Grey 7, Resonance 7

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

Invisibility, Mass

Grey (Shadow) - Illusion (Glamer)

Level: Sor/Wiz 7, Grey 7, Shadow 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Component: An eyelash encased in a bit of gum arabic.

Level 8 Grey Spells

Spell Name	Domain	Level	Domain level
Veil	Effigy	8	8
Shout, Greater	Resonance	8	8
Shadow Colour, Greater	Shadow	8	8

Veil

Grey (Effigy) - Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6, Grey 8, Effigy 8

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

Shout, Greater

Grey (Resonance) - Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8, Grey 8, Resonance 8

Components: V, S, F

Range: 60 ft.

Saving Throw: Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus: A small metal or ivory horn.

Shadow Colour, Greater

Grey (Shadow)

Level: Grey 8, Shadow 8

This spell functions like *shadow colour, lesser*, except that it can duplicate any arcane spell of 7th level or lower. The illusory conjurations created deal three-fifths (60%) damage to non-believers, and non-damaging effects are 60% likely to work against non-believers.

Level 9 Grey Spells

Spell Name	Domain	Level	Domain level
Screen	Effigy	8	8
Wail of the Banshee	Resonance	8	8
Shades	Shadow	8	8

Screen

Grey (Effigy) - Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7, Grey 9, Effigy 9

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Wail of the Banshee

Grey (Resonance) - Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9, Grey 9, Resonance 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

Shades

Grey (Shadow)

Level: Grey 9, Shadow 9

This spell functions like *shadow colour, lesser*, except that it can duplicate any arcane spell of 8th level or lower. The illusory conjurations created deal three-fifths (80%) damage to non-believers, and non-damaging effects are 80% likely to work against non-believers.

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INDIGO MAGIC



Callus counted prime numbers, and tried not to breathe. Many had attempted the defences of the mage guild before. Most were dead, and they were considered the lucky ones. But he knew he had no choice. The Family held his partner, and he did not want to think... his breath paused, don't think, start again, one, two, three, five, seven... He was a silent shadow, moving with the flickering light of the candles, scaling walls, seeking windows, clinging to ledges and sills. He did not doubt his skills, took no chances, followed the path he had planned, no thought, he thought, no thought.

Laughter came from behind him, and he froze in place. "Come out into the light, thief, the game is up," the voice came, melodic, gentle. Callus stayed where he was, eyes searching, till he found the source. He blinked in surprise, but did not move. "You are cautious, which is fair, but you are in my domain now, so any further ignoring of my request would just be impolite. I'll make us some tea, if you will be so kind," added the small, robed bald man with the glowing third eye in his forehead. Callus weighed his options, then stood away from the wall, and sat where the Skeptomancer gestured. "What is going to happen to me?" he asked simply.

"Well, that is largely dependant upon you..." the mage's three eyes squinted, then "Callus is it? You see, I have not encountered anyone before with such a capacity to resist my perceptions, and I must attest to some curiosity about it. I can reach in with the power of my magic and sense your deepest motivations, but your immediate thoughts are beyond my reach. What a remarkable thing! How do you manage to

do that?" The mage poured two cups of tea and smiled warmly.

"To be honest, it is a trick a Scholar friend taught me," said Callus. No point holding back now. "Keep the mind on trivial things when urgent ones are learned to the point of being automatic. But you haven't answered my question. What will happen to me?"

"Why, nothing, of course. All others that attempted to enter here did so for greed. You, however, have been coerced. It is those that have compelled you that should be afraid now. Because now they face a real master in the art of dominating the will of others." The bald man smiled warmly, and Callus felt a strange mingling of profound fear with the dawning of new hope.



Index

Overview	2
Dominion	3
Oblivion	4
Thought	5
Skeptomancer	6
Appendix (Indigo Spells)	11
Licence	21

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Skeptomancer**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes like the Skeptomancer. Feel free to use or ignore this extra information at your whim.

THE COLOUR INDIGO

Indigo is the colour of the mind, covering thought, intellect, memory and will. To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Indigo, deities of order, knowledge, progress, travel, power and creation might have influence over the Indigo domains of Dominion, Oblivion and Thought. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

The complete list of Red spells is shown after the Indigo Spell descriptions on page 25. These should be prohibited to an Indigo specialist.

THE SPHERE OF DOMINION

Dominion focuses on the superlative mental powers of command and control. It represents the capacity of a person's ego and will to overwhelm those of others, bending action, thought and even belief at the will of the more powerful mind. The power that this sphere grants is intrinsically offensive and contrary to the fundamental belief structures of most civilised peoples. The power to take away the free will of others via mental domination is one of the most feared abilities that can be learned from magic. While some might see advantages to the freedom from responsibility that being subjected to this kind of magic grants, such abdication of intrinsic rights is nothing more or less than slavery.

Some learn this style of magic for its ability to grant the many social benefits that can be commanded with its spells; others seek this kind of power with a wilful disregard for the desire of others. A few learn this style of magic with the intent to only use it upon evil; to enforce punishment or to avoid having to kill a foe deserving of slaughter. Regardless of the intent, some cultures abhor this sphere and treat those that study it as criminals.

There are many powerful indirectly offensive spells in this sphere that can turn your enemies upon themselves. There are no defensive spells here, and only a few miscellaneous ones. None of the powers are designed to do physical harm, only mental.

Table Indigo 1 All Dominion Spells

<i>Spell Name</i>	<i>Level</i>
Command	0
Charm Person	1
T.'s Hideous Laughter	2
Zone of Truth	2
Dominate Animal	3
Charm Monster	4
Geas, Lesser	4
Command, Greater	5
Dominate Person	5
Magic Jar	5
Geas/Quest	6
Charm Monster, mass	7
Demand	8
O.'s Irresistible Dance	8
Dominate Monster	9

THE DOMAIN OF DOMINION

Deities of justice, rulership, command, seduction, punishment or influence are likely to grant access to this domain to their clerics. It is also a fairly popular domain for fanatics.

The **base domain** ability for Dominion is that the character gains the Intimidate, Bluff and Diplomacy skills as class skills if they were not already, further gaining a +3 enhancement bonus to one of these (the character's choice).

The **advanced domain** power for Dominion allows the devotee to possess any another intelligent being (anyone that has a Will save) in 10' per level range for, one hour

per level. Three attempts to possess are allowed per day, each counting as a standard spell like action, resisted by a Will save vs. DC 10 + the initiator's base Will save bonus and Wisdom modifier. If the target should succeed their will save by more than 10, there is a chance they can return the possession attempt (Knowledge Arcane DC 20 to figure out this is an option for the target), in which case the caster must in turn make a save (as above). While possessing the desired target, the character's body lapses into unconsciousness, and the character can use the target's physical attributes, armour class and hit points, but only their own feats, spells and skills. If the target should die while possessed, the devotee must make a will save vs. DC 20 or return to their body unconscious (as if they had failed a save vs. a Sleep effect). Even making the save results in a Stunned status for 3 rounds when back in their body.

Table Indigo 2 Dominion Domain

<i>Spell Name</i>	<i>Level</i>
Command	0
Charm Person	1
T.'s Hideous Laughter	2
Dominate Animal	3
Charm Monster	4
Dominate Person	5
Geas/Quest	6
Charm Monster, Mass	7
Demand	8
Dominate Monster	9

THE SPHERE OF OBLIVION

Most Spheres of magic evoke positive or powerful aspects of the universe. There are some fundamentally negative ones, however, in which the magic intrinsically seeks to harm, weaken or lessen. Oblivion is one such sphere.

Lack of knowledge, unconsciousness, fear, antipathy, despair, even insanity; all the effects learned lower the intellect and affect rationality. This sphere is primarily offensive; there are very few defensive or miscellaneous spells. A specialist in this sphere might see the perspective that such power is less damaging to body and material than other, more direct magic. In response, it might be said that the power of this kind of magic leaves invisible scars that take much longer than the body to heal. Some broader power over matter and structure is also gained.

THE DOMAIN OF OBLIVION

Deities that hold sway over the domain of Oblivion are likely to be gods of madness, prejudice, comedy, fate and rulership. Clerics that seek out the powers of Oblivion are most often interested in manipulation, disarray and controlling others through fear. Overall, not a friendly lot. There are some few that learn the powers of Oblivion so as to better protect any that might be in their charge while not causing bodily harm. Some faiths turn a blind eye to crimes against the mind, though they have strict rules against crimes on the material body.

Table Indigo 3 All Oblivion Spells

<i>Spell Name</i>	<i>Level</i>
Daze	0
Lullaby	0
Cause Fear	1
Confusion, Lesser	1
Sleep	1
Calm Emotions	2
Daze Monster	2
Touch of Idiocy	2
Deep Slumber	3
Confusion	4
Crushing Despair	4
Fear	4
Feeblemind	5
Mind Fog	5
Song of Discord	5
Symbol of Fear	6
Insanity	7
Sequester	7
Antipathy	8
Symbol of Insanity	9

The **base domain** power of Oblivion is Monotone Drone. This ability grants the power of Fascination much as the same ability a Bard is capable of, using the Knowledge (religion) skill as its base instead of the Perform skill. In essence, the difference is that a Bard fascinates through musical or artistic skill, but a devotee of this domain fascinates by draining the mind of the audience with pseudo-intellectual drivel. This can be used a number of times a day as the devotee has levels, and follows all the other restrictions and enhancements that apply to the

Bard's fascinate ability (see the PHB page 29.) The character must have the Knowledge (religion) skill at level 3 to use this power, and that skill becomes a class skill for the devotee if it was not one before.

The **advanced domain** ability of the domain of Oblivion is Plausible Deniability. This grants the devotee the ability to at will feign ignorance of anything. This grants an automatic save roll of 20, or the ability to take 20 in any relevant skill contest. For example, if attempting to bluff that they do not know something, or if under a Zone of Truth, they can use this ability to plead ignorance. This ability offers no protection against other kinds of compulsion (for example it does not help versus a charm that might make the devotee someone's friend). It only assists in situations where the devotee wants to pretend ignorance.

Table Indigo 4 Oblivion Domain

<i>Spell Name</i>	<i>Level</i>
Daze	0
Sleep	1
Touch of Idiocy	2
Deep Slumber	3
Confusion	4
Feeblemind	5
Symbol of Fear	6
Insanity	7
Antipathy	8
Symbol of Insanity	9

THE SPHERE OF THOUGHT

Unsurprisingly, the sphere of thought is for spells focussed upon the quintessential power of the mind itself. It manifests both internally with comprehension and intelligence and externally through contacting others by thoughts or even killing people through their fears and dreams. It is the superlative Indigo sphere, devoted to the mind in exclusion of all other concerns.

This is a largely miscellaneous sphere, with many useful abilities to detect, understand or enhance natural abilities. It is only in the medium to higher levels that offensive powers manifest. Much like the other indigo spheres there are practically no defensive abilities, at least not until the power of Mind Blank becomes available at 8th level.

THE DOMAIN OF THOUGHT

This is the purest of the Indigo domains, and as such has the avenue for the greatest number of benevolent deities to offer it to their clerics. Deities of order, rationality, science, the forge, engineering, justice, the sky, the air, dreams, nightmares and memories are just a few of those that might offer this domain.

Which is not to say that beings of a less benign nature would not have access or offer it, just merely that of the Indigo, this one is the least morally ambiguous. Matters of invasion of privacy aside, of course.

Table Indigo 5 All Thought Spells

<i>Spell Name</i>	<i>Level</i>
Message	0
Comprehend Languages	1
Detect Thoughts	2
Fox cunning	2
Tongues	3
Discern Lies	4
Modify Memory	4
Phantasmal Killer	4
R.'s Telepathic Bond	4
Sending	4
Dream	5
Nightmare	6
Fox Cunning, Mass	7
Mind Blank	8
Weird	9

The **base domain** power for Thought grants the Sense Motive skill as a class skill if it was not one before. It also allows the character to read minds with a range of touch only up to one minute per day per level. This ability is equivalent to using the Detect Thoughts spell in terms of effects, with the restriction on range being the primary limitation. Ability use requires a standard spell like action to activate. The duration does not need to be consecutive, but rather can be spread throughout the day as desired.

The **advanced domain** power for Thought allows the devotee to penetrate into the deepest memories of others. This ability is usable at will, but only in conjunction with the

usage of a Detect Thoughts or Telepathic Bond spell, or any other effect that enables reading of thoughts. On the fourth round of contact of detect thoughts, or at any time that a telepathic bond is active, the devotee can choose a target to probe for whom the primary spell has created a link. Each round that the telepathic contact continues, the devotee is allowed to ask one question that they are searching for the answer to in the target's memory. The target is allowed a will save to resist this effect at the primary spell's effective DC. The answer achieved on a failed save will be truthful, and include information to the best of the target's knowledge. Each new question allows a new saving throw and requires one round, and if the target is successful the devotee will not be able to learn the answer to that question, even with repeat attempts, unless they cast the base spell again and go through the full normal mental re-contact process.

Table Indigo 6 Thought Domain

<i>Spell Name</i>	<i>Level</i>
Message	0
Comprehend Languages	1
Detect Thoughts	2
Tongues	3
Sending	4
Dream	5
Nightmare	6
Fox Cunning, Mass	7
Mind Blank	8
Weird	9

THE SKEPTOMANCER

Also known as Mind Mages, Skeptomancers are individuals devoted to developing the magic of thought as well as their own minds. Their powers grant them vast ability to control others, either directly through mental domination, or indirectly through fear of what they might be capable of. In some game worlds they might be respected for this power, and granted status and position because of it, while in others they might be hunted down by the powers that be out of fear of what they might do or prejudice toward any with these kind of capabilities.

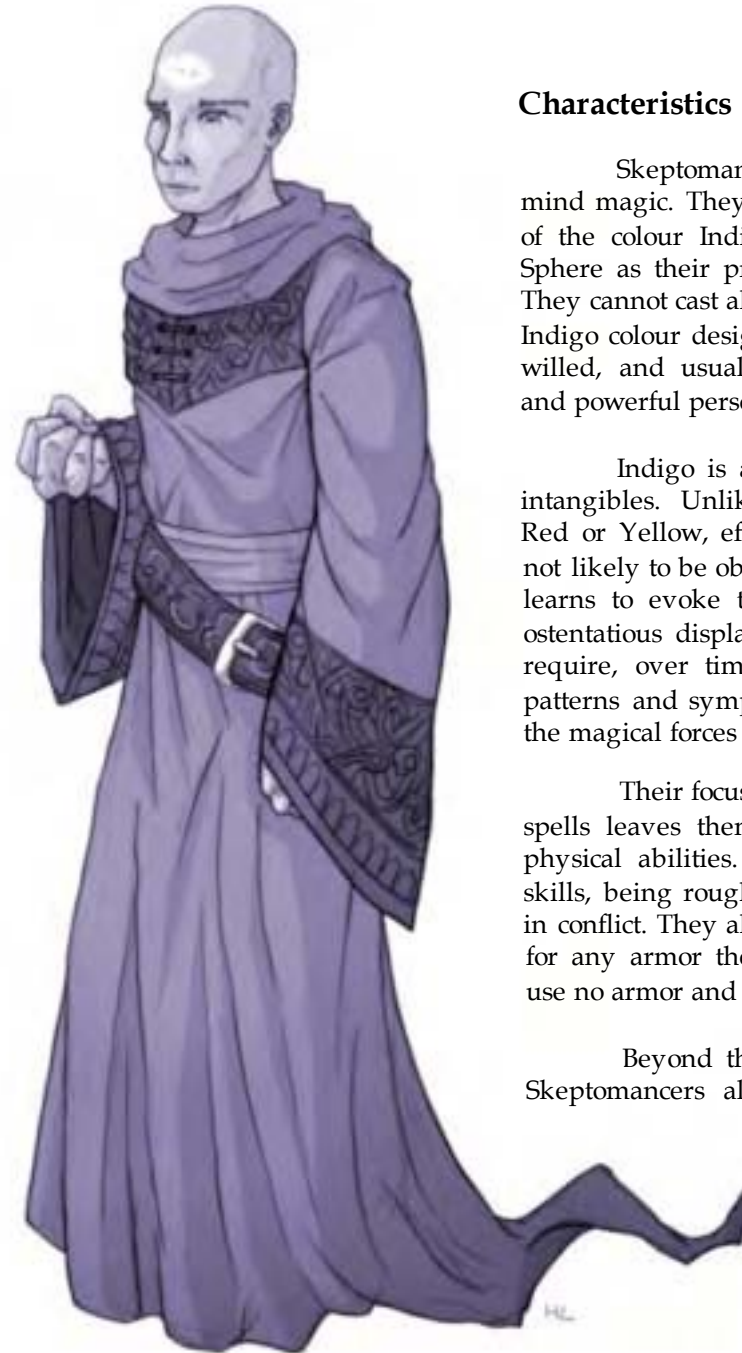
With roles in advisory positions to people of power, or within guilds and organizations, Skeptomancers always seek to be around people. They are useless in the wild or in situations with pure physical threats, like natural disasters. They do not need to be gregarious, or even personable, but they have keen insight into social dynamics, and are often exemplary students of human (and other races'!) nature.

Some seek the magic of the mind for the power it grants over others, pure and simple. These are likely to be amongst the most feared of overlords, spymasters or organizational heads. An evil Skeptomancer makes for an incredibly dangerous villain, able to turn friends or lovers against one another and cause entire dynasties to fall to ruin, or bow to their intellectual might.

Adventures

There is a tendency among Skeptomancers toward meditation and other kinds of internal contemplation, which can lead to them being sedentary in their choice of living. Many members of this class prefer to stay in one place, even to congregate so as to share mental experiences and techniques in the study of the pure mind. That being said, there are many of this class that are involved and active in social games and political intrigues.

Skeptomancers are skilled manipulators, excellent investigators, and extraordinarily good spies. They are able to ferret out information from the most unlikely of sources. Their specialist abilities are highly sought after in any gathering of people, and city adventures are likely to be but a tavern visit away. At higher levels, such tasks are likely to be child's play to them, and they are more likely to become focal points in any intrigues that interest them.



Characteristics

Skeptomancers' primary ability is mind magic. They wield the arcane power of the colour Indigo, and focus upon one Sphere as their primary area of expertise. They cannot cast all spells, only those of the Indigo colour designation. They are strong willed, and usually have quick intellects and powerful personalities.

Indigo is a colour of abstracts and intangibles. Unlike primary colours like Red or Yellow, effects of Indigo magic are not likely to be obvious. The Skeptomancer learns to evoke their powers without the ostentatious display that other spell casters require, over time learning to create the patterns and sympathetic associations with the magical forces in their own mind.

Their focus on the mind and mental spells leaves them little time to develop physical abilities. They learn few combat skills, being roughly the equal of a wizard in conflict. They also suffer full spell failure for any armor they wear, and so learn to use no armor and only few weapons.

Beyond the power of their magic, Skeptomancers also learn special mental techniques, similar to those that a Scholar develops. They have little time for skills, mainly learning key ones wizards use.

Alignment

Skeptomancers share the common traits of aptitude and intellect for mental development, but this causes no commonality in terms of morals or ethics. They may be of any alignment or disposition.

Religion

Developing the powers of the mind has some mystical connotations. Skeptomancers often congregate together to share mental connection with those of a similar skill and development, and this partaking of a group mind will often leave an individual with a transcendental experience. While this does not lead Skeptomancers to any of the standard faiths that might exist in a fantasy world, it can to outsiders be seen as a kind of cult or religious organization.

Lone Skeptomancers might choose to pay lip service to local religions for the sake of their own peace, but are not likely to follow any religion. If they are believers, it will most likely be of a deity of wisdom and intelligence.

There are unscrupulous individuals who might decide to develop a cult of personality around themselves, using the powers of their magic to enforce their will upon those with less powerful minds. Thus some Skeptomancers might be cult leaders, or might choose to infiltrate any organized religion for their own benefit.

Background

Indigo magic requires intense study and some book learning. Developing the talent for mind magic will most often require a mentor. However, the talent for this style of magic tends to be easy to

identify, with Skeptomancers being able to tell by how a child's thoughts are structured that they will show aptitude as pupils. Masters are likely to be pro-active in recruiting new members of this class, either to enhance the group of an already existent organization or to stave off the chance of a youth developing mind spells off their own intuition. For it is quite possible for this style of magic to develop into random mind sorcery, which can cause entire communities to descend into madness and despair if the youth is not guided.

Races

There is no association of race to class with Skeptomancers. Any race might have members capable of developing these powers. Some races might have more mental taboos about this kind of power than others, though, dependant upon the campaign world in question. In a standard fantasy universe Elves are the most likely race to have individuals utilizing this style of magic.

In the Chrome World, the Thuul have entire populations under the rulership and dominion of Indigo spell masters.

Other Classes

Skeptomancers are likely to associate with Wizards and Scholars, and are likely to prefer the company of intelligent individuals with developed minds from other classes. Often rogues or bards form the most interesting associates. Of the more physically apt classes, Monks are the most likely to get on well with Skeptomancers, and in fact there are numerous individuals that multiclass with these two classes, so as to better develop both mind and body in harmony (assuming they are of lawful alignment of course.

Skeptomancers are not likely to associate in a positive way with clerics, as the latter class tend to abdicate responsibility and mental development in favor of devotion to a higher or more esoteric cause

Role

A Skeptomancer can take the role of primary spell caster for a group, as their style of magic is such that they can usually perform as many powerful offensive spells as any other caster. They have a profound weakness against constructs, undead and any entity immune to mental attacks, so they must usually be backed up with other powers. A good cleric with strong defensive magic is the best choice tactically.

They also can perform powerful magic in aiding an investigation, infiltration or subversion activity. In an intrigue filled city, a Skeptomancer comes into their own. In the wilderness, they can be worse than useless.

Game rule information

Abilities

The Skeptomancer's key primary statistic is Wisdom. Their spell abilities rely on Intelligence and Wisdom jointly, but Wisdom is the most fundamentally important statistic for power, and Intelligence for class skills. Secondarily, Charisma is important for social manipulation skills, often used when the character is low on magic.

They do benefit from good Constitution for its survival benefits, and Dexterity so as to avoid trouble, but these are tertiary considerations. Strength is next to useless for a Skeptomancer.

Alignment

A Skeptomancer can choose any alignment.

Hit Die

D4

Class Skills

Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcane) (Int), Sense Motive (Wis), Spellcraft (Int)

Skill points at 1st level

(2+Intelligence modifier) x 4

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Skeptomancers do not learn to use armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Skeptomancers cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	8	9
1	0	0	0	2	Wizard weapon prof., base domain power	4	2								
2	1	0	0	3	Silent Spell Feat	5	3	1							
3	1	1	1	3	Thought technique	5	3	2							
4	2	1	1	4		5	4	3	1						
5	2	1	1	4	Advanced domain power.	5	4	3	2						
6	3	2	2	5	Still Spell Feat	5	4	4	3	1					
7	3	2	2	5	Thought technique, Loremaster secret	5	5	4	3	2					
8	4	2	2	6		5	5	4	4	3	1				
9	4	3	3	6	Eschew Materials Feat	5	5	5	4	3	2				
10	5	3	3	7	Third Eye	5	5	5	4	4	3	1			
11	5	3	3	7	Thought technique	5	5	5	5	4	3	2			
12	6/1	4	4	8		5	5	5	5	4	4	3	1		
13	6/1	4	4	8	Mental Vocalize	5	5	5	5	5	4	3	2		
14	7/2	4	4	9	Loremaster secret	5	5	5	5	5	4	4	3	1	
15	7/2	5	5	9	Thought technique	5	5	5	5	5	5	4	3	2	
16	8/3	5	5	10		5	5	5	5	5	5	4	4	3	1
17	8/3	5	5	10	Mental Somatic	5	5	5	5	5	5	5	4	3	2
18	9/4	6	6	11		5	5	5	5	5	5	5	4	4	3
19	9/4	6	6	11	Thought technique	5	5	5	5	5	5	5	5	4	4
20	10/5	6	6	12		5	5	5	5	5	5	5	5	5	5

must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

They are required to have Intelligence sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Skeptomancer's spell is 10 + the spell level + the caster's Wisdom modifier.

They are restricted to a limited number of spells per day as per Table Indigo 7: The Skeptomancer, Spells and Special Abilities. They receive bonus spells if they have a high Wisdom score as per Player's Handbook Table 1-1: Ability

Modifiers and Bonus Spells.

A Skeptomancer is only able to cast spells of the Indigo colour designation. A complete spell list is included in the appendix at the end of this section. All other spells can be learned and recorded in the character's spellbook.

Further, a Skeptomancer may choose one of the Indigo Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Skeptomancers specialise in Thought, others in Dominion and yet others in Oblivion.

The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to healing magic.

The Skeptomancer gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 5th level.

Spellbooks

A Skeptomancer must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Skeptomancer begins with a spellbook containing 2 0-level Indigo spells and 2 1st level Indigo spells.

At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Skeptomancer advances, they gain one new spell of any level they can cast for their spell book.

At any time a Skeptomancer can transcribe any Indigo spells from a Wizard or Dabbler's spell books using the normal scroll transcribing rules.

Bonus Feats

At 2nd level Skeptomancers gain the Silent Spell feat as a bonus feat.

At 6th level Skeptomancers gain the Still Spell feat as a bonus feat.

At 9th level Skeptomancers gain the Eschew Materials feat as a bonus feat.

Third Eye (Ex)

At 10th level the Skeptomancer can choose to reveal their Third Eye at will as a free action. This is a mystical manifestation of their arcane mental power, and demonstrates to anyone in view of them that they are supernatural in some way. A Knowledge (Arcane) roll vs. DC 15 will provide an observer with the specifics of what this manifestation means.

When manifesting their Third Eye, the character makes a lot of psychic noise: anyone with detect thoughts or detect magic (or other similar powers) active and in range automatically detects them and gains an idea of the Skeptomancer's abilities and power level as per the most information that the relevant spell normally provides. On the plus side, the Skeptomancer gains +2 to all Spell DCs, +2 on all relevant skill or ability use (such as for Possession or Sense Motive purposes) and +2 insight bonus to all Will Saves.

Mental Vocalize (Ex)

At 13th level the Skeptomancer no longer requires vocal components when casting spells. All spells with vocal components can now be cast without them, and there is no spell slot penalty for this ability.

Mental Somatic (Ex)

At 17th level the Skeptomancer no longer requires somatic components when casting spells. All spells with somatic components can now be cast without them, and there is no spell slot penalty for this ability.

Loremaster Secret

At 7th level and every seven levels thereafter, a Skeptomancer gains a Loremaster Secret, from the Loremaster table on page 103 of the Dungeon Master's Guide. They must choose from secrets that are available based on their intelligence modifier only, as they have no levels of the Loremaster class, unless they multiclass with that prestige class.

Thought Techniques (Ex)

At 3rd level and every four levels thereafter, the Skeptomancer learns one thought technique of their choice of the same kind that are available to Scholars. The specific techniques are listed in the following list:

Mundane Mind

The Skeptomancer can choose to occupy their thoughts with mundane, repetitive items like times tables or their recollections of a particularly boring part of history. This requires a concentrate check versus DC 15. If they succeed, their actual thoughts are undetectable by detect thoughts, telepathy and other means of mind reading. While maintaining the Mundane Mind, the Skeptomancer counts as distracted (-2 to skill checks and ability checks).

Total Recall

The Skeptomancer can make an intelligence roll versus DC 15 to recall the most obscure and unlikely pieces of information they have been exposed to, down to the smallest detail (E.g. Pi to two hundred decimal places, the markings on the

hilt of a sword a guard carried to a wedding you visited seventeen years ago.) This provides no bonus to Knowledge skills, as they are more analytical than recall related, but can help with clues or transcribing things that you have seen or heard.

Find Weakness

Make a Lore roll versus DC 20 + the challenge rating of an opponent to gain an insight into it's weaknesses. If the opponent has no weaknesses or vulnerabilities, gain a +2 insight bonus to your attack rolls or spell DC against that opponent for the duration of the encounter.

Intuition

If a Skeptomancer with intuition should fail a skill roll and there are immediate consequences, providing they did not roll a 1 on the original roll, they gain a +4 insight bonus to any immediately subsequent consequence that requires a roll. For example, if a Skeptomancer fails to disarm a trap but does not roll a 1, and it goes off, they gain a +4 insight bonus to save against the subsequent payload of the trap. Or, if they fail to sneak past a guard not rolling a 1, they gain +4 to initiative for the first round of combat.

Contemplation

By calmly preparing for five minutes before making an attempt at any skill, the Skeptomancer can gain a +2 insight bonus to their first roll. If the character prepares for one hour, they gain a +4 bonus instead. Preparation must be uninterrupted. It is not possible to take 20 in combination with this ability, but taking 10 is possible, if the skill use allows that.

Jack-of-all-Trades

Identical to the feat of the same name, the Skeptomancer gains the ability to use all skills at default, even if they are class specific. Skills still cost the same to advance to higher levels, this ability just gives a base chance to give them a go at default level.

Meditation

A Skeptomancer with this ability can sleep while remaining aware of what is going on around them. Time spent meditation counts as time sleeping for recovery purposes, and it is a free action to snap out of Meditation. It is possible to combine this state with the Zen state and Contemplation if the character so desires and has those abilities.

Slippery Mind

This ability represents the Skeptomancer's ability to wriggle free from magical effects that would otherwise control or compel them. If a Skeptomancer with a slippery mind is affected by an enchantment spell or effect and fails their saving throw, they can attempt it again one round later at the same DC. They get only his one extra chance to succeed on their saving throw.

Zen State

The Skeptomancer can assume the Zen state after a minute of preparation and a Concentrate roll versus DC 15. This state allows the Skeptomancer to feign death for as long as they desire, or empty their mind of all thoughts. No action can be performed while in this state, and even detecting life in the Skeptomancer requires a Spot or Heal roll versus

DC 20. While in this state the Skeptomancer remains aware, and can later recall all that occurred around them. They can snap out of this state as a free action without disorientation. It is possible to combine this state with Meditation and Contemplation if the Skeptomancer has these abilities.

Ex-Skeptomancers

Skeptomancers are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Human Skeptomancer Starting Package

Armor	Normal clothing (AC normal)			
Weapons	Dagger (1d3, critical 19-20. x2, 1lb, range increment 10)			
Skill selection	Pick a # of skills equal to 3+Int Mod			
Skill	Ranks	Ability	Armour	
Bluff	4	Cha	-	
Concentration	4	Con	-	
Diplomacy	4	Cha	-	
Gather Information	4	Cha	-	
Knowledge (Arcane)	4	Int	-	
Sense Motive	4	Wis	-	
Spellcraft	4	Int	-	
Feats	Wizard	Weapons,	Spell	Focus
	(Indigo),	Toughness,	Domain	power.
Spell Book	<i>Command, Message, Charm Person, Sleep</i>			
Gear	Robes, spell components pouch, spell book, packed lunch.			
Gold	6d4gp			

APPENDIX: INDIGO SPELLS

Level 0 Indigo Spells

Spell Name	Domain	Level	Domain level
Command	Dominion	0	0
Daze	Oblivion	0	0
Lullaby	Oblivion	0	
Message	Thought	0	0

Command

Indigo (Dominion) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1, Indigo 0, Dominion 0

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

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

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

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

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

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

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

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

Daze

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0, Indigo 0, Oblivion 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

<i>Dominion</i>	<i>Level</i>	<i>Oblivion</i>	<i>Level</i>	<i>Thought</i>	<i>Level</i>
Command	0	Daze	0	Message	0
		Lullaby	0		
Charm Person	1	Cause Fear	1	Comprehend Languages	1
		Confusion, Lesser	1		
		Sleep	1		
T.'s Hideous Laughter	2	Calm Emotions	2	Detect Thoughts	2
Zone of Truth	2	Daze Monster	2	Fox cunning	2
		Touch of Idiocy	2		
Dominate Animal	3	Deep Slumber	3	Tongues	3
Charm Monster	4	Confusion	4	Discern Lies	4
Geas, Lesser	4	Crushing Dispair	4	Modify Memory	4
		Fear	4	Phantasmal Killer	4
				R.'s Telepathic Bond	4
				Sending	4
Command, Greater	5	Feeblemind	5	Dream	5
Dominate Person	5	Mind Fog	5		
Magic Jar	5	Song of Discord	5		
Geas/Quest	6	Symbol of Fear	6	Nightmare	6
Charm Monster, mass	7	Insanity	7	Fox Cunning, Mass	7
		Sequester	7		
Demand	8	Antipathy	8	Mind Blank	8
O.'s Irresistible Dance	8				
Dominate Monster	9	Symbol of Insanity	9	Weird	9

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of wool or similar substance.

Lullaby

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Indigo 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures within a 10-ft.-radius burst

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Message

Indigo (Thought) - Transmutation [Language-Dependent]

Level: Brd 0, Sor/Wiz 0, Indigo 0, Thought 0

Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

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

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

Focus: A short piece of copper wire.

Level 1 Indigo Spells

Spell Name	Domain	Level	Domain level
Charm Person	Dominion	1	1
Cause Fear	Oblivion	1	
Confusion, Lesser	Oblivion	1	
Sleep	Oblivion	1	1
Comprehend Languages	Thought	1	1

Charm Person

Indigo (Dominion) - Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1, Indigo 1, Dominion 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

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

The spell does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders,

but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Cause Fear

Indigo (Oblivion) - Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 1, Indigo 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

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

Cause fear counters and dispels *remove fear*.

Confusion, Lesser

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Indigo 1

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become *confused* for 1 round. See the *confusion* spell, below, to determine the exact effect on the subject.

Sleep

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1, Indigo 1, Oblivion 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

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

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

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

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Comprehend Languages

Indigo (Thought) - Divination

Level: Brd 1, Clr 1, Sor/Wiz 1, Indigo 1, Divination 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

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

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

Arcane Material Component: A pinch of soot and a few grains of salt.

Level 2 Indigo Spells

Spell Name	Domain	Level	Domain level
T.'s Hideous Laughter	Dominion	2	2
Zone of Truth	Dominion	2	
Calm Emotions	Oblivion	2	
Daze Monster	Oblivion	2	
Touch of Idiocy	Oblivion	2	2
Detect Thoughts	Thought	2	2
Fox cunning	Thought	2	

Hideous Laughter

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2, Indigo 2, Dominion 2

Components: V, S, M

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature; see text
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

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

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

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Zone of Truth

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2, Indigo 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Calm Emotions

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Clr 2, Law 2, Indigo 2

Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Creatures in a 20-ft.-radius spread
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures

from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

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

Daze Monster

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2, Indigo 2
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Touch of Idiocy

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2, Indigo 2, Oblivion 2

Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: No
Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Detect Thoughts

Indigo (Thought) - Divination [Mind-Affecting]
Level: Brd 2, Knowledge 2, Sor/Wiz 2, Indigo 2, Thought 2

Components: V, S, F/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

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

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

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

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

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

Arcane Focus: A copper piece.

Fox's Cunning

Indigo (Thought) - Transmutation

Level: Brd 2, Sor/Wiz 2, Indigo 2
Components: V, S, M/DF

Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Level 3 Indigo Spells

Spell Name	Domain	Level	Domain level
Dominate Animal	Dominion	3	3
Deep Slumber	Oblivion	3	3
Tongues	Thought	3	3

Dominate Animal

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3, Indigo 3, Dominion 3

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

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

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

Deep Slumber

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3, Indigo 3, Oblivion 3

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep*, except that it affects 10 HD of creatures.

Tongues

Indigo (Thought) - Divination

Level: Brd 2, Clr 4, Sor/Wiz 3, Indigo 3, Thought 3

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

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

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

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Level 4 Indigo Spells

Spell Name	Domain	Level	Domain level
Charm Monster	Dominion	4	4
Geas, Lesser	Dominion	4	
Confusion	Oblivion	4	4
Crushing Dispair	Oblivion	4	
Fear	Oblivion	4	
Discern Lies	Thought	4	
Modify Memory	Thought	4	
Phantasmal Killer	Thought	4	
R's Telepathic Bond	Thought	4	
Sending	Thought	4	4

Charm Monster

Indigo (Dominion) - Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Indigo 4, Dominion 4

Target: One living creature

Duration: One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Geas, Lesser

Indigo (Dominion) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Indigo 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

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

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

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

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispell magic* does not affect a *lesser geas*.

Confusion

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4, Indigo 4, Oblivion 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

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

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

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

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note

that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

Crushing Despair

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Indigo 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Material Component: A vial of tears.

Fear

Indigo (Oblivion) - Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Indigo 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

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

Material Component: Either the heart of a hen or a white feather.

Discern Lies

Indigo (Thought) - Divination

Level: Clr 4, Pal 3, Indigo 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

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

Each round, you may concentrate on a different subject.

Modify Memory

Indigo (Thought) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Indigo 4

Components: V, S

Casting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

Phantasmal Killer

Indigo (Thought) - Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4, Indigo 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

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

Spell Resistance: Yes

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

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Telepathic Bond

Indigo (Thought) - Divination

Level: Sor/Wiz 5, Indigo 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

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

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

Sending

Indigo (Thought) - Evocation

Level: Clr 4, Sor/Wiz 5, Indigo 5, Thought 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component: A short piece of fine copper wire.

Level 5 Indigo Spells

Spell Name	Domain	Level	Domain level
Command, Greater	Dominion	5	
Dominate Person	Dominion	5	5
Magic Jar	Dominion	5	
Feeblemind	Oblivion	5	5
Mind Fog	Oblivion	5	
Song of Discord	Oblivion	5	
Dream	Thought	5	5

Command, Greater

Indigo (Dominion) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5, Indigo 5

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Dominate Person

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5, Indigo 5, Dominion 5

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

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

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

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

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

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

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

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

Magic Jar

Indigo (Dominion) - Necromancy

Level: Sor/Wiz 5, Indigo 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it

is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Feeblemind

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5, Indigo 5, Oblivion 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Mind Fog

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5, Indigo 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

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

The fog is thin and does not significantly hamper vision.

Song of Discord

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5, Indigo 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures within a 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Dream

Indigo (Thought) - Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5, Indigo 5, Thought 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as

normal. A messenger that is disturbed during the trance comes awake, ending the spell.

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

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

Level 6 Indigo Spells

Spell Name	Domain	Level	Domain level
Geas/Quest	Dominion	6	6
Symbol of Fear	Oblivion	6	6
Nightmare	Thought	6	6

Geas/Quest

Indigo (Dominion) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6, Indigo 6, Dominion 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/quest*. A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Symbol of Fear

Indigo (Oblivion) - Necromancy [Fear, Mind-Affecting]

Level: Clr 6, Sor/Wiz 6, Indigo 6, Oblivion 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Nightmare

Indigo (Thought) - Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5, Indigo 6, Thought 6

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

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

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

Knowledge

Will Save Modifier

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

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

Connection

Will Save Modifier

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

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

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

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

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

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

Level 7 Indigo Spells

Spell Name	Domain	Level	Domain level
Charm Monster, mass	Dominion	7	7
Insanity	Oblivion	7	7
Sequester	Oblivion	7	
Fox Cunning, Mass	Thought	7	7

Charm Monster, Mass

Indigo (Dominion) - Enchantment (Charm) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8, Indigo 7, Dominion 7

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD.

If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Insanity

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, Indigo 7, Oblivion 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

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

Sequester

Indigo (Oblivion) - Abjuration

Level: Sor/Wiz 7, Indigo 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by

sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

Fox's Cunning Mass

Indigo (Thought) - Transmutation

Level: Brd 6, Sor/Wiz 6, Indigo 7, Thought 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

Level 8 Indigo Spells

Spell Name	Domain	Level	Domain level
Demand	Dominion	8	8
O's Irresistible Dance	Dominion	8	
Antipathy	Oblivion	8	8
Mind Blank	Thought	8	8

Demand

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, Indigo 8, Dominion 8

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective. The *demand's* message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

Irresistible Dance

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8, Indigo 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Antipathy

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8, Indigo 8, Oblivion 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

Mind Blank

Indigo (Thought) - Abjuration

Level: Protection 8, Sor/Wiz 8, Indigo 8, Thought 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Level 9 Indigo Spells

Spell Name	Domain	Level	Domain level
Dominate Monster	Dominion	9	9
Symbol of Insanity	Oblivion	9	9
Weird	Thought	9	9

Dominate Monster

Indigo (Dominion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9, Indigo 9, Dominion 9

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Symbol of Insanity

Indigo (Oblivion) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8, Indigo 9, Oblivion 9

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Weird

Indigo (Thought) - Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9, Indigo 9, Thought 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

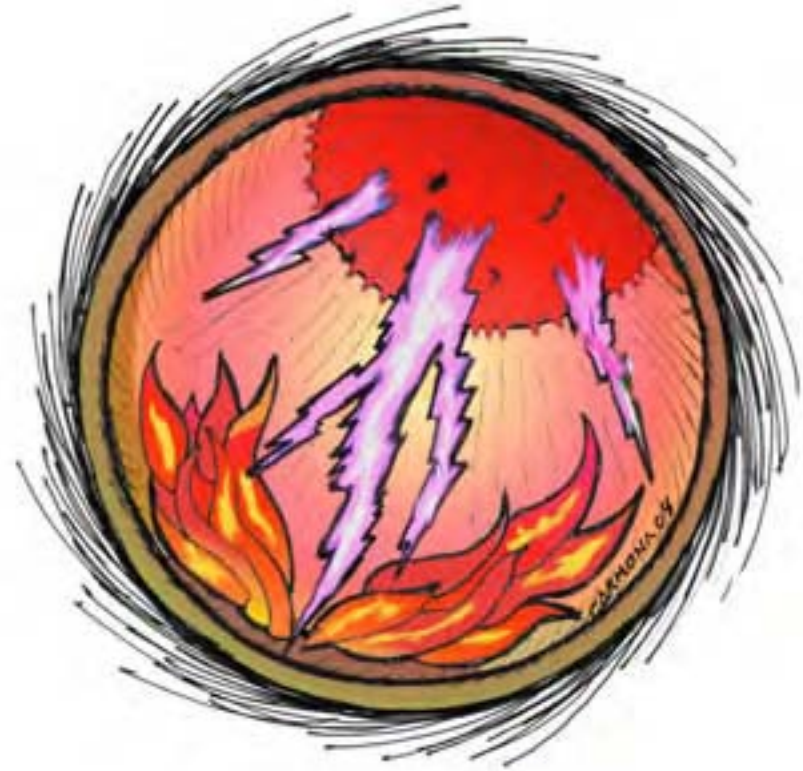
This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

RED MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Indigo from casting. As per the notes on page 2, the opposing Colour to Indigo is Red, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Indigo will not be able to learn or cast any of the following spells, which is the spell list for Red:

Dancing Lights, Flare, Light, Mage Hand, Burning Hands, Color Spray, Faerie Fire, Feather Fall, Jump, Shocking Grasp, Bull's Strength, Continual Flame, Eagle Splendour, Fire Trap, Flame Blade, Flaming Sphere, Heat Metal, Levitate, Produce Flame, Protection from Arrows, Pyrotechnics, Scorching ray, Call Lightning, Daylight, Explosive Runes, Fireball, Flame Arrow, Fly, Glitterdust, Lightning Bolt, Searing Light, Divine Power, Fire Shield, Rainbow Pattern, Call Lightning Storm, Flame Strike, Overland Flight, Righteous Might, Telekinesis, Wall of Fire, Chain Lightning, Eagle's Splendour, Mass, Fire Seeds, T.'s Transformation, Bulls Strength, Mass, Delayed Blast Fireball, Fire Storm, Prismatic Spray, Sunbeam, Incendiary Cloud, O.'s Telekinetic Sphere, Prismatic Wall, Scintillating pattern, Sunburst, Implosion, Meteor Swarm, Prismatic Sphere



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ORANGE MAGIC



"Can't say as I have heard tale of an Orange mage," said the young farmer over his ale, a bland note of derision in his tone. "What manner of vast cosmic power does an Orange give you anyhow?" The chuckles of his compatriots filled the bar. All but the old innkeeper saw an opportunity for fun in the stranger with the rune-painted leather surcoat and outlandish turban. Outsiders were often a source of amusement, something to pass time on the cold winter nights. Few, if any, noticed the innkeeper carefully remove the breakable items from the bench-top, then slink back to the door to the cellar. None saw the fear in his eyes, the paralysing force of which stopped him from even warning his long-time customers and friends of their danger.

The stranger grinned at the farmer. "Power, power, dour power. Why is it always about power? Shouldn't magic sometimes be about fun? Funny, funny fun, fun." He ended by banging his mug on the bar to emphasise his words.

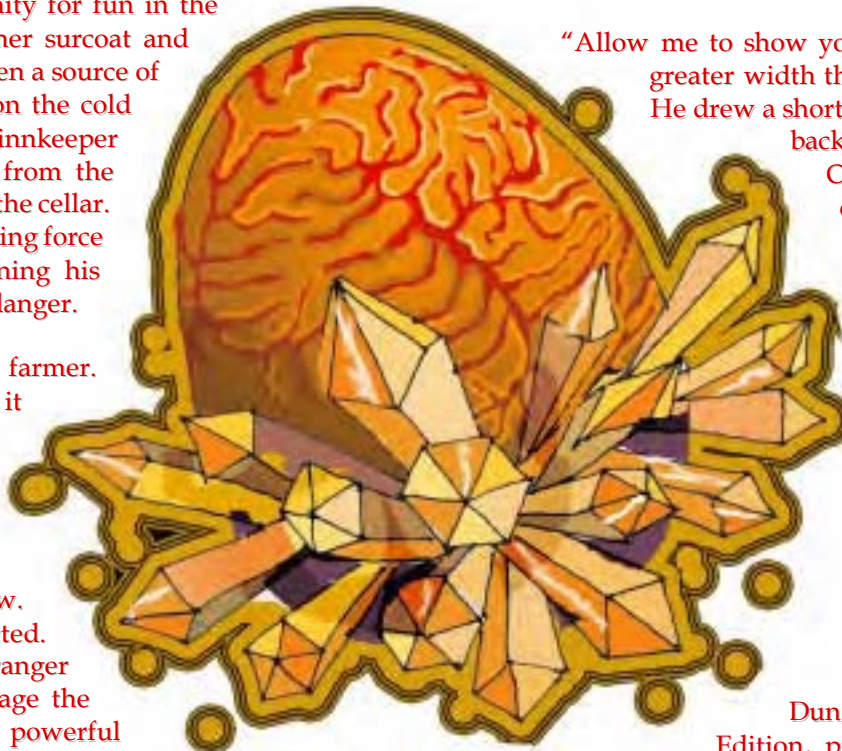
The farmer raised an eyebrow. This was not exactly what he had expected. His fellows stared from him to the stranger and back. He decided to try to salvage the situation. "Well, have there been powerful Orange mages in the ancient past, of which we might have heard tale? Some history to pass our time, friend?"

"Thallius the Unmaker, Angelique the betrayer, Kulkus the knife-jester, yes, yes. Aronie the torturer, Sal the kinslayer, Jako the frog-maker... why at last it is me!" exclaimed the stranger. The litany of names were frightful, the reputations of these wizards most definitely preceded them. Even this

last the farmer had heard of, and the man's presence now chilled him to the bone.

"Can't say as I've head of 'em," muttered one of the more simple of the farmer's friends. "What's the big deal?"

"Allow me to show you, friend," said Jako, his grin widening to a far greater width than it should, "F is for Frog, and Frog is for Fun!" He drew a short sword from under his leathers, waving the others back, and grabbed the farmer by the hand. A flash of Orange light, then Jako held a frog by the hand. "A croak is a joke," he laughed into the silence "Fun."



Index

Overview	2
Aberrance	3
Entropy	4
Metamorph	5
Unmaker	6
Appendix (Orange Spells)	11
Licence	21

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a reorganization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Unmaker**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorization system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the Domain of Dynamics as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they

are available in the "Unlikely Heroes: The Mystic" character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes such as the Unmaker. Feel free to use or ignore this extra information at your whim.

THE COLOUR ORANGE

To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Orange, deities of chaos, destruction or transformation might have influence over the Orange domains of Aberrance, Entropy and Metamorph. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

For ease of use, the complete list of Blue spells is shown after the Orange Spell descriptions on page 20. These should be prohibited to an Orange specialist.

THE SPHERE OF ABERRANCE

Aberrance is deviation from the norm. This sphere is classic chaos, where order has given way to the incomprehensible, and nothing is certain. The spells that Aberrance holds sway over are ones that are strange alterations upon that which is, manipulating fate or chance, or the natural order. Curses, people coming back from the dead in other forms, plants moving as animals or even inanimate objects coming to life all fit into this very peculiar sphere. Those who summon forth the power of Aberrance do so at their own risk, for it is a power not altogether predictable; it is the very opposite of wholesome and orderly.

An Aberrance specialist is likely to be a very strange individual. The kind of person that would take the time to try to master (but not understand) the mysteries of this sphere is likely to be as chaotic as the powers they are granted. One thing is certain of specialists in Aberrance: expect the unexpected. The spells are few, but varied in scope and power.

THE DOMAIN OF ABERRANCE

The Domain of Aberrance is uncertainty manifest. It is different to the domain of Chaos in principle, in that Chaos focuses upon people and entities that are aligned toward or against chaos whereas Aberrance is involved with the actual effects that chaos may manifest. It is anti-intellectual in scope and ability.

Table Orange 1 All Aberrance Spells

<i>Spell Name</i>	<i>Level</i>
Open/Close	0
Animate Rope	1
Entangle	1
Grease	1
Rope Trick	2
Spider Climb	2
Warp Wood	2
Spike Growth	3
Bestow Curse	4
E.'s Black Tentacles	4
Reincarnate	4
Wall of Thorns	5
Animate Objects	6
Repel Wood	6
Eyebite	7
Reverse Gravity	8
Maze	9

A deity that grants power over Aberrance is as likely to be a mindless lump of semi-animate chaos at the heart of the universe as a thinking god of fate or chance. This domain is the playground of unpredictable and unnatural forces. Clerics worshipping chaos, disorder, chance, or freedom are likely to choose this domain. They are likely to be in opposition to the forces of Blue, which focuses on understanding the mysteries rather than evoking them without comprehension or fear of the consequences.

The **base domain** power for Aberrance allows the devotee to Summon Chaos into their body. This is a free action to initiate that lasts class level rounds, and can only be done once per day. While the effect remains, any weapon or person doing damage to the devotee must roll a DC10+class level fortitude save or suffer 1d4+class level damage from chaos backlash.

The **advanced domain** ability for Aberrance allows projection of a Sphere of Disorder as a free action, for a number of rounds per day as class levels. These rounds of effect need not be consecutive. The sphere has a radius of 5' per class level, emanating from the devotee, and has the effect of causing all to become Staggered as if they had sustained non-lethal damage to reduce their hit points to zero for as long as the Sphere is active, unless they make a fortitude save vs. DC 10 + Class level.

Table Orange 2 Aberrance Domain

<i>Spell Name</i>	<i>Level</i>
Open/Close	0
Entangle	1
Spider Climb	2
Spike Growth	3
Bestow Curse	4
Wall of Thorns	5
Animate Objects	6
Eyebite	7
Reverse Gravity	8
Maze	9

THE SPHERE OF ENTROPY

Unlike Aberrance, Entropy is not exactly a chaotic force. Entropy is the state at which all matter reaches its most inactive and stable equilibrium. As most matter is in fact in a high-energy state, entropy can be seen by the ignorant as a force of utter destruction, but in fact it is not that at all. It is the ultimate stabilizing force, reducing everything to the lowest common denominator. Entropy seeks heat death, the absence of activity and the reduction of everything to its most basic and simple parts.

It is, in truth, a lot like utter destruction. But there is more to it than that. This is a sphere of undoing, unmaking and manifesting the effects of age and time.

Manipulating the forces of entropy is usually done with one idea in mind: wrecking things. There is a little more to this sphere than destroying, though. Anything that increases entropy by reducing structure, lowering complexity or increasing disorder has a place here. Life itself is one of the few counter-entropic things in the universe, so there are more than a few lethal spells to play with...

THE DOMAIN OF ENTROPY

Gods of endings, time, chaos, and destruction are likely to have Entropy as a chosen domain.

Table Orange 3 All Entropy Spells

<i>Spell Name</i>	<i>Level</i>
Acid Splash	0
Doom	1
Entropic Shield	1
Knock	2
M.'s Acid Arrow	2
Shatter	2
Contagion	3
Freedom of Movement	4
Poison	4
Rusting Grasp	4
Blight	5
Cloudkill	5
Acid Fog	6
Disintegrate	7
Destruction	8
Storm of Vengeance	9

The **base domain** power for Entropy is the ability to use a lesser Rusting / Caustic Grasp ability for one use per day per class level, as a spell like action. The character can cause 1d6 hit points of damage with one touch attack to flesh or ferrous based material, bypassing hardness damage resistance. If the character should target an object, use the normal object damage rules from the DMG and PH, with the exception of non-magical Armour or Shields, which are automatically reduced by 1 AC effective defence per successful attack with this power. Each hit with this ability that does not destroy a non-magical item reduces its effective

value by 50%, and repair attempts have a negative modifier on the Craft skill roll equal to twice the damage done. Note: attacks on weapons attract an attack of opportunity in combat.

Example: The character uses their lesser Rusting Grasp on an opponent's longsword. The opponent gets an attack of opportunity against the spellcaster, then the spellcaster must hit the weapon with a touch attack. Assuming success, the longsword's hardness is 10 and hit points are 5. The power bypasses the Hardness, and does 1d6 hit points of damage to the sword. If this does only 2 points, the sale value of the weapon is reduced by 50% and craft rolls to repair the weapon are at -4.

The **advanced domain** power for Entropy is Acid Resistance of 15 points.

Table Orange 4 Entropy Domain

<i>Spell Name</i>	<i>Level</i>
Acid Splash	0
Entropic Shield	1
Shatter	2
Contagion	3
Rusting Grasp	4
Blight	5
Acid Fog	6
Disintegrate	7
Destruction	8
Storm of Vengeance	9

THE SPHERE OF METAMORPH

Mutability of form and shape is the focus of the Metamorph sphere. From the base abilities that allow a temporary change of size, to the greatest powers of shape-shifting or transformation of matter, this area of Orange magic has wide applicability and effect. Specialists in this area learn about the differing natures of the material, and master the capacity of magic to manipulate the differing layers so as to bend them to one's will.

The Metamorphic sphere has an extensive repertoire of spells. For the most part they are miscellaneous or occasionally offensive in effect, with few if any defensive abilities. Of the specialists in Orange magic, those that learn the art of this sphere are most likely to be rational and scientific individuals. The power of this sphere can be seen as mastery over the limitations of matter, and is thus an avenue for a mortal magician to gain control over their environment. It can allow wizards to put their own stamp of order on the universe.

Some might seek to use this style of magic for the transformative power of the philosopher's stone: making gold from lead. Others could aim to gain mastery over their own form: allowing them to slip from the limitations of being held to one shape. Orange magic's transformative energy is complex and risky to master, but holds great benefit for any that succeed in controlling the chaotic power.

Table Orange 5 All Metamorph Spells

<i>Spell Name</i>	<i>Level</i>
Reduce Person	0
Enlarge Person	1
Soften Earth and Stone	2
Reduce animal	3
Shrink Item	3
Enlarge Person, Mass	4
Polymorph	4
Reduce Person, Mass	4
Animal Growth	5
Baleful Polymorph	5
Transmute Mud to Rock	5
Transmute Rock to Mud	5
Flesh to Stone	6
Stone to Flesh	6
Transmute Metal to Wood	7
Polymorph Any Object	8
Shapechange	9

THE DOMAIN OF METAMORPH

As with the other Spheres of Orange, Metamorph is favoured by chaotic deities. It also has applicability for entities of shape-shifting, deities of magic, transformation, birth, the earth, plants and animals.

The **base domain** power for Metamorph is the ability to make one's body slightly mutable in form for a number of rounds per day equal to class level. This is a free action. It increases the character's reach by 5', widening

their threatened area, as well as allowing them to fit through any space large enough to accommodate their skull, providing they move at a rate of no more than 10' per round. Note that the movement aspects of this power can only be manifest if the caster is wearing Light or no Armour, and it provides a +6 synergy bonus to the Escape skill when being used.

The **advanced domain** power for Metamorph grants the ability to absorb the form of any material or creature touched once per day for a number of rounds equal to class level. This is equivalent to a polymorph self spell, with the limitation that the character must touch the creature or object, and in the instance that an inanimate object is touched, the character has the option of becoming either an Animated Item (as the creature type) or an Elemental of their size (as the elemental type).

Table Orange 6 Metamorph Domain

<i>Spell Name</i>	<i>Level</i>
Reduce Person	0
Enlarge Person	1
Soften Earth and Stone	2
Shrink Item	3
Polymorph	4
Baleful Polymorph	5
Flesh to Stone	6
Transmute Metal to Wood	7
Polymorph Any Object	8
Shapechange	9



THE UNMAKER

Unmakers are a bunch of certifiably insane lunatics with the power to summon the forces of chaos, destruction and mutation at their fingertips.

I am generalising a little. There are some Unmakers that are not working either covertly or overtly to destroy the universe. But, even they are likely to take advantage of every opportunity that presents itself to further their own desires and increase their abilities at the expense of others. Orange magic is the power of change itself, and exposure to its raw force for a long enough time will guarantee a certain degree of oddness, not to mention an appetite for destruction.

Becoming an Unmaker requires a particular mindset: a willingness to bypass the rational and commonsense, and instead rely upon the random and unknown. It certainly requires a powerful aptitude for the magical arts akin to that of sorcerers, but does not require their force of personality or even their comprehension of the forces that are wielded. Instead, Unmakers rely upon an instinct born of pure reflexes and agility, to feel the flow of magic and twist the end results of it by manipulating it fast enough and dexterously enough to yield the desired ends.

Unmakers speak of magic not so much as a force, but as a string, or perhaps a cloth-like material. While others might try to weave it into patterns of their own desire, Unmakers instead feel their way to the frays and knots and learn to unravel it into tassels and balls of fluff.

Adventures

Unmakers are wanderers, occasionally outcasts, even prisoners. Sometimes they are locked in asylums or dungeons, to be unleashed upon the enemies of their captors as one might let loose a fell beast. Some are so detached from reality that they do not mind, or even know enough to care.

For those that are of a more focused or powerful nature, they may occupy any station in society that their power grants them. Much like money, pure power has the capacity to transform what might be considered madness into eccentricity. Even so, they are likely to wander.

Unmakers continually seek challenges and new experiences. They are curious and free-spirited, with a great desire to see all the wide variety of things that life and the universe have to offer. Then wreck them all.

They are likely to seek groups to adventure with, even if their company is explicitly not desired. They have little concern for social niceties.

They also make excellent villains.

Characteristics

The primary ability of the Unmaker is the power of the Orange magic fueling them. They become attune to one Sphere of the Orange as a part of their nature, gaining the basic and advanced domain powers of this Sphere as they advance in levels. They are casual killers, learning combat arts much as rogues might, in a haphazard and unschooled manner, and though they can learn a significant number of rogue type skills, they are too disorganized to learn too many skills to any great level of proficiency.

What they lack in focus upon normal abilities, they more than make up for in the random power of chaos magic itself. They are usually very dexterous and able when it comes to avoiding blows or direct them towards others at range.

Alignment

Chaos, Chaos, Chaos. You might happen to find an Unmaker who is neutral with respect to law and chaos, but they would be a very rare exception. None may ever be Lawful, and the vast majority of them are Chaotic. Also, while the natural inclination

of an Unmaker is toward destruction, the moral choice of what to destroy is still very much in the hands of the character, so as such there can be Neutral or even Good Unmakers, with respect to good and evil. The majority of Unmakers are evil though. Chaotically so.

Religion

Being a somewhat anti-intellectual bunch, Unmakers do have the distinction of being quite liberal when it comes to religion. They tend to be accepting of all faiths without question. All gods may have influence upon that which is, much as an Unmaker sees themselves as having. The main issue is that most organized religions consider Unmakers to be dangerous and disruptive forces of Chaos and Evil. Naturally enough, Chaotic Evil deities and faith are very accepting of Unmakers, but for those few exceptions to the norm, there are significant obstacles to overcome.

Background

There is little to no learning that needs be done to become an Unmaker. The school of hard knocks breeds as many of these as inbreeding among the elevated classes might. They might come from any walk of life; all that is required is the right mindset and the inbuilt talent.

Races

All races might have Unmakers, with Half-Elves often showing the requisite ability or mindset. Dwarves are the least likely Unmakers, their natural tendencies point in the other direction in a couple of ways. In the Chrome world, the changeable Batrak are the most populous origin of Unmakers.

Other Classes

Unmakers are likely to get on well with the right (or wrong!) kind of Bards, Rogues, Clerics and Barbarians. They have talents and inclination similar to some Sorcerers, so they often have a lot to say to each other. They are likely to have problems associating with Paladins, Monks or anyone of a Lawful nature.

Role

Unmakers are excellent support wizards, with many of the classic destructive or miscellaneous abilities that prove Wizards valuable throughout the lands. Their spells are not so flashy or as powerfully damaging as those of Red magic, at least not until significantly higher level, but they are capable of serving better in close quarters or underground. They also have some combat ability and so can serve in a support role in conflict, both hand to hand and at range. The greatest risk that any group takes on when they bring in an Unmaker is the personality of the Unmaker themselves.

Game rule information

Abilities

The key Unmaker primary statistic is Dexterity. Their spell abilities rely heavily on Dexterity for bonus spells and for spell strength. Further, they benefit from the bonus to Armour Class and several key class skills that Dexterity provides. Unmakers also benefit from high Constitution for some resilience against attacks and Strength for hand-to-hand combat prowess. The mental statistics are much less important to them, but each has some relevance for skills.

Table Orange 7: The Unmaker, Spells and Special Abilities															
Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	6	7
1	0	0	2	0	Simple, Rogue WP proficiency, Light Armor, base domain power, Chaotic Magic d4	4	2								
2	1	0	3	0	Chaotic Magic d6	5	3								
3	2	1	3	1	Chaotic Magic d8	5	3	2							
4	3	1	4	1	Advanced domain power, Chaotic Magic d10	5	4	3							
5	3	1	4	1	Bonus Feat, Chaotic Magic d12	5	4	3	2						
6	4	2	5	2		5	4	4	3						
7	5	2	5	2		5	5	4	3	2					
8	6/1	2	6	2		5	5	4	4	3					
9	6/1	3	6	3		5	5	5	4	3	2				
10	7/2	3	7	3	Bonus Feat, Chaotic Magic d20	5	5	5	4	4	3				
11	8/3	3	7	3		5	5	5	5	4	3	2			
12	9/4	4	8	4		5	5	5	5	4	4	3			
13	9/4	4	8	4		5	5	5	5	5	4	3	2		
14	10/5	4	9	4		5	5	5	5	5	4	4	3		
15	11/6/1	5	9	5	Bonus Feat	5	5	5	5	5	5	4	3	2	
16	12/7/2	5	10	5		5	5	5	5	5	5	4	4	3	
17	12/7/2	5	10	5		5	5	5	5	5	5	5	4	3	2
18	13/8/3	6	11	6		5	5	5	5	5	5	5	4	4	3
19	14/9/4	6	11	6		5	5	5	5	5	5	5	5	4	4
20	15/10/15	6	12	6	Bonus Feat	5	5	5	5	5	5	5	5	5	5

Spells and Spheres

Unmakers cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Clerics do, though they do have the ability to spontaneously cast spells of one chosen Sphere.

They are required to have Dexterity sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against an Unmaker's spell is 10 + the spell level + the caster's Dexterity modifier. They are restricted to a limited number of spells per day as per Table Orange 7: The Unmaker, Spells and Special Abilities. They receive bonus spells if they have a high Dexterity score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

An Unmaker is only able to cast spells of the Orange colour designation. A complete spell list is included in the appendix at the end of this section. All other spells cannot be used at all. They have access to all Orange spells of every level they have available to cast, requiring no spellbook or learning.

Further, an Unmaker may choose one of the Orange Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Unmakers thus specialise in Aberrance, others in Entropy and yet others in Metamorph. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen. They gain access to the basic domain power of their chosen domain at 1st level, and the advanced domain power of their chosen domain at 4th level.

Alignment

Unmakers cannot be of a Lawful alignment.

Hit Die

D6

Class Skills

Bluff(Cha), Climb(Str), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Open Lock (Dex), Sleight of Hand (Dex), Sneak (Dex).

Skill points at 1st level

(2+Intelligence modifier) x 4

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Unmakers learn to use Light Armour but not shields. They have proficiency in all simple weapons and also learn to use Rogue type weapons (hand crossbow, rapier, short-bow and short-sword). They suffer no arcane spell failure chance if they should cast spells while dressed in light armour, but suffer full failure chance in medium or heavy armour or while using shields.

Bonus Feats

The Unmaker gains bonus feats from the metamagic, item creation or spell mastery kinds at levels 5 then and every five levels thereafter (10th, 15th and 20th levels).

Chaotic Magic (Ex)

Unmakers have the ability to draw power from the random nature of the Orange at will. They may choose to evoke this ability whenever they cast a spell. This has the effect of randomising their caster level for the purpose of all level-dependant effects of their magic.

After the caster has determined to use Chaotic Magic, and just as the effects of the spell are being calculated, roll d4 and subtract 2, then modify the devotee's caster level by this amount for the purpose of all level dependant effects of the relevant spell. If this results in a 0 or negative caster level, the spell fails altogether, and similarly if the new spell range is insufficient to hit the desired target, the magic will go as far as it is able along the line from the caster to the target, then either fizzle out or hit the indicated location, dependant upon the nature of the spell (use common sense here: a flesh to stone will not work if there is no flesh target in the relevant square, but acid fog will appear centred on the resultant square.)

If the Unmaker rolls a 4 on this dice, ignore the result, and instead roll a d6 and subtract 3. If the result is then a 6, ignore the result and roll d8 and subtract 4. If the d8 rolls an 8 on the dice, ignore the result and roll a d10 and subtract 5. If the d10 rolls a 10 on the dice, ignore the result and roll a d12 and subtract 6. If the d12 rolls a 12 on the dice, ignore the

result and roll a d20 and subtract 10. At this point use the modifier, regardless of the result.

At second level, chaos magic automatically starts at d6 minus 3. At third level, chaotic magic starts at d8 minus 4. At fourth level, chaotic magic starts at d10 minus 5. At fifth level, chaotic magic starts at d12 minus 6. At sixth level chaotic magic no longer has a chance of causing spell failure. At tenth level chaotic magic automatically starts at d20.

Example: a 5th level Unmaker uses Chaotic Magic to cast Acid Arrow. Rolling d12, a 3 is the result. Subtracting 6 from this leaves a result of -3, so the caster level for this spell is deemed to be 2nd level for range, damage and all other purposes.

Second example: a 3rd level Unmaker uses Chaotic Magic to cast Acid Arrow. Rolling d8, an 8 is rolled. The player then rolls d10, and rolls a 10. The character then rolls d12 and rolls an 11. The caster level of the spell is deemed to be 8 for all intents and purposes. If the last roll had been a 3 or less, the spell would have failed altogether.

Chaotic Magic is harder to identify than other spells. When an Unmaker uses this ability, increase the difficulty class of any usage of Spellcraft to figure out what spell is being cast by the dice result before subtraction.

Example: the DC to identify that Acid Arrow is being used is normally 15+spell level (2), but in the first example above it is increased by 3 and in the second example it is increased by 11. This makes Chaotic Magic much harder identify, and thus harder to counter-spell than any other types of magic.

Ex-Unmakers

An Unmaker that becomes Lawful loses all abilities of the class. They can choose to learn orange magic again as a wizard might, assuming that they have a second arcane class, but they forgo all domain and magic capabilities of the Unmaker class. In all other ways, Unmaker multiclassing is handled in the same as Specialist Wizard multiclassing. The spell abilities of the Unmaker are not cumulative with any other spell casing abilities. They are otherwise free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome product for more details.

Half Elf Unmaker Starting Package

Armor	Leather Armour (AC +2, 10lbs)
Weapons	Short-Sword (1d6, critical 19-20. x2, 2lb), Short-bow (1d6, critical 20, x3, range increment)
Skill selection	Pick a number of skills equal to 2+ Int. Modifier:
Skill	Ranks Ability Armor Penalty
Concentration	4 Con -
Sneak	4 Dex -
Hide	4 Dex -
Bluff	4 Cha -
Escape Artist	4 Dex -
Open Locks	4 Dex -
Intimidate	4 Cha -
Slight of Hand	4 Dex -
Disable Device	4 Int -
Feats	Light weapons, Rogue Weapons, Light armor, Improved initiative.
Gear	Spell components pouch, lock-picks, tools, packed lunch.
Gold	6d4gp

APPENDIX: ORANGE SPELLS

Level 0 Orange Spells

Spell Name	Domain	Level	Domain level
Open/Close	Aberrance	0	0
Acid Splash	Entropy	0	0
Reduce Person	Metamorph	0	0

Open/Close

Orange (Aberrance), Transmutation

Level: Brd 0, Sor/Wiz 0, Orange 0, Aberrance 0

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

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

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

Focus: A brass key.

Acid Splash

Orange (Entropy), Conjunction (Creation) [Acid]

Level: Sor/Wiz 0, Orange 0, Entropy 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Reduce Person

Orange (Metamorph), Transmutation

Level: Sor/Wiz 1, Orange 0, Metamorph 0

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

<i>Aberrance</i>	<i>level</i>	<i>Entropy</i>	<i>level</i>	<i>Metamorph</i>	<i>level</i>
Open/Close	0	Acid Splash	0	Reduce Person	0
Animate Rope	1	Doom	1	Enlarge Person	1
Entangle	1	Entropic Shield	1		
Grease	1				
Rope Trick	2	Knock	2	Soften Earth and Stone	2
Spider Climb	2	M.'s Acid Arrow	2		
Warp Wood	2	Shatter	2		
Spike Growth	3	Contagion	3	Reduce animal	3
				Shrink Item	3
Bestow Curse	4	Freedom of Movement	4	Enlarge Person, Mass	4
E' Black Tentacles	4	Poison	4	Polymorph	4
Giant Vermin	4	Rusting Grasp	4	Reduce Person, Mass	4
Reincarnate	4				
Wall of Thorns	5	Blight	5	Animal Growth	5
		Cloudkill	5	Baleful Polymorph	5
				Transmute Mud to Rock	5
				Transmute Rock to Mud	5
Animate Objects	6	Acid Fog	6	Flesh to Stone	6
Repel Wood	6			Stone to Flesh	6
Eyebite	7	Disintegrate	7	Transmute Metal to Wood	7
Reverse Gravity	8	Destruction	8	Polymorph Any Object	8
Maze	9	Storm of Vengeance	9	Shapechange	9

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet

and a natural reach of 5 feet. This spell doesn't change the target's speed.

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

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

Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Level 1 Orange Spells

Spell Name	Domain	Level	Domain level
Animate Rope	Aberrance	1	
Entangle	Aberrance	1	1
Grease	Aberrance	1	
Doom	Entropy	1	
Entropic Shield	Entropy	1	1
Enlarge Person	Metamorph	1	1

Animate Rope

Orange (Aberrance) - Transmutation

Level: Brd 1, Sor/Wiz 1, Orange 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

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

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

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

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

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

Entangle

Orange (Aberrance) - Transmutation

Level: Drd 1, Plant 1, Rgr 1, Orange 1, Aberrance 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

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

Grease

Orange (Aberrance) - Conjunction (Creation)

Level: Brd 1, Sor/Wiz 1, Orange 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

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

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or escape a pin. *Material Component:* A bit of pork rind or butter.

Doom

Orange (Entropy) - Necromancy [Fear, Mind-Affecting]

Level: Clr 1, Orange 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

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

Entropic Shield

Orange (Entropy) - Abjuration

Level: Clr 1, Luck 1, Orange 1, Entropy 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Enlarge Person

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 1, Strength 1, Orange 1, Metamorph 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

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

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

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

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

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Level 2 Orange Spells

Spell Name	Domain	Level	Domain level
Rope Trick	Aberrance	2	
Spider Climb	Aberrance	2	2
Warp Wood	Aberrance	2	
Knock	Entropy	2	
M.'s Acid Arrow	Entropy	2	
Shatter	Entropy	2	2
Soften Earth and Stone	Metamorph	2	2

Rope Trick

Orange (Aberrance) - Transmutation

Level: Sor/Wiz 2, Orange 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment.

Spider Climb

Orange (Aberrance) - Transmutation

Level: Drd 2, Sor/Wiz 2, Orange 2, Aberrance 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Warp Wood

Orange (Aberrance) - Transmutation

Level: Drd 2, Orange 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or

becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

Knock

Orange (Entropy) - Transmutation

Level: Sor/Wiz 2, Orange 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

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

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Acid Arrow

Orange (Entropy) - Conjunction (Creation) [Acid]

Level: Sor/Wiz 2, Orange 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round + 1 round per three levels

Saving Throw: None

Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

Shatter

Orange (Entropy) - Evocation [Sonic]

Level: Brd 2, Chaos 2,Clr 2, Destruction 2, Sor/Wiz 2, Orange 2, Entropy 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

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

Arcane Material Component: A chip of mica.

Soften Earth and Stone

Orange (Metamorph) - Transmutation [Earth]

Level: Drd 2, Earth 2, Orange 2, Metamorph 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

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

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

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

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

Level 3 Orange Spells

Spell Name	Domain	Level	Domain level
Spike Growth	Aberrance	3	3
Contagion	Entropy	3	3
Reduce animal	Metamorph	3	
Shrink Item	Metamorph	3	3

Spike Growth

Orange (Aberrance) - Transmutation

Level: Drd 3, Rgr 2, Orange 3, Aberrance 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

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

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any

creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

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

Note: Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

Contagion

Orange (Entropy) - Necromancy [Evil]

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4, Orange 3, Entropy 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

Disease	DC	Damage
Blinding sickness	16	1d4 Str ¹
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

¹ Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Reduce Animal

Orange (Metamorph) - Transmutation

Level: Drd 2, Rgr 3, Orange 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Shrink Item

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 3, Orange 3, Metamorph 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell. *Shrink item* can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Level 4 Orange Spells

Spell Name	Domain	Level	Domain level
Bestow Curse	Aberrance	4	4
E.'s Black Tentacles	Aberrance	4	
Reincarnate	Aberrance	4	
Freedom of Movement	Entropy	4	
Poison	Entropy	4	
Rusting Grasp	Entropy	4	4
Enlarge Person, Mass	Metamorph	4	
Giant Vermin	Metamorph	4	
Polymorph	Metamorph	4	4
Reduce Person, Mass	Metamorph	4	

Bestow Curse

Orange (Aberrance) - Necromancy

Level: Clr 3, Sor/Wiz 4, Orange 4, Aberrance 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

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

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

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

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Black Tentacles

Orange (Aberrance) - Conjuraction (Creation)

Level: Sor/Wiz 4, Orange 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

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

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

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

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

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Reincarnate

Orange (Aberrance) - Transmutation

Level: Drd 4, Orange 4

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character. For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be

reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02-13	Dwarf	+0	+0	+2
14-25	Elf	+0	+2	-2
26	Gnoll	+4	+0	+2
27-38	Gnome	-2	+0	+2
39-42	Goblin	-2	+2	+0
43-52	Half-elf	+0	+0	+0
53-62	Half-orc	+2	+0	+0
63-74	Halfling	-2	+2	+0
75-89	Human	+0	+0	+0
90-93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95-98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Freedom of Movement

Orange (Entropy) - Abjuration

Level: Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4, Orange

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers,

and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

Poison

Orange (Entropy) - Necromancy

Level: Clr 4, Drd 3, Orange 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Rusting Grasp

Orange (Entropy) - Transmutation

Level: Drd 4, Orange 4, Entropy 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

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

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

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

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

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Enlarge Person, Mass

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 4, Orange 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

Giant Vermin

Orange (Metamorph) - Transmutation

Level: Clr 4, Drd 4, Orange 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th-13th	Large
14th-17th	Huge
18th-19th	Gargantuan
20th or higher	Colossal

Polymorph

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 4, Orange 4, Metamorph 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

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

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

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

Material Component: An empty cocoon.

Reduce Person, Mass

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 4, Orange 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

Level 5 Orange Spells

Spell Name	Domain	Level	Domain level
Wall of Thorns	Aberrance	5	5
Blight	Entropy	5	5
Cloudkill	Entropy	5	
Animal Growth	Metamorph	5	
Baleful Polymorph	Metamorph	5	5
Transmute Mud to Rock	Metamorph	5	
Transmute Rock to Mud	Metamorph	5	

Wall of Thorns

Orange (Aberrance) - Conjunction (Creation)

Level: Drd 5, Plant 5, Orange 5, Aberrance 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.) You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot

deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Blight

Orange (Entropy) - Necromancy

Level: Drd 4, Sor/Wiz 5, Orange 5, Entropy 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Cloudkill

Orange (Entropy) - Conjunction (Creation)

Level: Sor/Wiz 5, Orange 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Animal Growth

Orange (Metamorph) - Transmutation
Level: Drd 5, Rgr 4, Sor/Wiz 5, Orange 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

Baleful Polymorph

Orange (Metamorph) - Transmutation
Level: Drd 5, Sor/Wiz 5, Orange 5, Metamorph 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save. If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

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

Transmute Mud to Rock

Orange (Metamorph) - Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5, Orange 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

Transmute Rock to Mud

Orange (Metamorph) - Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5, Orange 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet

and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

Level 6 Orange Spells

Spell Name	Domain	Level	Domain level
Animate Objects	Aberrance	6	6
Repel Wood	Aberrance	6	
Acid Fog	Entropy	6	6
Flesh to Stone	Metamorph	6	6
Stone to Flesh	Metamorph	6	

Animate Objects

Orange (Aberrance) - Transmutation

Level: Brd 6, Chaos 6, Clr 6, Orange 6, Aberrance 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Small object per caster level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as

thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

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

Animate objects can be made permanent with a *permanency* spell.

Repel Wood

Orange (Aberrance) - Transmutation

Level: Drd 6, Plant 6, Orange 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line-shaped emanation from you

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Acid Fog

Orange (Entropy) - Conjunction (Creation) [Acid]

Level: Sor/Wiz 6, Water 7, Orange 6, Entropy 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog

deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Flesh to Stone

Orange (Metamorph) - Transmutation

Level: Sor/Wiz 6, Orange 6, Metamorph 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth.

Stone to Flesh

Orange (Metamagic) - Transmutation

Level: Sor/Wiz 6, Orange 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

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

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

Material Component: A pinch of earth and a drop of blood.

Level 7 Orange Spells

Spell Name	Domain	Level	Domain level
Eyebite	Aberrance	7	7
Disintegrate	Entropy	7	7
Transmute Metal to Wood	Metamorph	7	7

Eyebite

Orange (Aberrance) - Necromancy [Evil]

Level: Brd 6, Sor/Wiz 6, Orange 7, Aberrance 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5-9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Disintegrate

Orange (Entropy) - Transmutation

Level: Destruction 7, Sor/Wiz 6, Orange 7, Entropy 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

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

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

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

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

Arcane Material Component: A lodestone and a pinch of dust.

Transmute Metal to Wood

Orange (Metamorph) Transmutation

Level: Drd 7, Colour 7, Metamorph 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Level 8 Orange Spells

Spell Name	Domain	Level	Domain level
Reverse Gravity	Aberrance	8	8
Destruction	Entropy	8	8
Polymorph Any Object	Metamorph	8	8

Reverse Gravity

Orange (Aberrance) - Transmutation

Level: Drd 8, Sor/Wiz 7, Orange 8, Aberrance 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

Destruction

Orange (Entropy) - Necromancy [Death]

Level: Clr 7, Death 7, Orange 8, Entropy 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Polymorph Any Object

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines;

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

¹ Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine.

It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

Arcane Material Component: Mercury, gum arabic, and smoke.

Level 9 Orange Spells

Spell Name	Domain	Level	Domain level
Maze	Aberrance	8	8
Storm of Vengeance	Entropy	8	8
Shapechange	Metamorph	8	8

Maze

Orange (Aberrance) - Conjuraction (Teleportation)

Level: Sor/Wiz 8, Orange 9, Aberrance 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Storm of Vengeance

Orange (Entropy) - Conjuraction (Summoning)

Level: Drd 9, Clr 9, Orange 9, Entropy 9

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature

beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance's* save DC + the level of the spell the caster is trying to cast.

Shapechange

Orange (Metamorph) - Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9, Orange 9, Metamorph 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you.

Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

BLUE MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Orange from casting. As per the notes on page 2, the opposing Colour to Orange is Blue, so the default limitation is with this colour. You can assume that a Specialist Wizard choosing Orange will not be able to learn or cast any of the following spells, which is the spell list for Blue:

Analyze Dweomer, Arcane Lock, Arcane Mark, Arcane Sight, Arcane Sight, greater, Cat's Grace, Cat's Grace, Mass, Contingency, Detect Magic, Expeditious Retreat, Glyph of Warding, Glyph of Warding, greater, Haste, Hold Animal, Hold Monster, Hold Monster, Mass, Hold Person, Hold Person, Mass, Hold Portal, Identify, Imbue with Spell Ability, L's Trap, Limited Wish, Longstrider, Magic Missile, Mark of Justice, N.'s Magic Aura, Permanency, Power Word, Blind, Power Word, Kill, Power Word, Stun, Protection from Spells, Read Magic, Remove Paralysis, Sepia Snake Sigil, Slow, Spell Turning, Spellstaff, Temporal Stasis, Time Stop, Wish



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PURPLE MAGIC



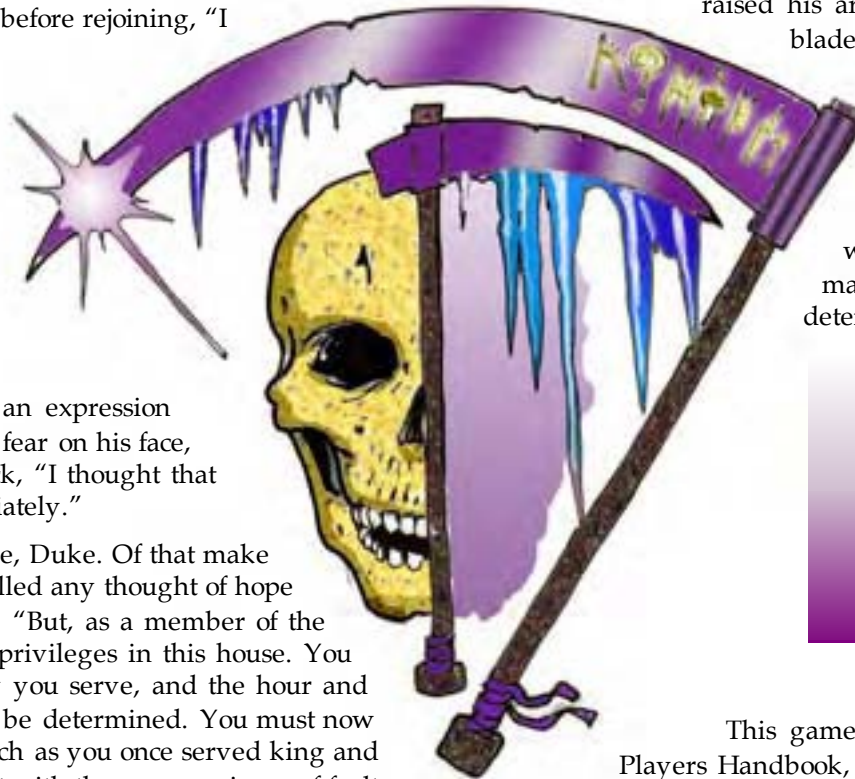
The executioner smiled at the tall man, offering her gloved hand with a graceful bend of the wrist. "A pleasure," she murmured, conveying the irony of the word with a gentle tone.

He wrung his hands in show of his nerves. "Your reputation precedes you, Lady Felicity. I, Duke Ester, am..." he paused, uncomfortably searching for words before rejoining, "I am at your service."

She laughed at him softly, but did not prolong his suffering. "I am honoured. Welcome to the House of Return. You will find your quarters in the east wing, and I have hope that your stay will not lack in comfort." She made to dismiss him, but a question in his stance gave her pause. "Something troubles you?"

"I had thought..." he started, an expression somewhere between astonishment and fear on his face, though something was being held back, "I thought that my sentence was to be actioned immediately."

"And so it is. You shall die here, Duke. Of that make no mistake." The cold of her words chilled any thought of hope that might have crept into his heart. "But, as a member of the aristocracy you are afforded certain privileges in this house. You are committed to us now. Yet how you serve, and the hour and manner of your passing are yet to be determined. You must now learn our ways, and obey us, much as you once served king and crown." She smiled again. "If not with the same variance of fealty. Here we deal in absolutes. From nothing we come. To nothing we go. When here, we are but fluids, fibre and bone. In this house we take those loose elements after life has left and bind them into the useful, the valuable and even the beautiful. You must find some manner to make your service valuable to us, or become the material of our next constructs. Such is the way here."



He seemed to consider her words carefully, weighing them with deep consideration before he spoke again. "I am not comfortable with this arrangement, Lady. I have no intention of becoming the scion of your house, or some trophy to the system of justice. I was convicted for political reasons, and will act against any means you utilize to enforce this sentence." He frowned apologetically, and raised his arms, drawing from beneath his robes a concealed blade. He stepped forward quickly, taking her stillness as surprise to be pressed to full advantage, and stabbed once. The blooded blade fell with a clatter to the floor, and the frozen and emaciated corpse of the Duke followed quietly.

Felicity winced, motioning to the acolytes, who came from their recesses to claim the new material. "Through reciprocity the time of passing is determined. Cut Death, and she cuts you back, fool."

Index

Overview	2
Void	3
Mortality	4
Siphon	5
The Devolutionist	6
Appendix (Purple Spells)	10
Licence	20

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Devolutionist**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they are available in the "Unlikely Heroes: The Mystic"

character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes like the Devolutionist. Feel free to use or ignore this extra information at your whim.

THE COLOUR OF PURPLE

Purple is the colour of cold, death, endings, and absence. To incorporate Colours into an existing campaign, first allocate deities to them; in the case of Purple, deities of death, suffering, loss, undeath, and hunger might have influence over the domains of Void, Mortality and Siphon. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

For ease of use, the complete list of Yellow spells is shown after the Purple Spell descriptions on page 19. If your universe limits the Yellow spells to clerics only, you should choose another colour to prohibit to the Purple Specialist. I recommend Red.

THE SPHERE OF THE VOID

All nature abhors a vacuum.

Some magic creates. Some manipulates what is there already. Some even destroys. But all of it, all action, essence and power at some point ends, even the power to destroy will run out of things to annihilate, and thus it too will die. After all the other kinds of magic are over, and everything else has ended in cold absence and silence, then there is the Void.

Evoking the power of the Void allows the mage to tap into the place where nothing exists. Drawing that connection into the normal world is a powerful destructive capability. Some elements of the Void resonate with the Green sphere of the Environment, in particular in reference to the effects of winter and the cold, but this sphere is much more direct and immediately powerful, over a much closer and more focused area.

Void is the very essence of absence, cold and emptiness. It is a powerful offensive sphere, with only very limited defensive powers (wall of ice for example). Those seeking mastery and understanding of this kind of magic are invariably learning it in the cause of harm, destruction and death. Of the three Purple spheres it is the one that most absolutely represents the ultimate end. Mortality I focused upon the end of the spark of life, Siphon with draining energy for the benefit of the mage, but only the Void is absolute in terms of finality.

Table Purple 1 All Void Spells

<i>Spell Name</i>	<i>Level</i>
Inflict Minor Wounds	0
Ray of Frost	0
Chill Touch	1
Inflict Light Wounds	1
Chill Metal	2
Inflict Moderate Wounds	2
Inflict Serious Wounds	3
Sleet Storm	3
Ice Storm	4
Inflict Critical Wounds	4
Wall of Ice	4
Cone of Cold	5
Inflict Light Wounds, mass	5
Harm	6
Inflict Moderate Wounds, Mass	6
O.'s Freezing Sphere	6
Inflict Serious Wounds, mass	7
Inflict Critical Wounds, Mass	8
Polar Ray	8
Mass Harm	9

THE DOMAIN OF VOID

Deities of death, winter, destruction, and cold are likely to grant access to this domain to their clerics. While many that have influence over the power of the void are entities that seek ultimate destruction of all that is in the universe, some weather spirits or beings that manifest universal elements like outer space or the sky might have access as well. Clerics that choose this domain are likely to want to hurt people or things. A lot. They are

likely to command respect through fear and use of force.

The **base domain** ability for Void grants the power to inflict cold with a touch. As many times a day as desired, the devotee can cause water to freeze, frost to form, even flesh or stone to become cold and brittle. Prolonged exposure and concentrated effort will allow a devotee to freeze any object, even shatter all but the hardest and most protected of things. This ability requires a spell like action each round that it is used, and causes 1 hit point damage (cold) to any touched target. If the target is inanimate this touch reduces the damage resistance of the object by one point if it fails a fortitude save vs. DC 10 + the caster level, down to hardness 0.

The **advanced domain** power for Void grants elemental resistance to cold of 10 points.

Table Purple 2 Void Domain

<i>Spell Name</i>	<i>Level</i>
Ray of Frost	0
Chill Touch	1
Chill Metal	2
Sleet Storm	3
Ice Storm	4
Cone of Cold	5
O.'s Freezing Sphere	6
Inflict Serious Wounds, mass	7
Polar Ray	8
Mass Harm	9

THE SPHERE OF MORTALITY

Mortality is power over death itself. It has no ability to return things to life after death has taken them, quite the opposite in fact. The power it does hold is over death only, granting the mage the ability to cause death, use death for their own purposes, even draw power from death to motivate corpses or return undead things back to their more natural state. It is the classic sphere of necromancy, focused and magnified across the entire spell spectrum.

This is primarily a miscellaneous and occasionally offensive sphere. Most of the spells can be used to evoke effects that assist themage in dealing with issues of death, which, while pervasive, are not all encompassing in normal situations. Those that study this style of magic are often ostracised by association to the nature of the forces they seek to master. Certainly there are unpleasant connotations to the concept of death and necromancy, and there is no end to the number of magicians that studied these arts for evil or twisted purposes.

Mortality is the natural opposite of the Yellow sphere of Vitality, and similarly has some opposing resonance with the Green sphere of Biomancy.

THE DOMAIN OF MORTALITY

Unsurprisingly, Death gods, or deities of undeath and evil are likely to hold sway over this sphere. Clerics that seek out the powers of Mortality are usually bad, bad people.

Table Purple 3 All Mortality Spells

<i>Spell Name</i>	<i>Level</i>
Disrupt Undead	0
Curse Water	1
Detect Undead	1
Hide from Undead	1
Command Undead	2
Death Knell	2
Animate Dead	3
Halt Undead	3
Speak with Dead	3
Antiplant Shell	4
Slay Living	5
Antilife Shell	6
Circle of Death	6
Create Undead	6
Undeath to Death	6
Control Undead	7
Finger of Death	7
Create Greater Undead	8
Symbol of death	9

The **base domain** power of Mortality allows the devotee to sense the proximity of death with only a touch. This is a free action to do, and they instantly know whether any creature touched is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

This ability is identical in effect to a limited range *Deathwatch* spell of permanent

duration. The devotee can, with their touch, penetrate any spell or ability that allows creatures to feign death.

The **advanced domain** ability of the domain of Mortality is Unrest. If the devotee can touch a corpse of any creature, even their ashes, they can create a state of disturbance in the remains, such that any supernatural force that is capable of motivating the dead finds it much easier to manipulate or possess it. This effectively allows the bodies to be animated as if they possessed half as many hit dice as their eventual creatures would normally have. Thus if a Mystic of 12th level with this power was on a battlefield and used this ability upon the fallen, they would be able to animate 48 hit dice worth of zombies or skeletons with an Animate Dead spell, and the same hit dice worth of Ghouls or Ghosts with a Create Undead spell.

Table Purple 4 Mortality Domain

<i>Spell Name</i>	<i>Level</i>
Disrupt Undead	0
Detect Undead	1
Death Knell	2
Speak with Dead	3
Antiplant Shell	4
Slay Living	5
Circle of Death	6
Finger of Death	7
Create Greater Undead	8
Symbol of death	9

THE SPHERE OF SIPHON

While the sphere of Void directly taps into the nothingness at the end of all things, Siphon is a bit more sophisticated. Instead, it teaches the mage the power to emulate the Void directly, turning their own existence into one end point of a powerful energy sink, and the target of the magic into a focal spike from which to drain. Siphon creates effects that are best described as magical essence vampirism: sucking the energy, consciousness or even the life out of others, all for the benefit of the mage.

Siphon is another powerful offensive sphere, though the effects are at first more subtle and less overt than the other Purple spheres, relying upon weakening targets and draining their abilities. There are in fact no defensive and few miscellaneous spells in this sphere, and much like the rest of the Purple, it is primarily learned with intent to harm or diminish others. Some might see this sphere as less fundamentally objectionable than the others of Purple, as it is aimed at weakening, rather than destroying or killing.

THE DOMAIN OF SIPHON

Siphoning energy is the province of deities of trickery, sleep, nightmares, weakness, evil and destruction. Clerics that learn this domain are universally interested in the power they can command at the expense of others. As with the other kinds of Purple domains, the clerics learning it are likely to be evil.

Table Purple 5 All Siphon Spells

<i>Spell Name</i>	<i>Level</i>
Touch of Fatigue	0
Ray of Enfeeblement	1
Blindness/Deafness	2
Desecrate	2
Ghoul Touch	2
Diminish Plants	3
Ray of Exhaustion	3
Vampiric Touch	3
Enervation	4
Symbol of Pain	5
Symbol of Sleep	5
Waves of Fatigue	5
Waves of Exhaustion	6
Symbol of Weakness	7
Horrid Wilting	8
Energy Drain	9

The **base domain** power for Siphon allows the devotee whenever wounded to slowly absorb a target's life energy. Every round that the devotee remains in direct contact with a target, they can force the target to make a fortitude save vs. DC 10 plus the character's class level, or suffer 1 hit point damage. The devotee absorbs this hit point, and it restores their wounds up to maximum. This power is not usable if the devotee is unwounded.

The **advanced domain** power for Siphon extends the base power into a full blown devastating attack upon the life force of all within a 5' per level range. Up to 3 times per

day as a free action, whenever they suffer hit point damaged in one attack for more points than their Constitution score, they can choose to manifest into a Life Siphon. This allows them to absorb the life energy of all within range, and thus afflict all others with the harm instead of themselves. This power can even be activated if the damage would normally incapacitate or kill the devotee, if they succeed in a will save vs. DC 20. To activate this power there must be a living being (not undead, who are immune to this power, and suffer no positive or negative effects when it is manifest) within range. All living things within range indiscriminately must make Fortitude saves against DC 5 plus the character's Constitution bonus and class level. Any that fail in this save suffer half of the hit points of damage that the devotee would have suffered from the original attack. If even one living thing in range fails this save, the devotee suffers only half damage in the attack.

Table Purple 6 Siphon Domain

<i>Spell Name</i>	<i>Level</i>
Touch of Fatigue	0
Ray of Enfeeblement	1
Blindness/Deafness	2
Ray of Exhaustion	3
Enervation	4
Symbol of Sleep	5
Waves of Exhaustion	6
Symbol of Weakness	7
Horrid Wilting	8
Energy Drain	9

THE DEVOLUTIONIST

Life is fire and fury, action and impulse, body and soul, all bound together in an intricate web of complexity. To a Devolutionist, it all signifies nothing. Because in the end, the only absolute and sure thing, is that it will all come to nothing. All that is left is death, cold, and silence.

Devolutionists see past all the delusions that life and living throw in the way, and learn to draw power from the hole that is left when all else dies and is gone. They tap into the emptiness to bring cold and death, or learn to fill mortal vessels with the absence of all that once was, making mocking shells out of corpses, or even learn to steal the warmth and breath of the living, taking that which sustains others and using it to sustain them. They are occasionally reminded of all that is so ephemeral and temporary in their own existence, but nevertheless they too struggle with the eternal slide into oblivion.

There are some Devolutionists who are not evil, but all are tortured souls, wracked with the limitations of their own existence, and drawn inexorably towards the simple nothingness that will eventually swallow all things.

Adventures

Many who seek knowledge of the End are branded with the word Necromancer, and seen as intrinsically evil. Not all beings are comfortable with being confronted with the absolutes of their own existence, and some seek to make a scapegoat of any who might seek to associate themselves with this kind of knowledge or power. So adventure might very easily come looking for the Devolutionist without their call, at the hand or an Inquisitor, or at the burning end of the torches of an unruly mob. For

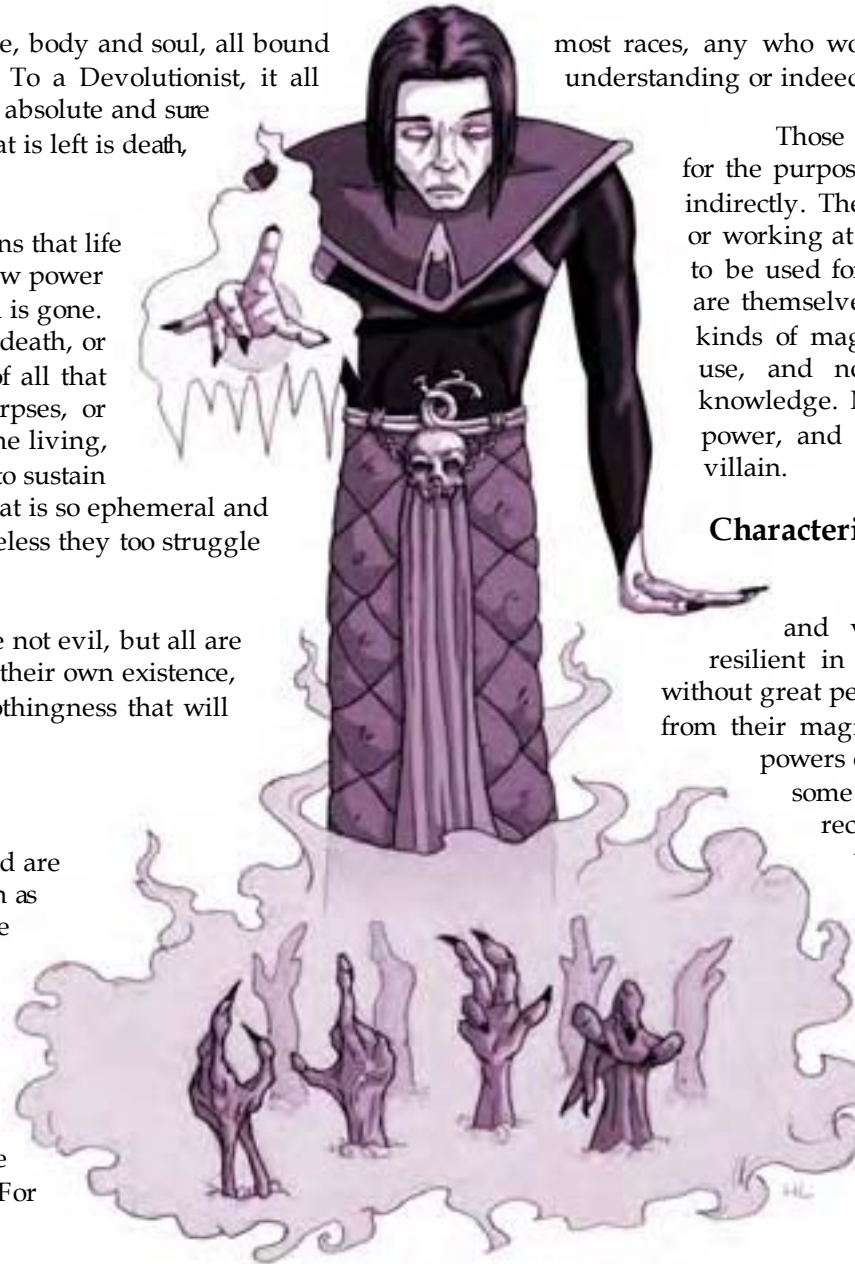
most races, any who would desecrate the dead for the benefit of further understanding or indeed for any purpose, are aberrant.

Those that adventure on their own impetus often do so for the purpose of further study and understanding, directly or indirectly. They might be searching for secrets in alien cultures, or working at the behest of others for the monetary gain, in turn to be used for furthering their own researches. And yet others are themselves at the heart of adventures, because many of the kinds of magic and rituals that a Devolutionist might seek to use, and not all are simply knowledge for the sake of knowledge. Many who study this style of magic do so for the power, and indeed, a Devolutionist makes a very dangerous villain.

Characteristics

Purple magic is the ending of life, warmth and vitality. The Devolutionist must be physically resilient in the extreme to be able to draw on this power without great personal consequence. They learn special techniques from their magic that grant some longevity and resistance to the powers of death, toughening their fibre and granting them some resistance against harm. They also learn the art of reciprocity; turning death and damage back upon any that wills it upon them.

In the cultures that accept them they are granted the status of mortician or executioner and will learn to use the weapons that these occupations require. As they study arcane magic, they suffer from an incompatibility between their magic style and most armor, however. They have little time for mundane skills being much more concerned with the forces beyond the pale.



Alignment

Devolutionists are most often evil in alignment but bear no tendency on the poles of order and chaos. It is possible to find Devolutionists that are neutral with respect to good and ill, and usually these individuals are more concerned with the study itself or lining their own pockets rather than any morality. There are some few good Devolutionists, who learn the art so as to better understand the ending that awaits all things, and turn the powers of darkness against itself. They are few and far between, however.

Religion

Devolutionists often find themselves at odds with established religions, which often have rituals, practices and beliefs surrounding death that differ significantly from what Purple magic will allow or ask. Some religions, however, closely match their beliefs to the philosophical ends that Purple magic evokes, and in these faiths, a Devolutionist might be seen as a powerful secular supporter or proponent, even a saint. Lone Devolutionists might choose to lie or deceive local religions for the sake of their own peace, but are not likely to follow any religion. Their concern with absolutes and endings often precludes any faith.

Background

Not only must there be book learning to study purple magic, but the study of weather, anatomy, environment and energy must also be included. Learning to be a Devolutionist also requires dedication, resilience, and a willingness to bypass the legal in many countries (who frown upon exhumations and post mortem examinations). Devolutionists are likely to come from only

situations that breed their kind of peculiarity. It is more a calling or an obsession than an occupation, and as such they might come from any walk of life, and are likely to be disowned or distant from their origins because of it.

In some societies, the Devolutionist may hold a valuable position, in terms of managing and dealing with the dead. This is especially the case with any land that suffers from the attentions of undead invaders or the incursions of religions that might cause the dead to rise again.

They might have equal footing with clerics of good or neutral religions, or might even be accorded their own rank and title. Some might take up occupations as mortician or executioner and receive a measure of social acceptance by these means. In such situations, the Devolutionist class might be one aspired to by the lower middle classes, as one with a task of low social desirability but lucrative and respectable means.

Races

Shorter-lived races (humans in particular) are more likely to have a morbid obsession with death, and thus tend to have more members of this class. In the Chrome World, the Devolutionists mostly come from the carrion eating Kra.

Other Classes

Good clerics and Paladins are likely to treat the Devolutionist as anathema, and the other classes will harbour as much fear and respect as any mundane person might toward the Devolutionist. Evil clerics, mages or sorcerers are likely to associate with them without too many questions.

Role

Purple magic has a powerful offensive application, and as such the Devolutionist is likely to occupy a classic wizard role of primary attack spell caster. They have few defensive spells, but many miscellaneous effects around the undead, and these powers can be of some use to them and their associates in conflict, providing the associates are not too squeamish.

Their health and broader weapon use and skill than most other mages grant them a secondary hand to hand combat ability at least the equal of most clerics, though their inability to use armour or shields can substantially weaken their ability to fulfill this role, strengthened though it is with their other supernatural powers.

Game rule information

Abilities

The Devolutionists' key primary statistics is Constitution. Their spell abilities rely on physical resilience so that they can access the negative energy that is required to empower Purple magic.

Secondarily Intelligence is important for key class skills, and Charisma for the ability it grants in rebuking undead. They also benefit from good Dexterity for its dodge bonuses and Strength to facilitate their role in melee combat. Wisdom is not that important for a Devolutionist.

Alignment

A Devolutionist can choose any alignment, though most are evilly aligned, and few are good.

Hit Die

D10

Class Skills

Concentration (Con), Heal (Wis), Knowledge (Arcane) (Int), Knowledge (Religion) (Int), Profession (Mortician or Executioner) (Wis), Spellcraft (Int)

Skill points at 1st level

(2+Intelligence modifier) x 4

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Devolutionists do not learn to use armor or shields. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

As regards weaponry, Devolutionists often serve office as executioners, and so become familiar with the use of numerous weapons that service these occupations, mostly for the purpose of quick and efficient state sanctioned murder. In order to fulfill these tasks with the requisite level of painlessness, or at least the appearance of mercy, executions are usually committed by beheading, or by the slashing of the throat so that the victim bleeds out. As such, Devolutionists learn proficiency in the bastard sword, battleaxe, dagger, falchion, great axe,

Table Purple 7: The Devolutionist, Spells and Special Abilities

Level	BAB	Fort.	Ref.	Will	Abilities	Undead	0	1	2	3	4	5	6	7	8	9
					Execution weapon proficiencies, base domain											
1	0	2	0	2	power, rebuke undead.	1	3	1								
2	1	3	0	3	Reciprocity 0	2	4	2								
3	2	3	1	3	Influence Undead level + ½	4	4	2	1							
4	3	4	1	4	Reciprocity 1	6	4	3	2							
5	3	4	1	4	Advanced domain power	7	4	3	2	1						
6	4	5	2	5	Reciprocity 2	9	4	3	3	2						
7	5	5	2	5	Cold Fire Shield 1/day	10	4	4	3	2	1					
8	6/1	6	2	6	Reciprocity 3	12	4	4	3	3	2					
9	6/1	6	3	6		13	4	4	4	3	2	1				
10	7/2	7	3	7	Reciprocity 4	15	4	4	4	3	3	2				
11	8/3	7	3	7	Cold Fire Shield 2/day	16	4	4	4	4	3	2	1			
12	9/4	8	4	8	Reciprocity 5	18	4	4	4	4	3	3	2			
13	9/4	8	4	8		19	4	4	4	4	4	3	2	1		
14	10/5	9	4	9	Reciprocity 6	21	4	4	4	4	4	3	3	2		
15	11/6/1	9	5	9	Cold Fire Shield 3/day	22	4	4	4	4	4	4	3	2	1	
16	12/7/2	10	5	10	Reciprocity 7	24	4	4	4	4	4	4	3	3	2	
17	12/7/2	10	5	10		25	4	4	4	4	4	4	4	3	2	1
18	13/8/3	11	6	11	Reciprocity 8	27	4	4	4	4	4	4	4	3	3	2
19	14/9/4	11	6	11	Cold Fire Shield 4/day	28	4	4	4	4	4	4	4	4	3	3
20	15/10/5	12	6	12	Reciprocity 9	30	4	4	4	4	4	4	4	4	4	4

great sword, hand axe, long sword, scimitar, scythe, short sword, and sickle.

Spells and Spheres

Devolutionists cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below). They are required to have Constitution sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Devolutionist's spell is 10 + the spell level + the caster's Constitution modifier.

They are restricted to a limited number of spells per day as per Table Purple 7: The Devolutionist, Spells and Special Abilities. They receive bonus spells if they have a high Constitution score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

A Devolutionist is only able to cast spells of the Purple colour designation. A complete spell list is included in the appendix at the end of this section. No other spells can be learned or recorded in the character's spellbook.

Further, a Devolutionist may choose one of the Purple Domains as an area of speciality, and they

are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Devolutionists specialise in Siphon, others in Void and yet others in Mortality. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to all healing magic. The Devolutionist gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 5th level.

Spellbooks

A Devolutionist must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Devolutionist begins with a spellbook containing 2 0-level Purple spells and 2 1st level Purple spells. At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Devolutionist advances, they gain one new spell of any level they can cast for their spell book.

At any time a Devolutionist can transcribe any Purple spells from a Wizard or Dabblers spell books using the normal scroll transcribing rules.

Reciprocity (Ex)

Starting at 2nd level, the Devolutionist gains the ability to cast a limited number of spells in a pre-emptive fashion, so that they take effect when the character is wounded in hand to hand combat, so that the spell automatically takes effect upon the person that wounds them. Only one such spell can be pre-cast in this fashion at any one time. The maximum level of the spell that can be used in this ability begins at 0 level spells at 2nd level, and increases by one spell level for every two class levels

that the character advances. This ability can be used as often as the character chooses to, providing they have the spells they want to use in this ability prepared. Only spells that can be targeted with a touch attack can be used for this ability, and if the spell would normally have multiple targets, only the person that hit the caster will be affected. Thus if a Mass Inflict Light Wounds was used, it would only affect the first person to hit the caster, and thus only be as effective as a normal Inflict Light Wounds spell. The spell automatically inflicts itself upon the first person that the spell will work upon that hits the character in hand to hand combat, and will work as though the caster had succeeded in a touch attack against the person inflicting the wound.

E.g. a 15th level Devolutionist can pre-cast any one spell up to 6th level. They can choose to prepare a Slay Living spell, or a Harm spell, or a vampiric touch spell to affect the first person to harm them. If the character is first hit by a construct or undead creature the spell will be retained.

Rebuke Undead (Su)

All Devolutionists have the power to affect undead creatures by channeling the direct power of Purple magic through themselves. See Turn or Rebuke Undead, page 159 of the Player's handbook. They may rebuke undead a number of times per day equal to their Charisma modifier plus three. A Devolutionist with five or more ranks in Knowledge (Arcane) gets +2 bonus on their turning checks.

Undead Influence (Su)

Starting from 3rd level, the Devolutionist can Turn Undead and Create Undead as if their caster level was 50% higher than their class level indicates. The effective level is listed on Table Purple 7: The

Devolutionist, Spells and Spell like abilities.

Fire Shield (cold) (Su)

Starting at 7th level, and once more per day per four levels after this (twice at 11th, three times at 15th and four at 19th), the Devolutionist can summon a cold fire shield as per the spell as a spell like action.

Ex-Devolutionists

Devolutionists are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Human Devolutionist Starting Package

Armor	Normal clothing (AC normal)		
Weapons	Scythe (2d4, critical x4, 10lb, slashing)		
Skill selection	Pick a # of skills equal to 3+Int Mod		
Skill	Ranks	Ability	Armour
Concentration	4	Con	-
Heal	4	Wis	-
Knowledge (Arcane)	4	Int	-
Knowledge (Religion)	4	Int	-
Profession (Executioner)	4	Wis	-
Spellcraft	4	Int	-
Feats	Execution Weapons, Weapon Focus (scythe), Combat Casting, Void Domain power.		
Spell Book	<i>Ray of Frost, Disrupt Undead, Chill Touch, Ray of Enfeeblement</i>		
Gear	Robes, spell components pouch, spell book, packed lunch, water skin, first aid kit.		
Gold	6d4gp		

APPENDIX: PURPLE SPELLS

Level 0 Purple Spells

Spell Name	Domain	Level	Domain level
Inflict Minor Wounds	Void	0	
Ray of Frost	Void	0	0
Disrupt Undead	Mortality	0	0
Touch of Fatigue	Siphon	0	0

Inflict Minor Wounds

Purple (Void) - Necromancy

Level:Clr 0, Purple 0

Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Ray of Frost

Purple (Void) - Evocation [Cold]

Level:Sor/Wiz 0, Purple 0, Void 0

Components:V, S

Casting Time:1 standard action

Range:Close (25 ft. + 5 ft./2 levels)

Effect:Ray

Duration:Instantaneous

Saving Throw:None

Spell Resistance:Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Disrupt Undead

Purple (Mortality) - Necromancy

Level:Sor/Wiz 0, Purple 0, Mortality 0

Components:V, S

Casting Time:1 standard action

Range:Close (25 ft. + 5 ft./2 levels)

Effect:Ray

Duration:Instantaneous

Saving Throw:None

Spell Resistance:Yes

You direct a ray of purple energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

<i>Void</i>	<i>Level</i>	<i>Mortality</i>	<i>Level</i>	<i>Siphon</i>	<i>Level</i>
Inflict Minor Wounds	0	Disrupt Undead	0	Touch of Fatigue	0
Ray of Frost	0				
Chill Touch	1	Curse Water	1	Ray of Enfeeblement	1
Inflict Light Wounds	1	Detect Undead	1		
		Hide from Undead	1		
Chill Metal	2	Command Undead	2	Blindness/Deafness	2
Inflict Moderate Wounds	2	Death Knell	2	Desecrate	2
				Ghoul Touch	2
Inflict Serious Wounds	3	Animate Dead	3	Diminish Plants	3
Sleet Storm	3	Halt Undead	3	Ray of Exhaustion	3
		Speak with Dead	3	Vampiric Touch	3
Ice Storm	4	Antiplant Shell	4	Enervation	4
Inflict Critical Wounds	4				
Wall of Ice	4				
Cone of Cold	5	Slay Living	5	Symbol of Pain	5
Inflict Light Wounds, mass	5			Symbol of Sleep	5
				Waves of Fatigue	5
Harm	6	Antilife Shell	6	Waves of Exhaustion	6
Inflict Moderate Wounds, Mass	6	Circle of Death	6		
O.'s Freezing Sphere	6	Create Undead	6		
		Undeath to Death	6		
Inflict Serious Wounds, mass	7	Control Undead	7	Symbol of Weakness	7
		Finger of Death	7		
Inflict Critical Wounds, Mass	8	Create Greater Undead	8	Horrid Wilting	8
Polar Ray	8				
Mass Harm	9	Symbol of death	9	Energy Drain	9

Touch of Fatigue

Purple (Siphon) - Necromancy

Level:Sor/Wiz 0, Purple 0, Siphon 0

Components:V, S, M

Casting Time:1 standard action

Range:Touch

Target:Creature touched

Duration:1 round/level

Saving Throw:Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued.

Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Level 1 Purple Spells

Spell Name	Domain	Level	Domain level
Chill Touch	Void	1	1
Inflict Light Wounds	Void	1	
Curse Water	Mortality	1	
Detect Undead	Mortality	1	1
Hide from Undead	Mortality	1	
Ray of Enfeeblement	Siphon	1	1

Chill Touch

Purple (Void) - Necromancy

Level: Sor/Wiz 1, Purple 1, Void 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

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

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

Inflict Light Wounds

Purple (Void) Necromancy

Level: Clr 1, Destruction 1, Purple 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

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

Curse Water

Purple (Mortality) - Necromancy [Evil]

Level: Clr 1, Purple 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders. *Material Component:* 5 pounds of powdered silver (worth 25 gp).

Detect Undead

Purple (Mortality) - Divination

Level: Clr 1, Pal 1, Sor/Wiz 1, Purple 1, Mortality 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

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

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

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a

faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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

Arcane Material Component: A bit of earth from a grave.

Hide from Undead

Purple (Mortality) - Abjuration

Level: Clr 1, Purple 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Ray of Enfeeblement

Purple (Siphon) - Necromancy

Level: Sor/Wiz 1, Purple 1, Siphon 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels

(maximum 1d6+5). The subject's Strength score cannot drop below 1.

Level 2 Purple Spells

Spell Name	Domain	Level	Domain level
Chill Metal	Void	2	2
Inflict Moderate Wounds	Void	2	
Command Undead	Mortality	2	
Death Knell	Mortality	2	2
Blindness/Deafness	Siphon	2	2
Desecrate	Siphon	2	
Ghoul Touch	Siphon	2	

Chill Metal

Purple (Void) - Transmutation [Cold]

Level: Drd 2, Purple 2, Void 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

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

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

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

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

Chill metal counters and dispels *heat metal*.

Inflict Moderate Wounds

Purple (Void) - Necromancy

Level:Clr 2, Purple 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

Command Undead

Purple (Mortality) - Necromancy

Level: Sor/Wiz 2, Purple 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One undead creature

Duration: One day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

Death Knell

Purple (Mortality) - Necromancy [Death, Evil]

Level:Clr 2, Death 2, Purple 2, Mortality 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

Blindness/Deafness

Purple (Siphon) - Necromancy

Level: Brd 2, Clr 3, Sor/Wiz 2, Purple 2, Siphon 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Desecrate

Purple (Siphon) - Evocation [Evil]

Level:Clr 2, Evil 2, Purple 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Ghoul Touch

Purple (Siphon) - Necromancy

Level: Sor/Wiz 2, Purple 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Level 3 Purple Spells

Spell Name	Domain	Level	Domain level
Inflict Serious Wounds	Void	3	
Sleet Storm	Void	3	3
Animate Dead	Mortality	3	
Halt Undead	Mortality	3	
Speak with Dead	Mortality	3	3
Diminish Plants	Siphon	3	
Ray of Exhaustion	Siphon	3	3
Vampiric Touch	Siphon	3	

Inflict Serious Wounds

Purple (Void) - Necromancy

Level: Clr 3, Purple 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

Sleet Storm

Purple (Void) - Conjunction (Creation) [Cold]

Level: Drd 3, Sor/Wiz 3, Purple 3, Void 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

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

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Animate Dead

Purple (Mortality) - Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 4, Purple 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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

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

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

your power to command or rebuke undead do not count toward the limit.

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

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

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Halt Undead

Purple (Mortality) - Necromancy

Level: Sor/Wiz 3, Purple 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage. **Material Component:** A pinch of sulfur and powdered garlic.

Speak with Dead

Purple (Mortality) - Necromancy [Language-Dependent]

Level: Clr 3, Purple 3, Mortality 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Diminish Plants

Purple (Siphon) - Transmutation

Level: Drd 3, Rgr 3, Purple 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

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

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

Ray of Exhaustion

Purple (Siphon) - Necromancy

Level: Sor/Wiz 3, Purple 3, Siphon 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted.

Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Vampiric Touch

Purple (Siphon) - Necromancy

Level: Sor/Wiz 3, Purple 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

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

Level 4 Purple Spells

Spell Name	Domain	Level	Domain level
Ice Storm	Void	4	4
Inflict Critical Wounds	Void	4	
Wall of Ice	Void	4	
Antiplant Shell	Mortality	4	4
Enervation	Siphon	4	4

Ice Storm

Purple (Void) - Evocation [Cold]

Level: Drd 4, Sor/Wiz 4, Water 5, Purple 4, Void 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each

Listen check made within the *ice storm's* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

Inflict Critical Wounds

Purple (Void) - Necromancy

Level: Clr 4, Destruction 4, Purple 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

Wall of Ice

Purple (Void) - Evocation [Cold]

Level: Sor/Wiz 4, Purple 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

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

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

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

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one

who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

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

Material Component: A small piece of quartz or similar rock crystal.

Antiplant Shell

Purple (Mortality) - Abjuration

Level: Drd 4, Purple 4, Mortality 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Enervation

Purple (Siphon) - Necromancy

Level: Sor/Wiz 4, Purple 4, Siphon 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining

the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Level 5 Purple Spells

Spell Name	Domain	Level	Domain level
Cone of Cold	Void	5	5
Inflict Light Wounds, mass	Void	5	
Slay Living	Mortality	5	5
Symbol of Pain	Siphon	5	
Symbol of Sleep	Siphon	5	5
Waves of Fatigue	Siphon	5	

Cone of Cold

Purple (Void) - Evocation [Cold]

Level: Sor/Wiz 5, Water 6, Purple 5, Void 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

Inflict Light Wounds, Mass

Purple (Void) - Necromancy

Level: Clr 5, Destruction 5, Purple 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Slay Living

Purple (Mortality) - Necromancy [Death]

Level: Clr 5, Death 5, Purple 5, Mortality 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

Symbol of Pain

Purple (Siphon) - Necromancy [Evil]

Level: Clr 5, Sor/Wiz 5, Purple 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Sleep

Purple (Siphon) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 5, Purple 5, Siphon 5

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Waves of Fatigue

Purple (Siphon) - Necromancy

Level: Sor/Wiz 5, Purple 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Level 6 Purple Spells

Spell Name	Domain	Level	Domain level
Harm	Void	6	
Inflict Moderate Wounds, Mass	Void	6	
O's Freezing Sphere	Void	6	6
Antilife Shell	Mortality	6	
Circle of Death	Mortality	6	6
Create Undead	Mortality	6	
Undeath to Death	Mortality	6	
Waves of Exhaustion	Siphon	6	6

Harm

Purple (Void) - Necromancy

Level: Clr 6, Destruction 6, Purple 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1. If used on an undead creature, *harm* acts like *heal*.

Inflict Moderate Wounds, Mass

Purple (Void) - Necromancy

Level: Clr 6, Purple 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Freezing Sphere

Purple (Void) - Evocation [Cold]

Level: Sor/Wiz 6, Purple 6, Void 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

Antilife Shell

Purple (Mortality) - Abjuration

Level: Animal 6, Clr 6, Drd 6, Purple 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing a Mortality barrier against creatures that the spell keeps at bay collapses the barrier.

Circle of Death

Purple (Mortality) - Necromancy [Death]

Level: Sor/Wiz 6, Purple 6, Mortality 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first, among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Create Undead

Purple (Mortality) - Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6, Purple 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level **Undead Created**

11th or lower Ghoul

12th-14th Ghost

15th-17th Mummy

18th or higher Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Undeath to Death

Purple (Mortality) - Necromancy

Level: Clr 6, Sor/Wiz 6, Purple 6

Components: V, S, M/DF

Area: Several undead creatures within a 40-ft.-radius burst

Saving Throw: Will negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Waves of Exhaustion

Purple (Siphon) - Necromancy

Level: Sor/Wiz 7, Purple 6, Siphon 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Level 7 Purple Spells

Spell Name	Domain	Level	Domain level
Inflict Serious Wounds, mass	Void	7	7
Control Undead	Mortality	7	
Finger of Death	Mortality	7	7
Symbol of Weakness	Siphon	7	7

Inflict Serious Wounds, Mass

Purple (Void) - Necromancy

Level: Clr 7, Purple 7, Void 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Control Undead

Purple (Void) - Necromancy

Level: Sor/Wiz 7, Purple 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Finger of Death

Purple (Mortality) - Necromancy [Death]

Level: Drd 8, Sor/Wiz 7, Purple 7, Mortality 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

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

The subject might die from damage even if it succeeds on its saving throw.

Symbol of Weakness

Purple (Siphon) - Necromancy

Level: Clr 7, Sor/Wiz 7, Purple 7, Siphon 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Level 8 Purple Spells

Spell Name	Domain	Level	Domain level
Inflict Critical Wounds, Mass	Void	8	
Polar Ray	Void	8	8
Create Greater Undead	Mortality	8	8
Horrid Wilting	Siphon	8	8

Inflict Critical Wounds, Mass

Purple (Void) - Necromancy

Level: Clr 8, Purple 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

Polar Ray

Purple (Void) - Evocation [Cold]

Level: Sor/Wiz 8, Purple 8, Void 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

Create Greater Undead

Purple (Mortality) - Necromancy [Evil]

Level: Clr 8, Death 8, Sor/Wiz 8, Purple 8, Mortality 8

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Horrid Wilting

Purple (Siphon) - Necromancy

Level: Sor/Wiz 8, Water 8, Purple 8, Siphon 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Arcane Material Component: A bit of sponge.

Level 9 Purple Spells

Spell Name	Domain	Level	Domain level
Mass Harm	Void	9	9
Symbol of death	Mortality	9	9
Energy Drain	Siphon	9	9

Harm, Mass

Purple (Void) - Necromancy

Level:Clr 9, Purple 9, Void 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *Harm*, except as noted above. The maximum number of hit points done to each creature is 250.

Symbol of Death

Purple (Mortality) - Necromancy [Death]

Level:Clr 8, Sor/Wiz 8, Purple 9, Mortality 9

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is

active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of*

death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

Energy Drain

Purple (Siphon) - Necromancy

Level:Clr 9, Sor/Wiz 9, Purple 9, Siphon 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

YELLOW MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Purple from casting. As per the notes on page 2, the opposing Colour to Purple is Yellow, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Purple will not be able to learn or cast any of the following spells, which is the spell list for Yellow:

Cure Minor Wounds, Cure Light Wounds, Cure Moderate Wounds, Restoration, lesser, Cure Serious Wounds, Remove Blindness/Deafness, Remove Disease, Cure Critical Wounds, Restoration, Cure Light Wounds, mass, Cure Moderate Wounds, Mass, Heal, Cure Serious Wounds, mass, Regenerate, Restoration, greater, Cure Critical Wounds, Mass, Heal, mass, Hypnotism, Remove Fear, Sanctuary, Eagle Splendour, Enthrall, Hypnotic Pattern, Scare, Glibness, Good Hope, Heroism, Rage, Suggestion, Awaken, Eagle's Splendour, Mass, Heroism, Greater, Suggestion, Mass, Symbol of Persuasion, Sympathy, Detect Poison, Purify Food and Drink, Virtue, Deathwatch, Goodberry, Aid, Delay Poison, Status, Create Food and Water, Neutralize Poison, Raise Dead, Heroes' Feast, Resurrection, True Resurrection



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RED MAGIC



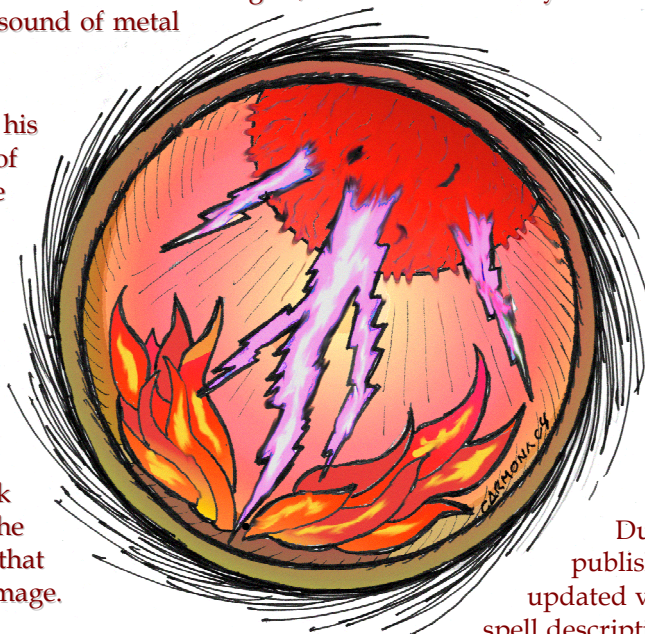
The Yr Champion gazed at the field of battle, grinning at the brutal efficiency of his troops. His warriors were all on foot, yet they had decimated every mounted unit that was sent against them. General Yr-Marack would reward him with pick of the slaves and booty. He could already taste the sweet fruits of victory, and the moaning of the fallen humans filled him with a profound sense of satisfaction. He waited for the next charge of the human knights, entertaining himself with recollections of the sound of metal cutting through metal and scraping on bone.

Suddenly impatient, he raised his zweihander into the air and let out a bellow of triumph. His troops answered with a challenge that reverberated out to the black clouds up above. The enemy lines wavered at the sound of their ferocity. Together they dared the humans to try them once more, assured of their supremacy in combat, eager for more blood.

There was an answering thunder from the skies, and the champion looked upward, in a moment uncertain. No sign of storm in the dark clouds, yet the thunder was close, and he felt the hairs on the back of his neck rise. It was then that the Yr Champion first saw the Crimson Battlemage.

She descended from the sky as if she were herself one of the storm-bolts that heralded her arrival. As curtains of lightning struck down around, clearing the way for her landing, she called a nimbus of fire to her armored form, making those still standing stagger back. Axe held ready in right hand, she surveyed the forces arrayed against her as they milled about in confusion. Her eye found the Champion's banner, and held. Her left hand rose, and her flame aura condensed into a tight red ball of plasma in her naked palm.

One of the Champion's warriors took the initiative, and raised his glaive, stepping toward their assailant. She strode past him, swinging her axe once, eye not leaving the banner. His weapon shaft, helmet and skull were cleft asunder in one swift motion. The Battlemage's strength belied her small form. She paused for a moment in front of him, and the Champion saw his death stalking him, rimmed in fire and with a power beyond his imagining. The day, the battle and his life were already lost in those flame-wreathed, cold, killer eyes.



Index

Overview	2
Dynamics	3
Photonics	4
Pyromancy	5
Crimson Battlemage	6
Appendix (Red Spells)	10
Licence	21

Chromatic Magic

This gaming supplement requires the use of the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text is IP of the respective creators.

Chromatic Magic is a re-organization of the magic system of d20 fantasy. Instead of Illusion, Evocation, Necromancy and the other schools, the spells are classified under themes associated to colours. Three new cleric domains are included in each product with relevant basic Cleric domain powers and advanced Mystic domain powers. It is possible to use this supplement directly with the normal classes, and an entirely new class is also included: **The Crimson Battlemage**.

CHROMATIC MAGIC OVERVIEW

SCHOOL , SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorization system copied in from the System Reference Document for your convenience:

Beneath the spell name is a line giving the school of magic (and the sub-school, if appropriate) that the spell belongs to.

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says the spell fails.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

Chromatic Magic, in essence is an attempt to reclassify all the base spells from the standard rules under a different school system. All spells are given

a school, or Colour. The basic descriptors of spells do not change, in fact only a few of their effects are modified to fit in with this re-classification, but what does change are the schools and sub-schools. The ultimate effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect upon the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

Having said that, the easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

In each of the Colours of Magic products you will find one colour focused upon. Each colour takes the place of a standard "school". Within each of the colours there are three primary "Sub-schools", and for each of these a specific new Cleric domain has been built. This alignment of School, Sub-school and clerical domain is for the dual purpose of creating a uniform foundation for a colour based arcane and theological philosophical theory and so as to give a neat meta-game correspondence between clerics and specialist wizards. Further, each Colour product includes a new spell casting class that is specifically devoted to that colour.

THE COLOUR RED

To incorporate the Colours into your existing campaign, first simply allocate the colours to deities, so in the case of Red, deities of war, fire, storms, movement, travel, energy, the sun and power might have influence over the Red domains of Dynamics, Photonics or Pyromancy. Then allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

Each of these are covered in the individual products of the relevant colours, but for ease of use, a Specialist Wizard who chooses Red will not be able to learn or cast any of the following spells:

Antipathy, Calm Emotions, Cause Fear, Charm Monster, Charm Monster, mass, Charm Person, Command, Command, Greater, Comprehend Languages, Confusion, Confusion, Lesser, Crushing Despair, Daze, Daze Monster, Deep Slumber, Demand, Detect Thoughts, Discern Lies, Dominate Animal, Dominate Monster, Dominate Person, Dream, Fear, Feeblemind, Forbiddance, Fox cunning, Fox Cunning, Mass, Geas, Lesser, Geas/Quest, Insanity, Lullaby, Magic Jar, Message, Mind Blank, Mind Fog, Modify Memory, Nightmare, O's Irresistible Dance, Phantasmal Killer, R's Telepathic Bond, Sending, Sequester, Sleep, Song of Discord, Symbol of Fear, Symbol of Insanity, T's Hideous Laughter, Tongues, Touch of Idiocy, Weird, Zone of Truth.

DYNAMICS SPHERE

Dynamics is the study of the forces of motion and electricity. Characters that devote themselves to the field of dynamics are able to move quickly from place to place, and control the kinetic and electric energy within things to generate powerful effects.

It is important to note that Dynamics focuses on real matter and energy, thus is effective in moving objects, channelling electricity and enhancing physical strength, but has no ability to manipulate force projections or non-corporeal matter. Mages interested in force fields and other such projections usually take up Brown Magic.

Table Red 1 All Dynamics Spells

<i>Spell Name</i>	<i>Level</i>
Mage Hand	0
Feather Fall	1
Jump	1
Shocking Grasp	1
Bull's Strength	2
Levitate	2
Protection from Arrows	2
Call Lightning	3
Fly	3
Lightning Bolt	3
Divine Power	4
Call Lightning Storm	5
Overland Flight	5
Telekinesis	5
Chain Lightning	6
T.'s Transformation	6
Bull's Strength, Mass	7
O.'s Telekinetic Sphere	8
Implosion	9

Note that focusing on a sphere has no in game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the Domain of Dynamics as an added incentive for specialising.

THE DOMAIN OF DYNAMICS

The Domain of Dynamics is the purvey of deities of technology, electricity, movement and energy. This Domain is closely associated to the domains of Travel and Strength. Where this domain differentiates itself is in the focus on the power that moves and energises while the other mentioned domains are more about the action of travelling, the destination, or the physical force of the body.

There are two levels of Domain power in the Spectrum Shift system, the base level which is available to clerics that might choose the domain, and the advanced power which is available to Mystics and Colour Specialist Mages like the Crimson Battlemage.

The **base domain** power for Dynamics is the at-will free action ability to give any metallic object a static charge. This charge is capable of doing one point of electrical damage to anyone who comes in contact with it. The charge dissipates in one round if it is not discharged. It is possible through this power to continually charge a metallic weapon so that the first hit in a round will cause one point of electrical damage to the target, or to charge one's metallic armour so as to cause one point of damage to the first person or thing hitting the character.

The **advanced domain** power for Dynamics grants electricity resistance of 10, which reduces the amount of damage that a character takes from electrical attacks and accidents by 10 points.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Players Handbook, they are available in The Mystic character class description.

Please feel free to ignore the 0 level spell for this domain if you do not want to use that option in your game world. If you choose to use this option, grant an extra 0 level spell that must be chosen from the relevant domains to clerics.

Dynamics is a strongly offensive and miscellaneous spell group, with little defensive ability, as can be seen in the domain listing below.

Table Red 2 Dynamics Domain

<i>Spell Name</i>	<i>Level</i>
Mage Hand	0
Jump	1
Levitate	2
Lightning Bolt	3
Divine Power	4
Telekinesis	5
Chain Lightning	6
Bull's Strength, Mass	7
O.'s Telekinetic Sphere	8
Implosion	9

Basic domain power: Static Charge (1 hp electrical damage per turn on metal objects)

Advanced domain power: Electricity resistance (10)

PHOTONICS SPHERE

Photonics is concerned with the study of light and colour. Unlike Chrome, which focuses upon the power that each colour has over the universe as a fundamental concept, Photonics seeks to distill the light of existence into its elemental form and achieves its effects through manifesting this light directly. So, even though a mage focused on Photonics may not have an understanding of Orange or Blue magic, they may be able to manifest abilities that are within those colours, through the distilling of light itself. Having said that, their lack of ability to focus on any specific colour often means that the effects are random (see the prismatic spells).

Photonics is a relatively limited sphere, with few spells above and beyond the basic domain spells. However, the spells it does give access to are remarkably powerful.

Table Red 3 All Photonics Spells

<i>Spell Name</i>	<i>Level</i>
Dancing Lights	0
Light	0
Color Spray	1
Faerie Fire	1
Continual Flame	2
Glitterdust	2
Daylight	3
Searing Light	4
Rainbow Pattern	5
Sunbeam	6
Prismatic Spray	7
Prismatic Wall	8
Scintillating pattern	8
Sunburst	8
Prismatic Sphere	9

Note that focusing on a sphere has no in game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the Domain of Photonics as an added incentive for specialising.

THE DOMAIN OF PHOTONICS

The Domain of Photonics is usually given to clerics by deities of the sky, the sun or other similar bright universal elements. There is a scientific element to the study of light, so it may be the domain of deities of enlightenment (pun intended) or knowledge. It is most closely associated with the Sun Domain, with the fundamental difference being the focus upon prismatic and chromatic spells, and a more scientific view upon the nature of light.

There are two levels of Domain power in the Spectrum Shift system, the base level which is available to clerics that might choose the domain, and the advanced power which is available to Mystics and Colour Specialist Mages like the Crimson Battlemage.

The **base domain** power for Photonics is the ability to immediately identify any magical darkness that is observed without need to roll vs. Spellcraft. If the character is exposed to or observes an area of magical darkness, they can immediately tell its nature. This also grants the ability to counterspell any such magical darkness by spontaneously converting an equivalent level memorised spell to an opposing light spell of the appropriate kind and power. All other rules for counterspells apply.

The **advanced domain** power for Dynamics grants immunity to blindness effects, and resistance to light attacks (5).

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Players Handbook, they are available in The Mystic character class description. Please feel free to ignore the 0 level spell for this domain if you do not want to use that option in your game world. If you choose to use this option, grant an extra 0 level spell that must be chosen from the relevant domains to clerics.

Photonics is a strongly offensive and miscellaneous spell group, with little defensive ability, as can be seen in the domain listing below.

Table Red 4 Photonics Domain

<i>Spell Name</i>	<i>Level</i>
Light	0
Color Spray	1
Continual Flame	2
Daylight	3
Searing Light	4
Rainbow Pattern	5
Sunbeam	6
Prismatic Spray	7
Sunburst	8
Prismatic Sphere	9

Basic domain power: Identify magical darkness automatically, and spontaneous counterspell of magical darkness.

Advanced domain power: Immune to blindness effects, light resistance (5)

PYROMANCY SPHERE

Pyromancy is all about fire. Unlike the domain of Fire, it is not associated to the elemental plane, but rather is focused upon the nature of fire itself within the universe. Devotees of this sphere learn to manipulate fire in many different ways, and some of the most powerful destructive spells are associated to this Sphere. There is a great variety of low level spells associated to Pyromancy, and the sphere tends to be a little bottom heavy, leading to devotees of this sphere learning metamagic feats to utilise their higher level spell slots more effectively.

Table Red 5 All Pyromancy Spells

<i>Spell Name</i>	<i>Level</i>
Flare	0
Burning Hands	1
Fire Trap	2
Flame Blade	2
Flaming Sphere	2
Heat Metal	2
Produce Flame	2
Pyrotechnics	2
Scorching ray	2
Explosive Runes	3
Fireball	3
Flame Arrow	3
Fire Shield (Warm)	4
Flame Strike	5
Wall of Fire	5
Fire Seeds	6
Delayed Blast Fireball	7
Fire Storm	7
Incendiary Cloud	8
Meteor Swarm	9

Note that focusing on a sphere has no in game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the Domain of Pyromancy as an added incentive for specialising.

THE DOMAIN OF PYROMANCY

The Domain of Pyromancy is similar to that of Fire, in that deities that grant the spells in this domain tend to be those with a fire element in their domains. Where Pyromancy differentiates itself is in the choice of utilising fire more as a tool of some religious end, rather than an element to be revered in and of itself. The domain spells of Pyromancy are more direct and more offensive than those of the Fire domain as a result.

There are two levels of Domain power in the Spectrum Shift system, the base level which is available to clerics that might choose the domain, and the advanced power which is available to Mystics and Colour Specialist Mages like the Crimson Battlemage.

The **base domain** power for Pyromancy is the ability to Ignite Flammables at will as a free action. This touch only ability causes 1 point of fire damage if used against flesh, or causes flammable objects to catch on fire. Depending on the item, this can cause up to 1d6 fire damage per round to anyone holding the item. All usual item saving throws apply (so if someone is holding a glass of wine, and the user wants to ignite it, they must

touch the wine, and it would get a reflex save as per the person holding the glass).

The **advanced domain** power for Pyromancy is Resistance to Fire (10).

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Players Handbook, they are available in The Mystic character class description. Please feel free to ignore the 0 level spell for this domain if you do not want to use that option in your game world. If you choose to use this option, grant an extra 0 level spell that must be chosen from the relevant domains to clerics.

Pyromancy is a strongly offensive and miscellaneous spell group, with little defensive ability, as can be seen in the domain listing below.

Table Red 6 Pyromancy Domain

<i>Spell Name</i>	<i>Level</i>
Flare	0
Burning Hands	1
Scorching ray	2
Fireball	3
Fire Shield (Warm)	4
Wall of Fire	5
Fire Seeds	6
Fire Storm	7
Incendiary Cloud	8
Meteor Swarm	9

Basic domain power: Ignite Flammables at will

Advanced domain power: Resist Fire (10)

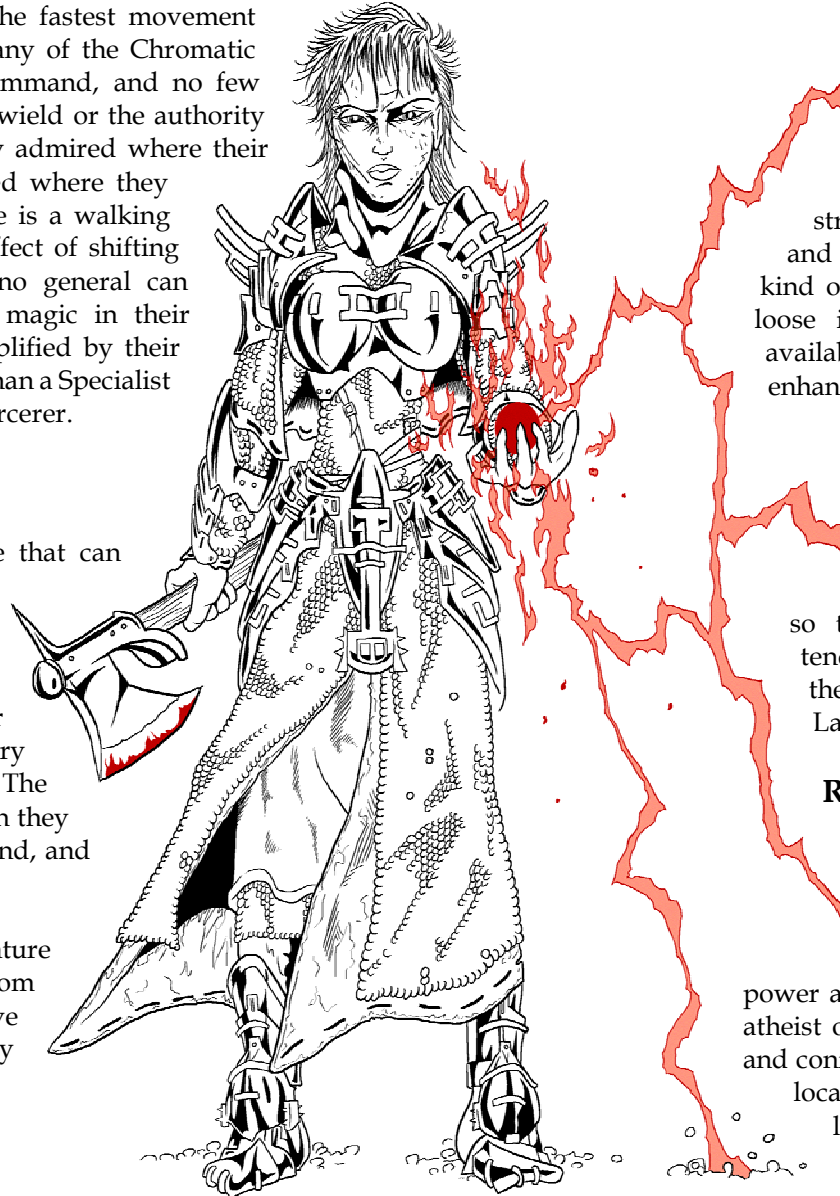
THE CRIMSON BATTLEMAGE

Battlemages are the fighter planes and bombers of medieval battles. They have the most powerful attack powers, the fastest movement abilities and the best overall combat ability of any of the Chromatic Mages. Vast and deadly power is theirs to command, and no few commoners are deeply afraid of the forces they wield or the authority they are often given in times of trouble. Greatly admired where their skill serves the forces of good, or greatly feared where they work for darker forces, the Crimson Battlemage is a walking fulcrum of energy and power. They have the effect of shifting entire conflicts by their presence alone, and no general can exclude consideration for the effects of their magic in their strategies. The natural talent for the Red is amplified by their study and focus, making them more specialized than a Specialist but with less raw talent and more focus than a Sorcerer.

Adventures

Battlemages are called upon by anyone that can afford or command their services as a powerful force of battle. The kind of magics they wield are better suited to the open field than the closed quarters of a dungeon, but be that as it may, the nature of the powers that a Battlemage has at their disposal makes them greatly desired by the military of any nation or group capable of obtaining them. The cost to train a Battlemage is substantial, and often they begin their careers indebted to a liege of some kind, and thus working off their debt.

A Battlemage may get involved in adventure as a sideline to military service, or in retirement from it, or even to hide from it. Some adventure to give an income in order to support their further study or in service of covert goals or strategies.



Characteristics

Battlemages wield the power of Red magic, and focus upon one Sphere of the Red as their primary area of expertise. They are skilled in combat arts as well, learning to use all forms of armor and many weapons, and are strong, nimble and intelligent. The natural talent and affinity they possess for the Red is fueled by a kind of rage known as the Fury, and letting the Fury loose is the ultimate expression of power that is available to the Crimson Battlemage, giving them vast enhancement to spell power and increased abilities.

Alignment

Battlemages can be of any alignment, though the kind of magics that they wield are often seen by others as chaotic and dangerous, so they are occasionally perceived as having a tendency to both Chaos and Evil. Having said that, they do come in any of the alignment strains, with Lawful or Good Battlemages as common as others.

Religion

Battlemages believe most of all in their own capabilities, and have a tendency to not be overly concerned with the immaterial or intangible, though they most definitely respect power and ability. Most Crimson Battlemages would be atheist or agnostic, though some follow deities of battle and conflict, and others might be strong devotees of their local national belief structures or gods of fire, lightning, movement or light.

Background

Battlemages might come from any walk of life, as anyone might have a child with talent and affinity for the forces of the Red. Similar to Sorcerers, some claim descent from powerful Chomatic entities, some saying dragons, others say the Shades of the Arc of Light that illuminated the Universe...

Be that as it may, the ability is inborn, requiring training to develop, and this last part can cause a Battlemage to begin with duties and responsibilities to the military or armed forces of one nation or another, as the source of the relevant training, should the player so desire it.

Races

All races might have Crimson Battlemages, thought stronger, more dexterous and smarter races tend to have more natural talent at this kind of magic than others. In particular Elves, Half-Elves and Humans, or the Batrak of the Chrome world have significant numbers of this class.

Other Classes

Crimson Battlemages respect talent in combat and magical talent, and so get on well with Fighters, Clerics and Wizards, and the various subclasses thereof.

They do not have a positive frame of reference to deal with Rogues, though they can respect their skill in getting things done. The underhanded knife in the dark is a little unsettling to any who have devoted their lives to the study of combat in an open field between arrayed forces...

Role

Battlemages are the ultimate fire support in combat. Pyromantically focused Battlemages can lay down heat attacks and defenses to cower the strongest opposition, Photonic focused ones can annihilate legions of undead with their light powers, and Dynamic focused ones can move around a battlefield with ease while wielding some of the more powerful electrical attacks in existence.

In addition to all this, they are stanch combatants, able to fight in both hand to hand and ranged conflict with formidable skill. They have little to offer in social situations save as a threat, but often this can be of benefit too.

Game rule information

Abilities

A Crimson Battlemage's primary statistics are Strength and Intelligence, for a variety of different reasons. Firstly, their spell abilities rely heavily on intelligence for bonus spells and for purposes of learning new magics from outside their natural Colour spells. Next Strength assists in combat, but also, a Battlemage's spell Difficulty Class is determined from their Strength statistic rather than their Intelligence. More on this later.

A Battlemage benefits from high Dexterity in defensive and ranged attacks, and Constitution for extra resilience against attacks. The other statistics are much less important to them.

Alignment

The Battlemage can be of any alignment.

Hit Die

D8

Class Skills

Concentration (Con), Knowledge (Arcane) (Int), Search (Int), Spot (Wis), Spellcraft (Int).

Skill points at 1st level

(2+Intelligence modifier) x 4

Skill points at Each Additional Level

2+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Crimson Battlemages learn proficiency in all light, medium and heavy armour, and do not suffer armor spell mishap chance with Red spells if they wear armour, in spite of their casting arcane spells. They do not learn Shield proficiency, and do suffer spell mishap chance with shields. They have more diversity of experience than any other spellcasting class, learning to use all Basic and Martial Weapons.

Spells and Spheres

Battlemages cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen Sphere (see Sphere of Power below).

They are required to have Intelligence sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Battlemage's spell is 10 + the spell level + the caster's

Strength modifier. Red magic is closely attuned to physical Strength, as the ability to evoke more powerful effects is directly related to the physical prowess of the spellcaster channeling the magic.

They are restricted to a limited number of spells per day as per Table Red 7: The Crimson Battlemage, Spells and Special Abilities. They receive bonus spells if they have a high Intelligence score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

In order to cast a spell, a Battlemage must have one hand free. It is primarily for this reason that they do not learn to use shields. Unlike other arcane spellcasters, they do learn special techniques of spell casting that are only capable of being learned with Red magic, allowing them to draw upon the power of the Red without chance of spell failure even while wearing the heaviest of armour.

A Battlemage is only able to learn spells of the Red colour designation. A complete spell list is included in the appendix at the end of this section.

Further, a Battlemage may choose one of the Red Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Battlemages thus specialise in dynamics, others in Pyromancy and others in Photonics. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list and not healing magics.

The Battlemage gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 5th level.

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	6	7
					Basic, Expert WP, Light, Medium, Heavy Armor, Fury 1/day, base domain power	4	2								
1	0	2	0	2											
2	1	3	0	3		5	3	1							
3	2	3	1	3		5	3	2							
4	3	4	1	4	Fury 2/day	5	4	3	1						
5	3	4	1	4	Advanced domain power.	5	4	3	2						
6	4	5	2	5		5	4	4	3	1					
7	5	5	2	5		5	5	4	3	2					
8	6/1	6	2	6	Fury 3/day	5	5	4	4	3	1				
9	6/1	6	3	6		5	5	5	4	3	2				
10	7/2	7	3	7		5	5	5	4	4	3	1			
11	8/3	7	3	7	Greater Fury	5	5	5	5	4	3	2			
12	9/4	8	4	8	Fury 4/day	5	5	5	5	4	4	3	1		
13	9/4	8	4	8		5	5	5	5	5	4	3	2		
14	10/5	9	4	9	Controlled Fury	5	5	5	5	5	4	4	3	1	
15	11/6/1	9	5	9		5	5	5	5	5	5	4	3	2	
16	12/7/2	10	5	10	Fury 5/day	5	5	5	5	5	5	4	4	3	1
17	12/7/2	10	5	10	Unlimited Fury	5	5	5	5	5	5	5	4	3	2
18	13/8/3	11	6	11		5	5	5	5	5	5	5	4	4	3
19	14/9/4	11	6	11		5	5	5	5	5	5	5	5	4	4
20	15/10/15	12	6	12	Fury 6/day, Ultimate Fury	5	5	5	5	5	5	5	5	5	5

Spellbooks

A Battlemage must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Battlemage begins with a spellbook containing 3 0-level red spells and 3 1st level red spells.

At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Battlemage advances, they gain one new spell of any level they can cast for their spell book. At any time an Battlemage can transcribe Red spells (only) from a Wizard's or Dabbler's spell books or using the normal scroll transcribing rules.

The Fury (Ex)

The Fury is an attunement to or possession by the forces represented by the colour Red. When evoking the Fury, a Battlemage must continually cast Red spells; they are not able to pause or reflect. They are instead focused upon the power flowing through them, as it seeks manifestation. While in the Furious state a Battlemage experiences a powerful physical enhancement, and magic casting power is magnified. Battlemages learn to harness this ability a certain number of times a day. The Fury is as much a part of a Battlemage's nature as the Rage is of a Barbarian. It is reliant on supernatural force, and so an extraordinary ability.

A Furious Battlemage gets +4 to their Strength and then applies their new Strength bonus to their caster level for purposes of all level-dependant effects while manifesting Fury. The increase in this statistic directly affects skills, spell Difficulty Class, attack and damage modifiers, and physical actions.

While in this state, they are able to use any and all skills, feats and spell abilities they have access to as per normal, with the one restriction being that the character must cast a spell every round until the Fury ends, and any other action must be one that can be accomplished at the same time as spellcasting (but see the Controlled Fury notes below.)

The Fury lasts for the duration of 3 rounds plus the character's new improved strength modifier. It can be used once per scene, and ended prematurely at any time the character might wish. If the character should fail to cast a spell each round, they immediately slip out of the Fury and suffer the Withdrawal symptoms, below.

When a Battlemage ceases manifesting the Fury, they suffer from a kind of Withdrawal from the Red which reduces their spell casting abilities so much that they only cast spells with level-dependant effects as if they were a spellcaster of half their level for the duration of the current encounter (unless the Battlemage is 17th level or higher, at which point this limit no longer applies; see the Unlimited Fury section below). It is possible via this limitation to be casting spells as if you had half a level: to calculate the effect, simply determine the spell results as normal and then halve the level dependant effects.

A Battlemage can become Furious once per

encounter. At 1st level, a Battlemage can become Furious once per day. At 4th level and every four levels thereafter, they can do this one extra time each day, to the maximum of six times per day at 20th level.

Becoming Furious is a free action that cannot be made in response to any other actions, and does not retrospectively affect any spells you cast before becoming Furious. So it is not possible to Fury to increase your existing spell's resistance to dispelling, for example.

There are some specific level dependant advantages that Battlemages gain, listed below.

Greater Fury (Ex)

At 11th level a Battlemage in Fury gets +6 to Strength. All other modifiers are as normal.

Controlled Fury (Ex)

At 14th level, a Battlemage can maintain the Fury for one round without casting a spell. This means they must only cast a spell every other round while manifesting Fury. If they miss two rounds the Fury subsides as normal.

Unlimited Fury (Ex)

At 17th level, a Battlemage no longer suffers withdrawal when they come out of the Furious state. They have achieved a supreme level of attunement with the Red, and are able to maintain their abilities even when lapsing from Fury.

Ultimate Fury (Ex)

At 20th level, a Furious Battlemage gets +8 to Strength, and only has to cast spells once in three rounds while maintaining the state. All other modifiers are as normal for Fury.

Ex-Battlemages

Battlemage Multiclassing is handled exactly the same as Specialist Wizard multiclassing, in that the spell abilities of the Battlemage are not cumulative with any other spell casing abilities. Otherwise they are free to multiclass as per the normal rules. Having said that, there are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become commulative. Please see the Colours of Magic: Chrome product for more details.

Half Elf Crimson Battlemage Starting Package

Armor Studded Leather (+3 AC, Armor check penalty -1, speed 30', 20 lbs)

Weapons Shortbow (1d6, critical x3, 2lb, range increment 60, two handed, piercing)
Long sword (1d8, critical 19-20, x2, 4lb, one handed, slashing)

Skill selection Pick a number of skills equal to 2+ Int. Modifier:

Skill	Ranks	Ability	Armor Penalty
Concentration	4	Con	-
Knowledge (Arcane)	4	Int	-
Spellcraft	4	Int	-
Hide	2	Dex	-1
Listen	2	Wis	-
Search	4	Wis	-
Sense Motive	2	Wis	-
Spot	4	Wis	-

Feats Silent spell, Basic, Expert Weapons, All armours, Pyromancy Domain.

Spell Book *Flare, Mage Hand, Light, Burning Hands, Colour Spray, Feather Fall.*

Gear Robes, scroll case, 8 sheets of paper, ink, pen, spell components pouch, spell book, packed lunch.

Gold 6d4gp

APPENDIX: RED SPELLS

Level 0 Red Spells

Spell Name	Domain	Level	Domain level
Dancing Lights	Photronics	0	
Flare	Pyromancy	0	0
Light	Photronics	0	0
Mage Hand	Dynamics	0	0

Dancing Lights

Red (Photronics)

Level: Brd 0, Sor/Wiz 0, Red 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a *permanency* spell.

Flare

Red (Pyromancy)

Level: Brd 0, Drd 0, Sor/Wiz 0, Red 0, Pyromancy 0

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

Light

Red (Photronics)

Level: Brd 0, Clr 0, Drd

0, Sor/Wiz 0, Red 0,

Photronics 0

Components: V, M/DF

Casting Time: 1

standard action

Range: Touch

Target: Object touched

Duration: 10

min./level (D)

Saving Throw: None

Spell Resistance: No

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

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

Arcane *Material*

Component: A firefly or a piece of phosphorescent moss.

Mage Hand

Red (Dynamics)

Level: Brd 0, Sor/Wiz 0, Red 0, Dynamics 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lb.

<i>Dynamics</i>	<i>level</i>	<i>Photronics</i>	<i>level</i>	<i>Pyromancy</i>	<i>level</i>
Mage Hand	0	Dancing Lights	0	Flare	0
		Light	0		
Feather Fall	1	Colour Spray	1	Burning Hands	1
Jump	1	Faerie Fire	1		
Shocking Grasp	1				
Bull's Strength	2	Continual Flame	2	Fire Trap	2
Levitate	2			Flame Blade	2
Protection from Arrows	2			Flaming Sphere	2
				Heat Metal	2
				Produce Flame	2
				Pyrotechnics	2
				Scorching ray	2
Call Lightning	3	Daylight	3	Explosive Runes	3
Fly	3			Fireball	3
Lightning Bolt	3			Flame Arrow	3
				Glitterdust	3
Divine Power	4	Searing Light	4	Fire Shield	4
Call Lightning Storm	5	Rainbow Pattern	5	Flame Strike	5
Overland Flight	5			Wall of Fire	5
Righteous Might	5				
Telekinesis	5				
Chain Lightning	6	Sunbeam	6	Fire Seeds	6
T.'s Transformation	6				
Bull's Strength, Mass	7	Prismatic Spray	7	Delayed Blast Fireball	7
				Fire Storm	7
O.'s Telekinetic Sphere	8	Prismatic Wall	8	Incendiary Cloud	8
		Scintillating pattern	8		
		Sunburst	8		
Implosion	9	Prismatic Sphere	9	Meteor Swarm	9

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Level 1 Red Spells

Spell Name	Domain	Level	Domain level
Burning Hands	Pyromancy	1	1
Color Spray	Photonics	1	1
Faerie Fire	Photonics	1	
Feather Fall	Dynamics	1	
Jump	Dynamics	1	1
Shocking Grasp	Dynamics	1	

Burning Hands

Red (Pyromancy)

Level: Fire 1, Sor/Wiz 1, Red 1, Pyromancy 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Color Spray

Red (Photonics)

Level: Sor/Wiz 1, Red 1, Photonics 1

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

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

Each creature within the cone is affected according to its Hit Dice. *2 HD or less:* The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Faerie Fire

Red (Photonics)

Level: Drd 1, Red 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Feather Fall

Red (Dynamics)

Level: Brd 1, Sor/Wiz 1, Red 1

Components: V

Casting Time: 1 free action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration: Until landing or 1 round/level

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

Spell Resistance: Yes (object)

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

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

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

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

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

Jump

Red (Dynamics)

Level: Drd 1, Rgr 1, Sor/Wiz 1, Red 1, Dynamics 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Shocking Grasp

Red (Dynamics)

Level: Sor/Wiz 1, Red 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Level 2 Red Spells

Spell Name	Domain	Level	Domain level
Bull's Strength	Dynamics	2	
Continual Flame	Photonics	2	2
Fire Trap	Pyromancy	2	
Flame Blade	Pyromancy	2	
Flaming Sphere	Pyromancy	2	
Glitterdust	Photonics	2	
Heat Metal	Pyromancy	2	
Levitate	Dynamics	2	2
Produce Flame	Pyromancy	2	
Protection from Arrows	Dynamics	2	
Pyrotechnics	Pyromancy	2	
Scorching ray	Pyromancy	2	2

Bull's Strength

Red (Dynamics)

Level: Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2, Red 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Continual Flame

Red (Photonics)

Level: Clr 3, Sor/Wiz 2, Red 2, Photonics 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

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

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

Fire Trap

Red (Pyromancy)

Level: Drd 2, Sor/Wiz 4, Red 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion. A *fire trapped* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam. You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *fire trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Flame Blade

Red (Pyromancy)

Level: Drd 2, Red 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite

combustible materials such as parchment, straw, dry sticks, and cloth. The spell does not function underwater.

Flaming Sphere

Red (Pyromancy)

Level: Drd 2, Sor/Wiz 2, Red 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

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

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Glitterdust

Red (Photonics)

Level: Brd 2, Sor/Wiz 2, Red 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks.

Material Component: Ground mica.

Heat Metal

Red (Pyromancy)

Level: Drd 2, Sun 2, Red 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

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

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

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

Levitate

Red (Dynamics)

Level: Sor/Wiz 2, Red 2, Dynamics 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

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

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Produce Flame

Red (Pyromancy)

Level: Drd 1, Fire 2, Red 2

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Protection from Arrows

Red (Dynamics)

Level: Sor/Wiz 2, Red 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Focus: A piece of shell from a tortoise or a turtle.

Pyrotechnics

Red (Pyromancy)

Level: Brd 2, Sor/Wiz 2, Red 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

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

Saving Throw: Will negates or Fortitude negates; see text

Spell Resistance: Yes or No; see text

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

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

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

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Scorching Ray

Red (Pyromancy)

Level: Sor/Wiz 2, Red 2, Pyromancy 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Level 3 Red Spells

Spell Name	Domain	Level	Domain level
Call Lightning	Dynamics	3	
Daylight	Photonics	3	3
Explosive Runes	Pyromancy	3	
Fireball	Pyromancy	3	3
Flame Arrow	Pyromancy	3	
Fly	Dynamics	3	
Lightning Bolt	Dynamics	3	3

Call Lightning

Red (Dynamics)

Level: Drd 3, Red 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the

spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Daylight

Red (Photonics)

Level: Brd 3,Clr 3, Drd 3, Pal 3, Sor/Wiz 3, Red 2, Photonics 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

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

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

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Explosive Runes

Red (Pyromancy)

Level: Sor/Wiz 3, Pyromancy

Components: V, S

Casting Time: 1 standard action

Range: Touch

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

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

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

entitled to a Reflex save for half damage. The object on which the *runes* were written also takes full damage (no saving throw).

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

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

Fireball

Red (Pyromancy)

Level: Sor/Wiz 3, Red 3, Pyromancy 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

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

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

Material Component: A tiny ball of bat guano and sulfur.

Flame Arrow

Red (Pyromancy)

Level: Sor/Wiz 3, Red 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

Fly

Red (Dynamics)

Level: Sor/Wiz 3, Travel 3, Red 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Arcane Focus: A wing feather from any bird.

Lightning Bolt

Red (Dynamics)

Level: Sor/Wiz 3, Red 3, Dynamics 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

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

Material Component: A bit of fur and an amber, crystal, or glass rod.

Level 4 Red Spells

Spell Name	Domain	Level	Domain level
Divine Power	Dynamics	4	4
Fire Shield	Pyromancy	4	4
Searing Light	Photonics	4	4

Divine Power

Red (Dynamics)

Level: Clr 4, War 4, Red 4, Dynamics 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Calling upon the power of the Red, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

Fire Shield (Warm)

Red (Pyromancy)

Level: Fire 5, Sor/Wiz 4, Sun 4, Red 4, Pyromancy 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from cold-based attacks.

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

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The colour of the flames is determined randomly (50% chance of either colour)—bright red or burgundy. The special powers are as follows.

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

Arcane Material Component: A bit of phosphorus.

Searing Light

Red (Photonics)

Level: Clr 3, Sun 3, Red 4, Photonics 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Level 5 Red Spells

Spell Name	Domain	Level	Domain level
Call Lightning Storm	Dynamics	5	
Flame Strike	Pyromancy	5	
Overland Flight	Dynamics	5	
Rainbow Pattern	Photonics	5	5
Telekinesis	Dynamics	5	5
Wall of Fire	Pyromancy	5	5

Call Lightning Storm

Red (Dynamics)

Level: Drd 5, Red 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Flame Strike

Red (Pyromancy)

Level: Clr 5, Drd 4, Sun 5, War 5, Red 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Overland Flight

Red (Dynamics)

Level: Sor/Wiz 5, Red 5

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Rainbow Pattern

Red (Photonics)

Level: Brd 4, Sor/Wiz 4, Red 5, Photonics 5

Components: V (Brd only), S, M, F; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration +1 round/ level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

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

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

Telekinesis

Red (Dynamics)

Level: Sor/Wiz 5, Red 5, Dynamics 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/ level) or instantaneous; see text

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

Spell Resistance: Yes (object); see text

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

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the

effect on an object it possesses with a successful Will save or with spell resistance.

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

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

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

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

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

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

Wall of Fire

Red (Pyromancy)

Level: Drd 5, Fire 4, Sor/Wiz 4, Red 5, Pyromancy 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either 0 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.) *Wall of fire* can be made permanent with a *permanency* spell. A permanent *wall of fire* extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Level 6 Red Spells

Spell Name	Domain	Level	Domain level
Chain Lightning	Dynamics	6	6
Fire Seeds	Pyromancy	6	6
Sunbeam	Photonics	6	6
Transformation	Dynamics	6	

Chain Lightning

Red (Dynamics)

Level: Air 6, Sor/Wiz 6, Red 6, Dynamics 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*,

chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Fire Seeds

Red (Pyromancy)

Level: Drd 6, Fire 6, Sun 6, Red 6, Pyromancy 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Sunbeam

Red (Photonics)

Level: Drd 7, Sun 7, Red 6, Photonics 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted. Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Transformation

Red (Dynamics)

Level: Sor/Wiz 6, Red 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine— stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

Level 7 Red Spells

Spell Name	Domain	Level	Domain level
Bull's Strength, Mass	Dynamics	7	7
Delayed Blast Fireball	Pyromancy	7	
Fire Storm	Pyromancy	7	7
Prismatic Spray	Photonics	7	7

Bull's Strength, Mass

Red (Dynamics)

Level: Clr 6, Drd 6, Sor/Wiz 6, Red 7, Dynamics 7

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart. This spell functions like *bull's strength*, except that it affects multiple creatures.

Delayed Blast Fireball

Red (Pyromancy)

Level: Sor/Wiz 7, Red 7

Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Fire Storm

Red (Pyromancy)

Level: Clr 8, Drd 7, Fire 7, Red 7, Pyromancy 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

Prismatic Spray

Red (Photonics)

Level: Sor/Wiz 7, Red 7, Photonics 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

D12	Colour	Effect
1	Black	Imprisonment (as spell) (Will Negates)
2	Red	40 points light damage, 80 vs. undead (Reflex ½)
3	Orange	Turn to stone (as spell) (Fortitude negates)
4	Yellow	Sympathy (as spell) (Will negates)
5	Green	40 points storm (physical) damage (Reflex half)
6	Blue	Hold Monster (as spell) (Will negates)
7	Indigo	Insanity (as spell) (Will negates)
8	Violet	40 points cold damage (Reflex half)
9	Brown	40 points force damage (physical) (Reflex half)
10	Grey	40 points sonic damage (Reflex half)
11	White	Sent to another plane (Will negates)
12	Chrome	Roll twice for effect, ignoring further rolls of 12

Level 8 Red Spells

Spell Name	Domain	Level	Domain level
Incendiary Cloud	Pyromancy	8	8
Prismatic Wall	Photonics	8	
Scintillating pattern	Photonics	8	
Sunburst	Photonics	8	8
Telekinetic Sphere	Dynamics	8	8

Incendiary Cloud

Red (Pyromancy)

Level: Fire 8, Sor/Wiz 8, Red 8, Pyromancy 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage. As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter. As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

Telekinetic Sphere

Red (Dynamics)

Level: Sor/Wiz 8, Red 8, Dynamics 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1'-diameter/level sphere, centred on creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents. You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Prismatic Wall

Red (Photonics)

Level: Sor/Wiz 8, Red 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with twelve colours, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colours if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each colour in the wall has a special effect. The accompanying table shows the 12 colours of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each colour.

The wall can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each colour present.

Prismatic wall can be made permanent with a *permanency* spell.

Colour		Effect	Negated by
Black	1	Stops all spells. Causes Imprisonment (as spell) (Will Negates)	Struck with a Bless Weapon
Red	2	Stops all fire, energy or non magic ranged attacks, Deals 40 points light damage, 80 vs. undead (Reflex ½)	Confusion
Orange	3	Stops all magical ranged weapons, causes turn to stone (as spell) (Fortitude negates)	Remove Paralysis
Yellow	4	Stops negative energy attacks, Causes Sympathy (as spell) (Will negates)	Ray of Enfeeblement
Green	5	Stops water and air attacks, deals 40 points storm (physical) damage (Reflex half)	Spiritual Hammer
Blue	6	Stops breath weapons, causes Hold Monster (as spell) (Will negates)	Acid Splash
Indigo	7	Stops all mental effects, causes Insanity (as spell) (Will negates)	Colour Spray
Violet	8	Stops all emotion attacks, deals 40 points cold damage (Reflex half)	Burning Hands
Brown	9	Stops all melee attacks, deals 40 points force damage (physical) (Reflex half)	Create Water
Grey	10	Stops all Shadow magic, illusions and creations, deals 40 points sonic damage (Reflex half)	Struck with a non magic weapon
White	11	Stops all effects from summoned creatures, causes sending to another plane (Will negates)	Struck with a magic stone (from the spell)
Chrome	12	Stops all effects and objects, causes Disintegrate (Fortitude save)	Shadow Dispel Magic

12 The Chrome effect makes the special effects of the other 11 colours redundant, but these 11 effects are included here because certain magic items can create prismatic effects one colour at a time, and spell resistance might render some colours ineffective, or others might be destroyed one at a time. (see above for details)

Scintillating Pattern

Red (Photonics)

Level: Sor/Wiz 8, Red 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice. *6 or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.) *7 to 12:* Stunned for 1d4 rounds, then *confused* for 1d4 rounds. *13 or more:* *Confused* for 1d4 rounds. Sightless creatures are not affected by *scintillating pattern*. **Material Component:** A small crystal prism.

Sunburst

Red (Photonics)

Level: Drd 8, Sor/Wiz 8, Sun 8, Red 8, Photonics 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. *Sunburst* dispels any darkness spells of lower than 9th level within its area.

Material Component: A piece of sunstone and a naked flame.

Level 9 Red Spells

Spell Name	Domain	Level	Domain level
Implosion	Dynamics	9	9
Meteor Swarm	Pyromancy	9	9
Prismatic Sphere	Photonics	9	9

Implosion

Red (Dynamics)

Level: Clr 9, Destruction 9, Red 9, Dynamics 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Meteor Swarm

Red (Pyromancy)

Level: Sor/Wiz 9, Red 9, Pyromancy 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Prismatic Sphere

Red (Photonics)

Level: Protection 9, Sor/Wiz 9, Sun 9, Red 9, Photonics 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

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WHITE MAGIC



The Oracle sat quietly in his chair, twirling his thumbs, and waiting with some measure of impatience. The fact that he knew exactly when what was going to happen was going to happen did not calm him in the slightest. He hated the waiting as much as anyone else, but for different reasons. It was just so darned boring. "Finally," he muttered, about a tenth of a second before the rapping came at the door. He paused to assume his best spot and brushed the hair from his eyes. He waved to his attendant, who smiled at him warmly before going to open the door. Foolish woman. He would have to make up a story to upset her later. Something about her son, that would show her proper place.

"Greetings, Senator Wrythor. You are most welcome. All is well with you personally, I see. It pleases me to renew our acquaintance." He smiled.

The Senator was unnerved, but chose not to make a display. "Greetings, Seer. I have needs of your ..." he managed before being cut off. "Yes, and though you will protest it once, you will agree to the price of forty thousand gold."

"But, that is..." The Senator stopped himself, and then continued, "acceptable." He swallowed then smiled wryly. "So is there actually anything that you do not know?"

"Actually, yes. What is it exactly that you want me to do?" said the Oracle with an eager, almost hungry look in his eyes. All hope of maintaining a semblance of dignity left the Senator and he stared at the Oracle in total incredulity. "But you have agreed... That is to say, how could you know...? I am sorry, what?"

"I only got the silly details in my last vision, I know nothing of the specifics of what you want of me. I just know how I am going to feel about it when you tell me, and I

am so looking forward to that. Quickly, Quickly, it will only take a minute!"

The Senator shook his head, but under the withering gaze of the Oracle he opened he decided to speak rather than risk any further incident. "I need to find the way to the city of the Nine Seals, to place a wreath on the throne of an ancient Queen and convey the wishes of the government to the Verdant Isle."

The Oracle sat up in his chair. "That sounds totally amazing," his eyes lit up with enthusiasm, and he got an eerie, far away look. "The seals are in the hands of a crying man, whose beard drags in the river, as he stands on planks and speaks to the wind. Seek him in the heart of the forest." He blinked. "Now tell me I can come too!" He grinned at the man, who looked about for help.

"Under no circumstances, my son," said the caretaker, shaking her head. "The Forest is no place for a ten year old." Her tone brooked no appeal.



Index

Overview	2
Intervention	3
Omniscience	4
Summoning	5
The Oracle	6
Appendix (White Spells)	11
Licence	24

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Arcana is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Oracle**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into three sub-sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they are available in the "Unlikely Heroes: The Mystic"

character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes like the Oracle. Feel free to use or ignore this extra information at your whim.

THE COLOUR WHITE

White is the colour of the spirit world, granting perception, influence and power to the intangible soul. To incorporate Colours into an existing campaign, allocate them to deities; in the case of White, deities of knowledge or the afterlife, ruling gods, or indeed any deity at all might have influence over the domains of Intervention, Omniscience and Summoning. Next allow Specialist Wizards to choose a Colour as their primary school. The colours are opposed to each other in the following manner by default, but please feel free to add in your own chromatic oppositional restrictions:

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

For ease of use, the complete list of Black spells is shown after the White Spell descriptions on page 22. An alternate limitation might be Brown or Grey magic.

THE SPHERE OF INTERVENTION

A fundamental premise of most d20 fantasy worlds is that gods and spirits of the other world like to meddle. Every cleric calls on them for assistance, and every one of them gets the help they ask for, within the limits of their level and memorised spells. Intervention is the sphere for those powers that can be evoked by calling on the other world to perform action upon the mundane universe.

Like most of the Yellow spheres, the spells this White sphere contains are classically associated to divine or clerical magic, so you may feel it is inappropriate to grant this sphere to arcane spell casters. If you do allow these spells broader access be very aware of the consequence to the cleric class, as several key abilities that only they have will subsequently be shared with arcane casters. Justifying allowing this style of magic is easy enough: arcane spell casters that learn Intervention magic do not draw upon specific deities or even their own natural piety toward a particular alignment as their source of influence on the other world, but rather draw directly upon the power of magic itself as a force, and through their command of arcane power, gain the needed respect and influence needed to call upon these effects. This justification is not without fantasy examples, quite the opposite.

This is a very powerful miscellaneous sphere, with many useful effects to bolster, assist and mitigate the abilities of others.

Table White 1 All Intervention Spells

<i>Spell Name</i>	<i>Level</i>
Divine Favour	0
Bane	1
Bless	1
Bless Water	1
Bless Weapon	1
Augury	2
Consecrate	2
Gentle Repose	2
Spectral Hand	2
Helping Hand	3
Prayer	3
Divination	4
Planar Ally, Lesser	5
Atonement	5
Commune	6
Forbiddance	6
Planar Ally	7
Holy Sword	8
Planar Ally, Greater	8
Miracle	9

THE DOMAIN OF INTERVENTION

Practically any deity at all might grant the powers of this domain. In fact, you might say that this is a Common domain, and all deities offer it to their clerics. The principle of intervening on behalf of a supplicant is intrinsic to the very nature of divine magic, so this is not at all out of concept. Any cleric might gain access to these powers. Note that there are some spells that have been historically classed as “good” spells (*consecrate*, *gentle repose*) but

this does not preclude or limit this sphere to good aligned clerics. The ability to Intervene is indiscriminate as regards morality.

The **base domain** ability for the domain of Intervention grants the supplicant access to the Knowledge (religion) skill as a class skill if it was not one already, and also grants a +3 natural bonus to this skill.

The **advanced domain** power of Intervention grants the devotee the ability to call on the powers to protect them, as per the spell *Sanctuary*, except as noted below. This ability can be used a number of rounds per day equal to the character’s class levels, and these rounds do not need to be sequential. It is a free action to activate this ability on the characters turn. The DC of the will roll to avoid this affect is 5 + the character’s Charisma bonus + the character’s class level.

Table White 2 Intervention Domain

<i>Spell Name</i>	<i>Level</i>
Divine Favour	0
Bless	1
Augury	2
Prayer	3
Divination	4
Planar Ally, Lesser	5
Commune	6
Planar Ally	7
Planar Ally, Greater	8
Miracle	9

THE SPHERE OF OMNISCIENCE

Omniscience consists of awareness and pure perception. Some theoreticians attribute the powers of this sphere to a natural sixth sense or so-called "Sight" that is natural to all spiritual entities, even those that are currently living or bound to mortal forms. They further speculate that this sensory capacity remains blinded when we are within corporeal form, accessible only with the power of this kind of magic. Others say that this sphere allows casters to tap into the awareness of the gods, and thus share in their superlative perceptive abilities. Some, in turn, speculate that there are no otherworld elements to this sphere at all, and magic itself is simply giving extra senses where none existed before, or amplifying the natural faculties of the spell-casting individuals in some other way.

Irrespective of the theoretical origins of this sphere, it grants extremely powerful miscellaneous abilities. The ability to know what is transpiring, or to grant insight into the true nature of things is extremely useful in so many ways. In times of conflict it is often this kind of power that governs the course of wars or skirmishes, determining victor and victim.

Though there are no direct offensive abilities here, one indirect one (True Strike), and only very few defensive ones at the highest of levels, nevertheless this is a very powerful sphere both in combat and out of it.

Table White 3 All Omniscience Spells

<i>Spell Name</i>	<i>Level</i>
Guidance	0
Detect Snares and Pits	1
Alarm	1
Detect Secret Doors	1
True Strike	1
Find Traps	2
Owl Wisdom	2
See Invisibility	2
Clairaudience/Clairvoyance	3
Arcane Eye	4
Detect Scrying	4
Scrying	4
Prying Eyes	5
True Seeing	5
Find the Path	6
Legend Lore	6
Owl's Wisdom, Mass	6
Scrying, greater	7
Vision	7
Discern Location	8
Moment of Prescience	9
Prying Eyes, greater	9
Foresight	9

THE DOMAIN OF OMNISCIENCE

Much like the other white domains, almost any deity might grant access to the powers of Omniscience. It has particular association with the concepts of knowledge, wisdom and forethought, so it is likely to have favour with any being whose influence includes these.

The **base domain** power of Omniscience grants the devotee a +2 insight bonus to the skills Listen and Spot, making them both class skills if they were not already.

The **advanced domain** ability of Omniscience gives the devotee a limited form of prescience. This extra sensory perception gives the character a cumulative insight bonus of +2 that is usable for one round per level per day, which do not need to be consecutive rounds. Activating this insight bonus is a free action, and when this ability is used, the character must choose one of the following areas to apply it to until their next action:

- Attack rolls
- Armour class
- One saving throw (will, fortitude, reflex)
- Damage from one weapon used
- Spell DC for one spell the character casts.

Table White 4 Omniscience Domain

<i>Spell Name</i>	<i>Level</i>
Guidance	0
Alarm	1
See Invisibility	2
Clairaudience/Clairvoyance	3
Scrying	4
True Seeing	5
Find the Path	6
Vision	7
Discern Location	8
Foresight	9

THE SPHERE OF SUMMONING

While the sphere of Omniscience allows sensing things that are elsewhere in time or space, or enhances the ability to perceive of the mage; and the sphere of Intervention allows the caster to draw power or abilities from beings from elsewhere, often leading to interacting with them with mutual respect; Summoning is something else entirely. The power that this sphere holds is much more direct and immediate, and relies upon universal laws and structures that govern how interaction between different dimensions occur. This sphere allows the caster to summon the physical essence of a being from elsewhere, and command it to act as the character wills.

Unlike the power of command over others that the purple sphere of Dominion holds, or indeed the influence over others that the yellow sphere of Motive allows, this power does not convey any influence over creatures belonging to the natural realm. There is some aspect to Summoning that seems to limit the will and fundamental abilities of the creature summoned. Some have speculated that this is because only the mystical and physical nature of the creature is in fact called, and not the entirety of the creature at all.

Some elements of this sphere allow communication to other planes of existence. Unlike Intervention, communication does not convey affiliation, and any interactions must be coerced or called through other magic.

Table White 5 All Summoning Spells

<i>Spell Name</i>	<i>Level</i>
Summon Instrument / tool	0
Mount	1
Summon Monster I	1
Summon Monster II	2
Summon Monster III	3
Planar Binding, lesser	4
Summon Monster IV	4
Contact Other Plane	5
Summon Monster V	5
Planar Binding	6
Summon Monster VI	6
D.'s Instant Summons	7
Summon Monster VII	7
Binding	8
Planar Binding, greater	8
Summon Monster VIII	8
Soul Bind	9
Summon Monster IX	9

THE DOMAIN OF SUMMONING

Like the other White domains, any deity might grant Summoning to their priests. Specific entities renown for having hoards of creatures at their beck and call are particularly likely to favour it. Before allowing this sphere to be used by a cleric it is best to create a specific list of relevant CR creatures that spells of a particular pantheon or deity are likely to call. It is, for example, bad form for a demonic god to allow summoning of angelic creatures. You can use the default alignments from the standard summoned creatures as a guide (replicated on page 23).

The **base domain** ability of Summoning grants an insight bonus of +3 to the Knowledge (The Planes) skill, and makes it a class skill if it was not one before. Furthermore, it allows the devotee to select any extra planer or elemental language as one of their initial or subsequent language choices at no penalty.

The **advanced domain** power for Summoning allows the devotee to choose a specific plane of existence upon which to focus (not their home plane). When summoning creatures from this other plane the caster is capable of ensuring they get only the larger and more powerful specimens of creatures, giving them automatically maximum hit points for creatures of their type. Further, the devotee gains +2 insight bonus on all rolls to do with creatures from this plane, including skill rolls, attack rolls, armour class against their attacks, DC of spells cast upon them and saving throws against their powers.

Table White 6 Summoning Domain

<i>Spell Name</i>	<i>Level</i>
Summon Instrument / tool	0
Summon Monster I	1
Summon Monster II	2
Summon Monster III	3
Summon Monster IV	4
Summon Monster V	5
Summon Monster VI	6
Summon Monster VII	7
Summon Monster VIII	8
Summon Monster IX	9

THE ORACLE

The Sight. Sixth Sense. ESP. Divination. It goes by many names, and is capable of manifesting many effects, but it all comes down to one fundamental concept. Oracles can see (and hear and communicate with) things that others cannot. They have affinity with the kind of magic that enhances perception, or extends it into new kinds of sensing, and even that which allows the caster to call on other places and other entities for assistance or intervention.

Oracles can see into all kinds of things, and this power in the hands of an arcane spell caster can generate social, political, even religious power and conflict the likes of which can form or destroy entire kingdoms, or affect the course of history. While they might try to sit above the game of life, attesting to or even attaining true neutrality, the fact remains that knowledge is power, and truthful Oracle is more than worth their weight in gold. Some truths are not palatable to those that might ask for them, however, and therein lies the Oracle's classic dilemma: Tell the truth and face the consequences of being the bringer of bad tidings, or to lie for survival's sake, or even to colour the true perceptions and foretelling with doggerel and rhyme so as to disguise the meaning of unsavory news to the supplicant. Mythology and fantasy abound with many examples of Oracles facing this sort of problem, as well as that of actually being believed in the first place. In a d20 fantasy universe, the latter problem is less likely to occur however, as most if not all accept the power of magic by default. Note that in some worlds the Oracle might be called a Summoner, or even just a White Mage.

Adventures

Oracles are most often portrayed as static individuals that are the end of specific quests to find answers. Adventurers, Royalty or even ordinary folk are likely to come knocking at the door of an Oracle, rather than the reverse. Those few Oracles that adventure are often drawn out to act on behalf of one prophecy or another, leading to the circular question of whether any prophecy is self fulfilling or indeed what role free will might play in any universe where the future is an open book to be read by any with the right eyes to see it. As a consequence of their own abilities, Oracles might form the core driving force behind any adventure. They may know of an unpleasant reality that will come to pass if certain other things are not stopped or do not happen. Or, they might instead be required to act by the powers that intervene at their request, much as clerics often receive the same kind of calling (or demand).



Characteristics

Oracles seek to develop powers of the mind, and as such are likely to be wise, intelligent and charismatic. They tend to neglect physical concerns, being more likely to be lost in their perceptions than focused on the material. They are empowered with White magic, and thus able to perceive things that others cannot, and further to call on assistance from other powers to intervene on their behalf, both indirectly and through direct summoning.

Oracles can develop vast stores of esoteric knowledge but are likely to be incompetent with any practical matters. Their involvement with the things going on in their own mind can make them somewhat vulnerable in direct combat, though they have many abilities that are useful or even vital in conflicts. Though they do not study combat, the very nature of their power allows them some remarkable advantages if they should ever be involved in it; knowing how an opponent will strike or where to be so as to not face the full brunt of a magical attack are among the advantages that an Oracle might manifest.

Alignment

Oracles try to maintain a state of neutrality; their perceptions do push them toward acceptance of the inevitable, and thus simply observing the dynamic and continuing balance between all things. Many members of this class rebel against that impulse, in direction of their own benefit or toward the sense of the good of all, but all feel that fundamental distance and loneliness that knowing the ultimate truths or even possibilities can bring. Oracles are unlikely to feel a pull towards either of the alignment poles of chaos or law for similar reasons; mundane rules and breaking them is petty.

Religion

Oracles often find themselves at odds with established religions, some of which may feel that an Oracle is treading on their own turf. As such, Oracles might be branded as heretics and cast out of established faiths, or even hunted down for their powers. On the flipside, they can serve as valuable members of any religion, especially religions that do not hold that their own deities are omniscient, so they may be treated as respected magical members of any congregation. Intrinsicly, an Oracle is likely to not experience much doubt as far as the nature of faith and religion is concerned, as they have too many insights into the truth of things. They are likely to find religions that have correct teachings and honest appraisals of the nature of the other worlds appealing, irrespective of alignment.

Background

An Oracle's power is intrinsic. It often manifests in early childhood, and many potential members of this class might go mad or be seen as such due to their inability to relate to the normal world. The lucky or more able to manage of these might seek to avoid their powers, or even to multiclass with their normal profession. Oracles do not require study to gain their abilities; they simply can manifest them at will, or gain insight into them as they develop mentally.

Oracles might be downtrodden and hunted for their powers, or hide them, or might seek to blot their capabilities out with alcohol or other drugs. They might be highly respected and sought after by all and sundry for their abilities, and they may feel a calling to use their powers for some greater purpose. All of this means that Oracles might come from any walk of life, and indeed might be anyone anywhere.

Races

There is no correlation between the classic d20 fantasy races and the Oracle class. Anyone might have the gift for these abilities. In some universes there would be a correlation between psionic ability and this style of magic, so any race that begins with or has a tendency toward psychic powers is likely to have more numerous individuals that manifest these kind of abilities. In the Chrome world the mysterious Thuul have slightly more Oracles than other species.

Other Classes

Oracles often multiclass; the abilities they manifest have infrequent practical application. Those that specialize in these abilities might be seen as competition to priests or indeed they might be seen as holy people themselves. This can create conflict with classic clerics. That being said, Oracles get on well with almost any class that will accept their visions and perceptions with grace.

Role

White magic has many powerful uses. An Oracle is a valuable addition to any party, both as a primary spell caster in combat and for information purposes out of it. They have no direct damaging powers, but can summon beings to act on their behalf with more than enough damage dealing powers, a fact that frees them up to act in a directory or advisory capacity. They are likely to be able to find weaknesses in opponents, can strengthen and assist allies and generally be a powerful cross between mage and cleric. Their lack of healing magic and direct offensive power mean that they are unlikely to be effective lone adventurers, and will require other spell caster assistance in groups.

Table White 7: The Oracle, Spells and Special Abilities															
Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	8	9
1	0	2	2	2	Wizard weapons, Base Domain power, Lore	3	1								
2	1	3	3	3	Extra Sensory Perception	4	2								
3	1	3	3	3		4	2	1							
4	2	4	4	4	Extra Sensory Perception	4	3	2							
5	2	4	4	4	Advanced Domain Power	4	3	2	1						
6	3	5	5	5	Extra Sensory Perception	4	3	3	2						
7	3	5	5	5		4	4	3	3	1					
8	4	6	6	6	Extra Sensory Perception	4	4	3	3	2					
9	4	6	6	6		4	4	4	3	2	1				
10	5	7	7	7	Extra Sensory Perception	4	4	4	4	3	2				
11	5	7	7	7		4	4	4	4	3	2	1			
12	6/1	8	8	8	Extra Sensory Perception	4	4	4	4	3	3	2			
13	6/1	8	8	8		4	4	4	4	4	3	2	1		
14	7/2	9	9	9	Extra Sensory Perception	4	4	4	4	4	3	3	2		
15	7/2	9	9	9		4	4	4	4	4	4	3	2	1	
16	8/3	10	10	10	Extra Sensory Perception	4	4	4	4	4	4	3	3	2	
17	8/3	10	10	10		4	4	4	4	4	4	4	3	2	1
18	9/4	11	11	11	Extra Sensory Perception	4	4	4	4	4	4	4	3	3	2
19	9/4	11	11	11		4	4	4	4	4	4	4	4	3	3
20	10/5	12	12	12	Extra Sensory Perception	4	4	4	4	4	4	4	4	4	4

Game rule information

Abilities

The Oracle's primary statistic is Wisdom. Their spell abilities rely on mental will and perception so as to sense what they are able to, and mentally be tough enough to survive the images.

Secondarily, Intelligence is important for key class abilities and skills, and Charisma can be useful in convincing others to not shoot the messenger. They also benefit from good Dexterity for its dodge bonuses and Constitution for its improvement to survivability. Strength is not important to an Oracle.

Alignment

A Oracle can choose any alignment, though most tend toward true neutrality with respect to good and evil as well as law and chaos.

Hit Die

D4

Class Skills

Concentration (Con), Diplomacy (Wis), Knowledge (Any) (Int), Spellcraft (Int).

Skill points at 1st level

(4+Intelligence modifier) x 4

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Oracles do not learn any armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Oracles cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

They are required to have Wisdom sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Oracle's spell is 10 + the spell level + the caster's Wisdom modifier.

They are restricted to a limited number of spells per day as per Table White 7: The Oracle, Spells and Special Abilities. They receive bonus spells if they have a high Wisdom score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

An Oracle is only able to cast spells of the White colour designation. A complete spell list is included in the appendix at the end of this section. No other spells can be learned. They have access to all White spells of every level they have available to cast, requiring no spellbook or learning.

Further, a Oracle may choose one of the White Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Oracles thus specialise in Summoning, others in Intervention and yet others in Omniscience. The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to all healing magic.

The Oracle gains access to the basic domain power of their chosen specialist domain at 1st level, and the advanced domain power at 5th level.

Lore

Oracles gain insight into all knowledge without need to study. They are capable of intuit in depth general knowledge on any topic. Except as noted, this ability is in game effect identical to and cumulative with the ability of the Loremaster class of the same name, and the Bardic Knowledge ability. Through it they gain the ability to know of legends or information regarding various topics.

The Oracle adds their level and Intelligence modifier and consults the notes on page 28 of the Player's Handbook for what information this ability yields on the subject in question. This power requires no study, the knowledge is directly granted through the Oracle's natural intuition.

Extra Sensory Perception (Ex)

At 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th and 20th), the Oracle gains one Extra Sensory Perceptive ability of their choice from the following list. These abilities stem from the Oracle's superlative powers of foresight and sensory enhancement, and their subsequent capacity for pre-emptive action.

Find Weakness

Make a Lore roll versus DC 20 + the challenge rating of an opponent to gain an insight into it's weaknesses. If the opponent has no weaknesses or vulnerabilities, gain a +2 insight bonus to your attack rolls or spell DC against that opponent for the duration of the encounter.

Rapid True Strike

An Oracle must already have the Find Weakness ability in order to qualify for Rapid True Strike. The Oracle can use the spell True Strike once per day without having to memorize it, and further, they are capable of casting this spell only as a move equivalent action instead of a standard action. This allows them to use a free five foot step, and strike with a +20 insight bonus to hit with one attack in the same round (avoiding any miss percentage chance that might apply due to concealment). This modification to the spell applies whether or not it is cast using the bonus spell from this ability or through normal spell use.

Intuition

If an Oracle with intuition should fail a skill roll and there are immediate consequences, providing they did not roll a 1 on the original roll,

they gain a +4 insight bonus to any immediately subsequent consequence that requires a roll. For example, if an Oracle fails to disarm a trap but does not roll a 1, and it goes off, they gain a +4 insight bonus to save against the subsequent payload of the trap. Or, if they fail to sneak past a guard not rolling a 1, they gain +4 to initiative for the first round of combat.

Uncanny Dodge

The Oracle gains the ability to react to danger on instinct. In situations where caught flat-footed or struck by an invisible opponent, the Oracle retains their Dexterity bonus to armor class (if any). If completely immobilized, they lose this ability.

Improved Uncanny Dodge

The Oracle must have the Uncanny Dodge ability through in order to gain the Improved version. With this ability the Oracle can no longer be flanked, reacting to opponents to either side as easily as a single opponent or opponents in front and behind. This ability denies a Rogue the ability to perform sneak attacks on the Oracle by flanking them, unless the Rogue has at least four more Rogue levels than the target has Oracle levels. If the character already has the Uncanny Dodge ability from another class, the levels from the classes that grant Uncanny Dodge stack to determine the minimum level a rogue must be to flank the character.

Evasion

An Oracle with Evasion can avoid even magical and unusual attacks through their ability to foresee what is about to transpire. If the character

makes a successful Reflex save against an attack that normally deals half damage on a successful save they will instead take no damage. A helpless Oracle does not gain the benefit of evasion, and this ability does not function in heavier than light armour.

Improved Evasion

An Oracle must already have the Evasion ability to qualify for Improved Evasion. This ability works like Evasion except that while the Oracle still takes no damage on a successful Reflex saving throw against attacks like Fireball, they also only suffer half damage on a failed save. As per evasion this ability does not function if the Oracle is unconscious, held or paralysed, or if they are wearing heavier armour than light.

Speak with Animal

Though normally only a power of Green magic, an Oracle with this ability can cast the spell Speak with Animal once per day.

Speak with Plant

The Oracle must have the ability to Speak with Animals to qualify for Speak with Plant. Though normally a power of only Green magic, an Oracle with this ability can cast the spell Speak with Plant once per day.

Speak with Dead

Though normally usable only with Purple magic, an Oracle with this ability can cast the spell Speak with Dead once per day.

Call to Beyond

The Oracle must have the ability Speak with Dead to qualify for this power. The Oracle can cast the spell Contact Other Plane once per day without having to memorize or spontaneously cast it. Furthermore, any loss to mental faculties through failure of this spell is measured in days rather than weeks for any Oracle with the Call to Beyond ability.

Omniscient Vision

The Oracle can use the Vision spell once per day without having to memorize or spontaneously cast it. Furthermore, Vision spell only costs half experience to the Oracle when they have this ability (50 experience points).

Omniscient Grace

An Oracle must already have the Omniscient Vision ability to qualify for Omniscient Grace. The Oracle gains a bonus to all saving throws equal to their Charisma bonus. This ability is identical in effect to Divine Grace, and is not cumulative with it.

Divine Inspiration

The Oracle must have the Call to Beyond and Omniscient Grace abilities to qualify for Divine Inspiration. This ability allows the Oracle once per day to sense what it is like to have the mental faculties of a god. This empowers them with a profound sense of confidence and certainty that lasts one minute per class level. While under the effect of inspiration the character is granted a +10 insight bonus that they may apply to any roll they desire (or their armour class), once per round.

So an Oracle with this ability could choose to gain a +10 bonus to one attack, or one saving throw, or statistic check, or their armour class against one attack only (not for the whole round) once per round. This ability is cumulative with the domain powers of the Omniscience Domain.

Ex-Oracles

Oracles are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Gnome Oracle Starting Package

Armor	Normal clothing (AC normal)		
Weapons	Quarter staff (1d4/1d4, critical x2, 4lb, two hands, bludgeoning)		
Skill selection	Pick a # of skills equal to 4+Int Mod		
Skill	Ranks	Ability	Armour
Concentration	4	Con	-
Diplomacy	4	Cha	-
Heal	2	Wis	-
Knowledge (Arcane)	4	Int	-
Knowledge (Religion)	4*	Int	-
Knowledge (any)	4	Int	-
Listen	2	Wis	-
Spellcraft	4	Int	-
Spot	2	Wis	-
Feats	Wizard	Weapons,	Toughness,
	Intervention	Domain power*	(+3).
Gear	Robes, spell components pouch, packed lunch, water skin, first aid kit.		
Gold	6d4gp		

APPENDIX: WHITE SPELLS

Level 0 White Spells

Spell Name	Domain	Level	Domain level
Divine Favour	Intervention	0	0
Guidance	Omniscience	0	0
Summon Instrument / tool	Summoning	0	0

Divine Favor

White (Intervention) - Evocation

Level: Clr 1, Pal 1, White 0, Intervention 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Guidance

White (Omniscience) - Divination

Level: Clr 0, Drd 0, White 0, Omniscience 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

<i>Intervention</i>	<i>Level</i>	<i>Omniscience</i>	<i>Level</i>	<i>Summoning</i>	<i>Level</i>
Divine Favour	0	Guidance	0	Summon Instrument / tool	0
Bane	1	Alarm	1	Mount	1
Bless	1	Detect Secret Doors	1	Summon Monster I	1
Bless Water	1	Detect Snares and Pits	1		
Bless Weapon	1	True Strike	1		
Augury	2	Find Traps	2	Summon Monster II	2
Consecrate	2	Owl Wisdom	2		
Gentle Repose	2	See Invisibility	2		
Spectral Hand	2				
Helping Hand	3	Clairaudience/Clairvoyance	3	Summon Monster III	3
Prayer	3				
Divination	4	Arcane Eye	4	Planar Binding, lesser	4
		Detect Scrying	4	Summon Monster IV	4
		Scrying	4		
Planar Ally, Lesser	5	Prying Eyes	5	Contact Other Plane	5
Atonement	5	True Seeing	5	Summon Monster V	5
Commune	6	Find the Path	6	Planar Binding	6
Forbiddance	6	Legend Lore	6	Summon Monster VI	6
		Owl's Wisdom, Mass	6		
Planar Ally	7	Scrying, greater	7	D.'s Instant Summons	7
		Vision	7	Summon Monster VII	7
Holy Sword	8	Discern Location	8	Binding	8
Planar Ally, Greater	8	Moment of Precience	8	Planar Binding, greater	8
		Prying Eyes, greater	8	Summon Monster VIII	8
Miracle	9	Foresight	9	Soul Bind	9
				Summon Monster IX	9

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Summon Instrument / Tool

White (Summoning) - Conjuraction (Summoning)

Level: Brd 0, White 0, Summoning 0

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons one handheld musical instrument or tool of your choice. This instrument appears in your hands or at your feet (your choice). The instrument or tool is typical for its type. Only one instrument or tool appears per casting, and only you can use it. You can't summon any instrument or tool too large to be held in two hands. This spell allows any skill use that requires tools to be done without penalty.

Level 1 White Spells

Spell Name	Domain	Level	Domain level
Bane	Intervention	1	
Bless	Intervention	1	1
Bless Water	Intervention	1	
Bless Weapon	Intervention	1	
Detect Snares and Pits	Omniscience	1	
Alarm	Omniscience	1	1
Detect Secret Doors	Omniscience	1	
True Strike	Omniscience	1	
Mount	Summoning	1	
Summon Monster I	Summoning	1	1

Bane

White (Intervention) - Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1, White 0

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels *bles*.

Bless

White (Intervention) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1, White 1, Intervention 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Bless Water

White (Interventions) 0 Transmutation [Good]

Level: Clr 1, Pal 1, White 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon

White (Intervention) - Transmutation

Level: Pal 1, White 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Detect Snares and Pits

White (Omniscience) - Divination

Level: Drd 1, Rgr 1, White 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

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

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

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

Alarm

White (Omniscience) - Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1, White 1, Omniscience 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

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

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

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

Arcane Focus: A tiny bell and a piece of very fine silver wire

Detect Secret Doors

White (Omniscience) - Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1, White 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

True Strike

White (Omniscience) - Divination

Level: Sor/Wiz 1, White 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

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

Focus: A small wooden replica of an archery target.

Mount

White (Summoning) - Conjuraction (Summoning)

Level: Sor/Wiz 1, White 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Summon Monster I

White (Summoning) - Conjuraction (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1, White 1, Summoning 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can

communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Level 2 White Spells

Spell Name	Domain	Level	Domain level
Augury	Intervention	2	2
Consecrate	Intervention	2	
Gentle Repose	Intervention	2	
Spectral Hand	Intervention	2	
Find Traps	Omniscience	2	
Owl Wisdom	Omniscience	2	
See Invisibility	Omniscience	2	2
Summon Monster II	Summoning	2	2

Augury

White (Intervention) - Divination

Level: Clr 2, White 2, Intervention 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Consecrate

White (Intervention) - Evocation [Good]

Level: Clr 2, White 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*.

Material Component: A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Gentle Repose

White (Intervention) - Necromancy

Level: Clr 2, Sor/Wiz 3, White 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

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

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

Spectral Hand

White (Summoning) - Necromancy

Level: Sor/Wiz 2, White 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Find Traps

White (Omniscience) - Divination

Level: Clr 2, White 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

Owl's Wisdom

White (Omniscience) - Transmutation

Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2, White 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

See Invisibility

White (Omniscience) - Divination

Level: Brd 3, Sor/Wiz 2, White 2, Omniscience 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

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

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

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

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Summon Monster II

White (Summoning) - Conjuraction (Summoning) [see text for *summon monster I*]

Level: Brd 2, Clr 2, Sor/Wiz 2, White 2, Summoning 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Level 3 White Spells

Spell Name	Domain	Level	Domain level
Helping Hand	Intervention	3	
Prayer	Intervention	3	3
Clairaudience/Clairvoyance	Omniscience	3	3
Summon Monster III	Summoning	3	3

Helping Hand

White (Intervention) - Evocation

Level: Clr 3, White 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as

240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Prayer

White (Intervention) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3, White 3, Intervention 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

Clairaudience/Clairvoyance

White (Omniscience) - Divination (Scrying)

Level: Brd 3, Knowledge 3, Sor/Wiz 3, White 3, Omniscience 3

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

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

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

Summon Monster III

White (Summoning) - Conjuraction (Summoning) [see text for *summon monster I*]

Level: Brd 3, Clr 3, Sor/Wiz 3, White 3, Summoning 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Level 4 White Spells

Spell Name	Domain	Level	Domain level
Divination	Intervention	4	4
Arcane Eye	Omniscience	4	
Detect Scrying	Omniscience	4	
Scrying	Omniscience	4	4
Planar Binding, lesser	Summoning	4	
Summon Monster IV	Summoning	4	4

Divination

White (Intervention) - Divination

Level: Clr 4, Knowledge 4, White 4, Intervention 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your

party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Arcane Eye

White (Omniscience) - Divination (Scrying)

Level: Sor/Wiz 4, White 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

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

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

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

Material Component: A bit of bat fur.

Detect Scrying

White (Omniscience) - Divination

Level: Brd 4, Sor/Wiz 4, White 4

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area

radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

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

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Scrying

White (Omniscience) - Divination (Scrying)

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4, White 4, Omniscience 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
¹ You must have some sort of connection to a creature you have no knowledge of.	

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

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

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Planar Binding Lesser

White (Summoning) - Conjunction (Calling) [see text]

Level: Sor/Wiz 5, White 4

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you

roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Monster IV

White (Summoning) - Conjunction (Summoning) [see text for *summon monster I*]

Level: Brd 4, Clr 4, Sor/Wiz 4, White 4, Summoning 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Level 5 White Spells

Spell Name	Domain	Level	Domain level
Planar Ally, Lesser	Intervention	5	5
Atonement	Intervention	5	
Prying Eyes	Omniscience	5	
True Seeing	Omniscience	5	5
Contact Other Plane	Summoning	5	
Summon Monster V	Summoning	5	5

Planar Ally, Lesser

White (Intervention) - Conjunction (Calling) [see text]

Level: Clr 4, White 5, Intervention 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider of 6 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
XP Cost: 100 XP.

Atonement

White (Intervention) - Abjuration

Level: Clr 5, Drd 5, White 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a

subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Prying Eyes

White (Omniscience) - Divination

Level: Sor/Wiz 5, White 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

True Seeing

White (Omniscience) - Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6, White 5, Omniscience 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through

illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

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

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

Contact Other Plane

White (Summoning) - Divination

Level: Sor/Wiz 5, White 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted	Avoid Stat loss	True	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/ 1 week	01-34	35-62	63-83	84-100
(appropriate)	(DC 7/ 1 week)	(01-68)	(69-75)	(76-98)	(99-100)
Positive/Negative Energy	DC 8/ 1 week	01-39	40-65	66-86	87-100
Astral	DC 9/ 1 week	01-44	45-67	68-88	89-100
Outer, demi-deity	DC 10/ 2 weeks	01-49	50-70	71-91	92-100
Outer, lesser deity	DC 12/ 3 weeks	01-60	61-75	76-95	96-100
Outer, intermediate deity	DC 14/ 4 weeks	01-73	74-81	82-98	99-100
Outer, greater deity	DC 16/ 5 weeks	01-88	89-90	91-99	100

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Summon Monster V

White (Summoning) - Conjuraton (Summoning) [see text for *summon monster I*]

Level: Brd 5, Clr 5, Sor/Wiz 5, White 5, Summoning 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Level 6 White Spells

Spell Name	Domain	Level	Domain level
Commune	Intervention	6	6
Forbiddance	Intervention	6	
Find the Path	Omniscience	6	6
Legend Lore	Omniscience	6	
Owl's Wisdom, Mass	Omniscience	6	
Planar Binding	Summoning	6	
Summon Monster VI	Summoning	6	6

Commune

White (Intervention) - Divination

Level: Clr 5, White 6, Intervention 6

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

Forbiddance

White (Intervention) - Abjuration

Level: Clr 6, White 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and

teleport), *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. *Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Find the Path

White(Omniscience) - Divination

Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6, White 6, Omniscience 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Owl's Wisdom, Mass

White (Omniscience) - Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6, White 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

Planar Binding

White (Summoning) - Conjunction (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 6, White 6

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Summon Monster VI

White (Summoning) - Conjunction (Summoning) [see text for *summon monster I*]

Level: Brd 6, Clr 6, Sor/Wiz 6, White 6, Summoning 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Level 7 White Spells

Spell Name	Domain	Level	Domain level
Planar Ally	Intervention	7	7
Scrying, greater	Omniscience	7	
Vision	Omniscience	7	7
D!'s Instant Summons	Summoning	7	
Summon Monster VII	Summoning	7	7

Planar Ally

White (Intervention) - Conjunction (Calling) [see text for *lesser planar ally*]

Level: Clr 6, White 7, Intervention 7

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

Scrying, Greater

White (Omniscience) - Divination (Scrying)

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7, White 7

Components: V, S

Casting Time: 1 standard action

Duration: 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Vision

White (Omniscience) - Divination

Level: Sor/Wiz 7, White 7, Omniscience 7

Components: V, S, M, XP

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

XP Cost: 100 XP.

Instant Summons

White (Summoning) - Conjuraction (Summoning)

Level: Sor/Wiz 7, White 7

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

Summon Monster VII

White (Summoning) - Conjuraction (Summoning) [see text for *summon monster I*]

Level: Clr 7, Sor/Wiz 7, White 7, Summoning 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Level 8 White Spells

Spell Name	Domain	Level	Domain level
Holy Sword	Intervention	8	
Planar Ally, Greater	Intervention	8	8
Discern Location	Omniscience	8	8
Moment of Prescience	Omniscience	8	
Prying Eyes, greater	Omniscience	8	
Binding	Summoning	8	
Planar Binding, greater	Summoning	8	
Summon Monster VIII	Summoning	8	8

Holy Sword

White (Intervention) - Evocation [Good]

Level: Pal 4, White 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel White power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *aligned weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against opposite aligned opponents). It also emits a *magic circle against opposite alignment* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically cancelled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artefacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Planar Ally, Greater

White (Intervention) - Conjuraction (Calling) [see text for *lesser planar ally*]

Level: Clr 8, White 8, Intervention 8

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

XP Cost: 500 XP.

Discern Location

White (Omniscience) - Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8, White 8, Omniscience 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Moment of Prescience

White (Omniscience) - Divination

Level: Luck 8, Sor/Wiz 8, White 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

Prying Eyes, Greater

White (Omniscience) - Divination

Level: Sor/Wiz 8, White 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye's* maximum Spot modifier is +25 instead of +15.

Binding

White (Summoning) - Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, White 8

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Planar Binding Greater

White (Summoning) - Conjuraction (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 8, White 8

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Summon Monster VIII

White (Summoning) - Conjuraction (Summoning) [see text for *summon monster I*]

Level: Clr 8, Sor/Wiz 8, White 8, Summoning 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Level 9 White Spells

Spell Name	Domain	Level	Domain level
Miracle	Intervention	9	9
Foresight	Omniscience	9	9
Soul Bind	Summoning	9	
Summon Monster IX	Summoning	9	9

Miracle

White (Intervention) - Evocation

Level: Clr 9, Luck 9, White 9, Intervention 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

Foresight

White (Omniscience) - Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9, White 9, Omniscience 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

Soul Bind

White (Summoning) - Necromancy

Level: Clr 9, Sor/Wiz 9, White 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem,

cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)



Summon Monster IX

White (Summoning) - Conjuration (Summoning) [see text for *summon monster I*]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9, White 9, Summoning 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

BLACK MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour White from casting. As per the notes on page 2, the opposing Colour to White is Black, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses White will not be able to learn or cast any of the following spells, which is the spell list for Black:

Magic Stone, Bear's Endurance, Meld into Stone, Stone Shape, Spike Stones, Stoneskin, Wall of Stone, Bear's Endurance, Mass, Move Earth, Stone Tell, Wall of Iron, Statue, Iron Body, Earthquake, Resistance, Endure Elements, Resist Energy, Shield Other, Remove Curse, Death Ward, Dismissal, Disrupting Weapon, Banishment, Repel Metal or Stone, Trap the Soul, Freedom, Erase, Undetectable Alignment, Dispel Magic, Invisibility Purge, Nondetection, Protection from Energy, Quench, Break Enchantment, Globe of Invulnerability, lesser, Spell Immunity, Spell Resistance, Antimagic Field, Globe of Invulnerability, Dispel Magic, greater, Spell Immunity, greater, Imprisonment, M.'s Disjunction

Default Summoned Monsters

<i>Summoned Monsters</i>	
1st Level	
Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise ¹	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus ¹	CE
Fiendish snake, Small viper	CE
2nd Level	
Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid ¹	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium ¹	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE
3rd Level	
Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE

Fiendish snake, Large viper	CE
Fiendish wolverine	CE
4th Level	
Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large ¹	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE
5th Level	
Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat ¹	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE
6th Level	
Celestial polar bear	LG
Celestial orca whale ¹	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE

Fiendish rhinoceros	NE
Fiendish elasmosaurus ¹	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE
7th Level	
Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale ¹	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus ¹	CE
Fiendish girallon	CE
8th Level	
Celestial dire bear	LG
Celestial cachalot whale ¹	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid ¹	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE
9th Level	
Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark ¹	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

¹ May be summoned only into aquatic or watery environments.

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YELLOW MAGIC



Arariah smiled warmly at the supplicants, doing her best to reassure them as they waited. There were always so many in need of her assistance, and she had to ration her abilities carefully, using skills and knowledge as often as possible, saving the magic for those in the greatest need. She sized up the man who waited next; tall, tense, no obvious hurt, and surmised that he came on behalf of another, perhaps too ill to come in person. "What can a Healer do to assist you, master?" she said.

Suddenly there was a knife in his hand, and screaming from the crowd. "Durnag sends his regards," muttered the assassin, stabbing her thrice through the chest. As she fell to the floor, agony wracking her ruined torso, he grabbed her hair, pulled back her head, and slashed her throat in a swift, smooth arc. He turned from the corpse to the few patients that were paralysed with fear rather than fleeing. He motioned with his bloody knife, and they parted, giving him egress.

"Now that I know what Durnag wants from me," said Arariah, voice shaking, but clear, "perhaps you will oblige me with your desire." The assassin spun around, eyes wide with fear. There, on the ground, the spilt blood: there, on her tunic, the marks of violence. Yet she stood, a little unsteadily, but alive and whole nonetheless, almost calmly staring at him. Something snapped inside the hardened killer, and the knife dropped from his fingers with a wet thud. "How...?"

"What kind of Physician would I be if I could not heal myself?" Arariah sighed, "But I am saddened. I had hoped to provide much more assistance to the needy today, and now I am quite tired. Please, you must speak of your need. I

realize that the force of such desire as you feel must be overpowering, if it is cause enough to force a man to murder. I insist." Some power flowed into the last of her words, and the assassin felt the need to unburden himself become acute.

"I require funds to support my offspring." He muttered. "None will hire a man of my past for any work but violence. And I am committed by contract to kill you."

"Your contract is fulfilled. Since it seems I am now in need of a bodyguard, will twenty gold weekly suffice?" she smiled with warmth at her killer, who stood open mouthed, as if struck by thunder. A moment or two passed as his life suffered a shift of perspective, then he nodded with the first smile that had passed his lips in years.



Index

Overview	2
Health	3
Motive	4
Vitality	5
The Physician	6
Appendix (Yellow Spells)	11
Licence	19

Chromatic Arcana

This game supplement requires the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision. All content in the Game Rule Info sections, all spell descriptions and names and all tables are OGC. All fiction, pictures and other descriptive text are IP of the respective creators.

Chromatic Health is a re-organization of the magic system of d20 fantasy. Instead of Illusion, or Evocation, spells are classified according to colours. Three new cleric domains are also included. It is possible to use this supplement directly with the normal classes. A new class is also included: **The Physician**.

CHROMATIC MAGIC OVERVIEW

SCHOOL, SUB-SCHOOL, DESCRIPTOR

In the Players Handbook, spells are classified by School, Sub-School and Descriptor. Here is the text of the information about this categorisation system copied in from the System Reference Document for reference:

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Appearing on the same line as the school and sub-school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

Chromatic Magic is a reclassification of the base spells from the standard rules using a different school system. All spells are given a school, or Colour. The basic descriptors of spells do not change. Only a few of their effects are modified to fit in with this reclassification. The schools and sub-schools do change. The effect of this alteration to the magic system is simple and subtle, but it has a very powerful follow-on effect to the nature of the game world that it might be included in. In particular there are fundamental effects upon specialist Wizards, and there may (if you choose to go that far) be effects upon clerical magic, or even the existence of any of the standard spellcasting classes.

The easiest application of these rules is to simply allow a few new character classes that you can say come from a culture that has had a different approach to the study of magic within an already existent standard world. It is relatively easy to assume that a culture separated from the mainstream of a fantasy world might develop a magical metaphysics that approached arcane theory from a chromatic perspective rather than an elemental or effect-based one.

Each of the new schools (the Colours in other words) is sub-divided into 3 sub sections, or "spheres". Spheres are in essence Sub-schools and Descriptors wrapped into one. Note that focusing on a sphere has no in-game effect with the standard character classes. Some GMs may choose to use an optional rule of giving a bonus to Sorcerers that learn all the spells in a particular domain and colour in exclusion of granting them the base domain or even the advanced domain powers of the domain in question as an added incentive for specialising.

SPECTRUM SHIFT

Basically this is the name I gave to a d20 rules modification that I came up with for a game universe I ran for my friends in 2004. I twisted the magic system, the base character classes and alignments, and took out the classic fantasy races, adding in a few archetypes of my own. It was a lot of fun to do, so I wanted to share these ideas.

In the Spectrum Shift system, all domains are given a 0 level spell. If you are interested in finding out what 0 level spells are allocated to the basic domains out of the Player's Handbook, they are available in the "Unlikely Heroes: The Mystic"

character class. Please feel free to ignore the 0 level spell for domains if you do not want to use that option in your game world. If you do choose to use this option, you should grant an extra 0 level spell slot to clerics that must be chosen from the relevant domain spells, as per the domain bonus spell rules. I have included two levels of Domain power, the base level available to clerics that might choose the domain, and the advanced power that is available to Mystics and classes like the Physician. Feel free to use or ignore this extra information at your whim.

THE COLOUR YELLOW

Yellow is the colour of life, covering mental and physical wellbeing. To incorporate Colours into an existing campaign, first allocate deities to them; in the case of Yellow, deities of birth, home, healing, the mind and resurrection can have influence over the Yellow domains of Health, Motive and Vitality. Yellow is unusual in that the spells are usually only divine, so you may not want to include the option of specialist wizards learning this style. If you choose to allow these as arcane magic you may want to disallow more than just the opposite colour to the specialist, limiting them to only three colours (Yellow, White and Chrome, which are the closest to mimicking a classic cleric's spell list):

Red (energy)	↔	Indigo (thought)
Blue (pattern)	↔	Orange (disorder)
White (divine)	↔	Black (mundane)
Yellow (life)	↔	Purple (death)
Green (nature)	↔	Brown (artifice)
Grey (form)	↔	Chrome (function)

The complete list of Purple spells is shown after the Yellow Spell descriptions on page 25.

THE SPHERE OF HEALTH

Yellow is the colour of wellbeing, and one of the primary areas that this can express itself in is in healing. The sphere of Health revolves around the mystical power to close wounds, regenerate limbs, remove diseases and cure afflictions. It is little assistance against external toxins and damage sources except in terms of healing the effects of these agents.

Allowing this sphere to arcane spellcasters may cause issues for some game worlds, in which the balance of power between wizards and clerics is maintained through each having access to abilities that the other does not have. Thus this sphere is most likely not to be included in those available to wizards, specialists and other arcane spell casters. If you are building a world from scratch, however, you may seek to develop the concept of doctors, such that not only those empowered by the divine learn the secrets of healing.

This sphere has no offensive spells; all powers are devoted to restoring health to the wounded and weak. As such, this is a sphere that can only ever perform a support role in combat. The exception to this rule is its use against undead. As healing magic harms undead creatures, this sphere can be a very effective offensive force indeed against this creature type. This ability is somewhat specialist, and dependant upon the prevalence of creatures of the night in your game world.

Table Yellow 1 All Health Spells

<i>Spell Name</i>	<i>Level</i>
Cure Minor Wounds	0
Cure Light Wounds	1
Cure Moderate Wounds	2
Restoration, lesser	2
Cure Serious Wounds	3
Remove Blindness/Deafness	3
Remove Disease	3
Cure Critical Wounds	4
Restoration	4
Cure Light Wounds, mass	5
Cure Moderate Wounds, Mass	6
Heal	6
Cure Serious Wounds, mass	7
Regenerate	7
Restoration, greater	7
Cure Critical Wounds, Mass	8
Heal, mass	9

THE DOMAIN OF HEALTH

Deities of healing, health, life, nature and birth are likely to grant access to this domain to their clerics. It is very similar to the Healing domain, with only some minor variances in terms of power and scope, and can be given by deities with access to that other domain with impunity.

The **base domain** ability for Health is that the character gains the Healing skill as a class skill if it was not already, further gaining a +3 enhancement bonus to it.

The **advanced domain** power for Health is Radiant Health. Whenever the character is unwounded, up to three times a day, for one minute per level each time, the character can activate this power. The ability affects an area that emanates around the character at 5' radius per 2 levels (rounded up). All within this radius heal 1 point of hit point damage per round, up to their maximum hit points. If the character is wounded, the ability remains in effect for their class level longer in rounds, up to the maximum duration (1 minute per level). Even if the character returns to full hit points and undamaged status, the shorter duration applies, unless they reactivate this power. The ability is indiscriminate, in that friend or foe within the area of effect will gain the benefit of the ability. The ability is cumulative with any other regeneration or fast healing powers that those exposed to it might have.

Table Yellow 2 Health Domain

<i>Spell Name</i>	<i>Level</i>
Cure Minor Wounds	0
Cure Light Wounds	1
Cure Moderate Wounds	2
Cure Serious Wounds	3
Cure Critical Wounds	4
Cure Light Wounds, mass	5
Cure Moderate Wounds, Mass	6
Cure Serious Wounds, mass	7
Cure Critical Wounds, Mass	8
Heal, mass	9

THE SPHERE OF MOTIVE

Unlike the Indigo sphere of Dominion, Motive does not seek domination of others, but rather seeks to study the roots of what makes people tick. Motive is the psychologist or psychiatrist's sphere, focusing upon emotions and feelings. Naturally, such study in terms of magic does yield powers that can be construed as mind control, but the effect is both more subtle and more morally ambiguous than Dominion.

Guiding the emotions of others, empowering them or manipulating them according to the desire of the mage, even evoking phobias or changing emotional states without being concerned with the implications to the higher mind and thoughts, these are all powers that the sphere of Motive allows. It is a powerful offensive and miscellaneous sphere with some defensive abilities through the ability to evoke repulsion in others, all of which makes it well rounded and effective in a wide variety of situations.

THE DOMAIN OF MOTIVE

Deities that hold sway over Motive are likely to be gods of madness, passions, love, healing and rulership. Clerics that seek out the powers of Motive are divided between those interested in manipulation of others and those seeking the power to strengthen and heal the mental afflictions of others. Thus this is a domain that might be considered a tool, useable by both those with good or ill intent.

Table Yellow 3 All Motive Spells

<i>Spell Name</i>	<i>Level</i>
Hypnotism	0
Remove Fear	1
Sanctuary	1
Eagle Splendour	2
Enthrall	2
Hypnotic Pattern	2
Scare	2
Glibness	3
Good Hope	3
Heroism	3
Rage	3
Suggestion	4
Heroism, Greater	5
Eagle's Splendour, Mass	6
Suggestion, Mass	7
Symbol of Persuasion	8
Sympathy	9

The **base domain** power of Motive grants the devotee the skills of Diplomacy, Sense Motive and Bluff as class skills, also granting +3 insight bonus to Sense Motive.

The **advanced domain** ability of the domain of Motive is Empathic Projection. This power is usable as a free action up to the character's class level times per day, and has an effect over 5' radius per class level, emanating from the devotee. All entities in this area of effect that are not immune to mind effecting powers must make a will save vs. DC 10 + the character's class level. Those who fail are immediately afflicted with whatever status

effects are currently inflicted upon the devotee for one round for every three class levels of the devotee (rounded up).

So if a 5th level Mystic was currently staggered and evoked this power, all within range that failed their saves would also become staggered for 2 rounds. Note that a large number of status effects prevent a character from initiating even free actions: in the case of this one specific power, the character may initiate this ability even though they be affected by a disabling status condition on the round that they are effected for the first time, providing they make a successful will save vs. DC 20. So, for example, the above Mystic would be able to evoke this power if afflicted by a Sleep effect on the round that they are affected (assuming they have a free action available), if they made a successful will save vs. DC 20, and choose to do so.

Table Yellow 4 Motive Domain

<i>Spell Name</i>	<i>Level</i>
Hypnotism	0
Sanctuary	1
Enthrall	2
Glibness	3
Suggestion	4
Heroism, Greater	5
Eagle's Splendour, Mass	6
Suggestion, Mass	7
Symbol of Persuasion	8
Sympathy	9

THE SPHERE OF VITALITY

While the sphere of Health is concerned with repairing wounds or damage that have been inflicted, Vitality is focused upon life energy itself in every way that it might manifest. Vitality is more proactive and more fundamental. It is not as capable of dealing with the slings and arrows that might afflict the body, but is more able to manage any external forces that affect or are affected by life energy.

There is a strong relationship between this sphere and the classic natural colour of Green. Dealing with substances that might weaken or end life (toxins and poisons), infusing life energy into people and the substances that sustain life (food and drink), even the ultimate extent of restoring life energy to the dead or resurrecting entire living beings with nothing more than ash; these are the powers of the Vitality sphere. It concentrates on indirect abilities that might support, assist or prevent, with no offensive powers whatsoever.

THE DOMAIN OF VITALITY

Life energy is the province of deities of creation, birth, animals, plants, nature and resurrection. It contains many of the classic clerical spells, and is thus applicable to many religions.

The **base domain** power for Vitality enhances the character's hit points by 3 points permanently.

Table Yellow 5 All Vitality Spells

<i>Spell Name</i>	<i>Level</i>
Detect Poison	0
Purify Food and Drink	0
Virtue	0
Deathwatch	1
Goodberry	1
Aid	2
Delay Poison	2
Status	3
Create Food and Water	4
Neutralize Poison	5
Raise Dead	6
Heroes' Feast	7
Resurrection	8
True Resurrection	9

The **advanced domain** power for Vitality allows the devotee to impart their own life energy into others. In effect, they can absorb any harm and bring it upon themselves. This power has a range of touch, and can be used as a spell like action as often as the character desires, to a maximum number of hit points of 10x class level, and statistic damage of 1x class level per day. The devotee must stipulate a maximum threshold of harm that they wish to absorb when they initiate this action, measured in hit points and statistic point damage, and if the total number of points absorbed is less than this, only the lesser amount is drawn. The devotee can also choose whether to absorb any status afflictions or conditions that the target may have, suffering the full effects of that status condition without saving throw, for the

same duration that the target character would have done. If the status effect is caused by an ongoing condition the ability must be used each round and the status condition re-absorbed. Absorbing a permanent status is permanent (death or petrification for example) Example: A 5th level Mystic (50 hit points, 5 stat points per day) has absorbed 45 points of damage earlier in the day and healed. A companion is wounded to -5 hit points. The Mystic chooses to absorb the 5 hit points only in the first round: if they chose to absorb status conditions, they would become unconscious. The associate wakes up next round, but is staggered (0 hit points). The Mystic can then absorb the Staggered status, and the associate will act normally. If the Mystic performs any actions, they suffer a point of damage. Next round, the associate becomes Staggered again, and the Mystic can choose to activate this power once more at that point.

Table Yellow 6 Vitality Domain

<i>Spell Name</i>	<i>Level</i>
Virtue	0
Deathwatch	1
Aid	2
Status	3
Create Food and Water	4
Neutralize Poison	5
Raise Dead	6
Heroes' Feast	7
Resurrection	8
True Resurrection	9

THE PHYSICIAN

Healers might not always be the province of those empowered by the gods. Some moral individuals seek to better the mortal condition for all, studying anatomy, medicine and the factors that make people who they are, all in the ultimate aim of helping those in need. They might form colleges of people to all study together, and these in turn might become hospitals for the treatment of the ill and wounded. The most devoted of those that seek to learn the powers of Yellow magic and its positive effects upon the body, mind and even life energy of living beings are the Physicians.

Adventures

There may be animosity or respect between faith healers and Physicians—such social issues are specific to the nature of the game world. Should animosity exist, conflict of this kind is likely to be the impetus of many a plot revolving around political maneuvering between secular and pious healers. Be that as it may, the Physician holds great social power and respect for the services they offer, and are guaranteed a warm bed and succor wherever they might travail, should their skills be needed.

Many Physicians see a duty in traveling to make available their skills where they are most needed. Others travel so as to experience and learn about the healing techniques of others that they might come across in their voyaging. Yet others are in search of rare herbs or extracts that might prove cures to mysterious illnesses that as yet have no known vaccines. In all cases, there is a dual pull upon the Physician, on the one hand to settle and serve a community in all their needs, and on the other hand to travel and go where most needed, and some even waver between these choices incessantly.

Characteristics

Yellow magic is a powerful force of pure biological vital energy. It fuels the body of a Physician, filling it to overflow with resilience and health. A Physician requires great physical strength to successfully channel this magic, and a keen mind to learn ways and methods of wielding it to the most efficacious of effects. They learn to retain some element of Yellow magic within their own bodies, a power that can allow them to heal from even the most dire of wounds. They have a natural tendency toward pacifism, so they learn few weapons.



As they study arcane magic, they suffer from an incompatibility between their magic style and most armor, as well. They are skilled in key areas that make them useful as healers even when their magic has become exhausted.

Alignment

Physicians are most often good in alignment but bear no tendency on the poles of order and chaos. It is possible to find Physicians that are neutral with respect good and ill, and usually these individuals are more concerned with the study itself or lining their own pockets rather than any morality. There are some few evil Physicians, who learn the art so as to better manipulate others, both directly through the Motive sphere, and indirectly through willfully using the healing powers of magic when it best suits them or as a tool for social leverage.

Religion

Physicians often find themselves at odds with established religions. They tread on the other's turf in more ways than one, not to mention the fact that the learning of the Physician and their understanding about the mortal condition is likely to be at odds with some (if not all) religious thought

Lone Physicians might choose to pay lip service to local religions for the sake of their own peace, but are not likely to follow any religion. If they are believers, it will most likely be of a deity of healing and advancement.

Background

Yellow magic requires intense study, physical training and some book learning. These requirements are sufficiently harsh that few

members if any of the lower classes would have access to the class as a development opportunity.

On the other end of the spectrum, the upper classes are not likely to consider a profession of healing the sick and wounded as a viable career choice for any child of their ranks.

So the vast majority of Physicians have their origins in the middle classes, for whom this class can be seen as a step up from whatever occupations their families might own.

Races

There is no association of race to class whatsoever with Physicians. Any race might have members capable of developing these powers.

In the Chrome World, the Physicians exist in every race, and this class has an active society of its very own.

Other Classes

Aside from clerics, of whom much has been already said, Physicians will generally get on well with all other classes, as everyone loves a healer, especially one that does not try to force dogma down your throat when you are stuck through with arrows.

Role

Physicians have one key role: Heal the party. They have great resilience and ability to absorb punishment, and their high Strength requirement often equips them to be better in melee combat than most other arcane spellcasters. They

can thus form a strong part of a defensive line. Their pacifist tendencies may make them a liability in some situations, however, and they cannot under any circumstances be relied upon for their combat prowess against any combat specialist.

They have few defensive spells, but some offensive ones, usually mind affecting through the Motive sphere. These powers can be of some use to them and their associates in conflict.

Game rule information

Abilities

The Physicians' key primary statistics is Strength. Their spell abilities rely on physical power so that they can channel the vital energy that is required to empower yellow magic.

Second, Wisdom and Intelligence are important for their effect on primary class skills, often used when the character is low on magic.

They also benefit from good Constitution for its survival benefits, and Dexterity for its dodge bonuses. Charisma is not as important for a Physician, though it does assist in having a good bedside manner.

Alignment

A Physician can choose any alignment, though most are good aligned, and few are evil.

Hit Die

D12

Class Skills

Concentration (Con), Craft (Alchemy) (Int), Heal (Wis), Knowledge (Arcane) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int)

Skill points at 1st level

(4+Intelligence modifier) x 4

Skill points at Each Additional Level

4+Intelligence modifier

Class Features

Weapon and Armour Proficiency

Physicians do not learn to use armor or shields, and only have proficiency in the classic Wizard weapons of club, dagger, heavy crossbow, light crossbow and quarterstaff. They suffer full arcane spell failure chance if they should cast spells while dressed in armor or carrying a shield.

Spells and Spheres

Physicians cast arcane spells, of the same kind as Wizards, Sorcerers, and Bards. They must prepare their spells in advance in the same way that Wizards or Clerics do, though they do learn the ability to spontaneously cast spells of one chosen domain (see below).

They are required to have Strength sufficient to have any spell available (10+spell level). The Difficulty Class for a saving throw against a Physician's spell is 10 + the spell level + the caster's

Level	BAB	Fort.	Ref.	Will	Abilities	0	1	2	3	4	5	6	7	8	9
1	0	2	0	2	Wizard weapon prof., base domain power	3	1								
2	1	3	0	3	Heal Thyself 0	4	2								
3	1	3	1	3	Chirurgery	4	2	1							
4	2	4	1	4	Heal Thyself 1	4	3	2							
5	2	4	1	4	Advanced domain power.	4	3	2	1						
6	3	5	2	5	Heal Thyself 2	4	3	3	2						
7	3	5	2	5	Therapy	4	4	3	2	1					
8	4	6	2	6	Heal Thyself 3	4	4	3	3	2					
9	4	6	3	6	Patient healing rate x3	4	4	4	3	2	1				
10	5	7	3	7	Heal Thyself 4	4	4	4	3	3	2				
11	5	7	3	7	Life Force	4	4	4	4	3	2	1			
12	6/1	8	4	8	Heal Thyself 5	4	4	4	4	3	3	2			
13	6/1	8	4	8	Patient healing rate x4	4	4	4	4	4	3	2	1		
14	7/2	9	4	9	Heal Thyself 6	4	4	4	4	4	3	3	2		
15	7/2	9	5	9	Greater Life Force	4	4	4	4	4	4	3	2	1	
16	8/3	10	5	10	Heal Thyself 7	4	4	4	4	4	4	3	3	2	
17	8/3	10	5	10	Patient healing rate x5	4	4	4	4	4	4	4	3	2	1
18	9/4	11	6	11	Heal Thyself 8	4	4	4	4	4	4	4	3	3	2
19	9/4	11	6	11	Ultimate Life Force	4	4	4	4	4	4	4	4	3	3
20	10/5	12	6	12	Heal Thyself 9	4	4	4	4	4	4	4	4	4	4

Strength modifier.

They are restricted to a limited number of spells per day as per Table Yellow 7: The Physician, Spells and Special Abilities. They receive bonus spells if they have a high Strength score as per Player's Handbook Table 1-1: Ability Modifiers and Bonus Spells.

A Physician is only able to cast spells of the Yellow colour designation. A complete spell list is included in the appendix at the end of this section. No other spells can be learned or recorded in the character's spellbook.

Further, a Physician may choose one of the

Yellow Domains as an area of specialty, and they are granted the base domain power of that domain, and also the ability to spontaneously cast spells on that domain list. Some Physicians specialise in Vitality, others in Health and yet others in Motive.

The spontaneous casting ability is identical to a cleric's ability to spontaneously cast healing magic, except it is limited to the spells on the one domain list that the character has chosen and not to all healing magic.

The Physician gains access to the basic domain power at 1st level, and the advanced domain power of their chosen domain at 5th level.

Spellbooks

A Physician must study their spellbooks daily to prepare spells as a Wizard does. They cannot prepare any spell not in their spellbook. A Physician begins with a spellbook containing 2 0-level Yellow spells and 2 1st level Yellow spells. At minimum one of spell of each spell level must be from the character's chosen domain. At each level that the Physician advances, they gain one new spell of any level they can cast for their spell book.

At any time a Physician can transcribe any Yellow spells from a Wizard or Dabbler's spell books using the normal scroll transcribing rules. In any universe that the Physician is the only class that can use this style of magic as arcane, they must do all their spell research alone, or in conjunction with other Physicians, as no one else will have arcane healing magic.

Heal Thyself (Ex)

Starting at 2nd level, the Physician gains the ability to cast a limited number of spells in a pre-emptive fashion, so that they take effect when the character is wounded, poisoned, diseased, afflicted with some kinds of status effects or even (at the higher levels) killed, so that the spell automatically takes effect one round after the condition is filled.

Only one such spell can be pre-cast in this fashion at any one time. The maximum level of the spell that can be used in this ability begins at 0 level spells at 2nd level, and increases by one spell level for every two class levels that the character advances. This ability can be used as often as the character chooses to, providing they have the spells they desire to pre-cast prepared.

Only spells that can be targeted on the caster can be used for this ability, and if the spell would normally have multiple targets, only the caster will be affected. Thus if a Mass Cure Light Wounds was used, it would only affect the caster, and thus only be as effective as a normal Cure Light Wounds spell.

When the character casts the relevant spell they choose to use with this ability, they must stipulate under what conditions the spell will activate, which must be one of the following choices

- Wounded at all
- Suffers ability damage
- Wounded to half hit points
- Wounded to single digits of hit points
- Knocked to 0 or below hit points
- When afflicted with a status condition
- If Poisoned
- If afflicted with a disease.
- When killed

E.g. a 15th level Physician can pre-cast any one spell up to 6th level. They can choose to prepare a Raise Dead spell in case they should die, or Heal spell if wounded to less than ten hit points, or to Neutralize any toxin they might become exposed to

Chirurgery (Ex)

Starting at 3rd level, the Physician can use the Yellow Life energy that is flowing through them to empower their use of the Healing skill. This allows them to perform medical procedures under conditions normally not conducive to medical treatment, and without the tools that such action would normally require. In essence they can clean a wound without water, bind a wound without bandages and even cut into flesh and perform

surgery with their bare hands. They are capable of directing the life force of others by tactile contact, and can thus perform the tasks of the healing skill under even the most adverse of conditions, without negative modifier. This also allows the Physician to treat patients more quickly than others. Add the character's class level to the number of long-term patients they can treat at once (up from the default of six, see the PH page 76), and reduce the time they must spend on treating disease or crippling wounds by one minute for every two character levels (nine minutes at level three, eight minutes at level four, seven minutes at level six, and so on), to a minimum of one minute per patient.

As a Physician gains in levels, they learn techniques to increase people's natural healing when under their care. At 9th level the healing rate of patients is triple their natural rate, at 13th it is four times, and at 17th level it reaches the maximum of five times the natural healing rate.

One side effect of the Chirurgery ability is that the Physicians hands, though keyed to heal, can also be tools of harm. Any hand to hand attack that a Physician does with their body can be made to do lethal hit point damage as opposed to non lethal, at the character's option. If the character has this ability through a feat or another class (say, monk) the character automatically gains +2 damage with their unarmed attacks if they choose to evoke Chirurgery energy when they attack. Using this ability is automatic and at will, providing that the Physician is unwounded. If the Physician has suffered any damage they must make a Fortitude save vs. DC of the damage they have suffered to evoke this power, though it still does not take an action of any kind to initiate. Each fortitude save covers class level in minutes of use of this ability.

Therapy (Ex)

Starting at 7th level, the Physician can use the Heal and Sense Motive skills to cure permanent afflictions, like paralysis, blindness, or even mental conditions like phobias or insanity. Each attempt at this ability takes an hour of work, after which a roll must be made to diagnose the nature of the condition against the DC listed below -10 against either Sense Motive or Heal (depending on the nature of the condition). Assuming success in this roll, treatment then takes one week, during which the patient must remain in the Physician's care. At this point the second roll to cure the patient must be made, using the Heal skill against the full DC listed.

Affliction	DC
Blindness, Deafness, Mild phobia	30
Crippled limb, Severe Phobia	35
Spinal Damage, Lost limb, Obsessions	40
Brain Damage, Total incapacitation conditions	45

This ability can be used to alleviate effects of short-term or magically induced conditions, with a roll against the listed DC -5, taking one action to diagnose and one minute to treat. Thus they could for example shut down any temporary fear effect, no matter how powerful, with a Sense Motive roll against DC 20 to realize what precisely is going on, and then a by rolling Heal against DC 30, after one minute of calming the afflicted down.

Life Force (Ex)

Starting at 11th level, the Physician learns how to overcharge their body with Life energy. This ability can only be utilized while they have a spell stored within for the potential Heal Thyself ability. While that spell remains as a potential, the Physician

can magnify the power of it, and use this extra energy for a number of different effects. They can evoke this power once per day for every 2 character levels (5 times at level 11, 6 at 12, 7 times at 14 and so on.) All effects have a touch range, and are a free action to activate, after they have been charged up.

It takes a spell like action to charge up the energy, and a charge up will then remain available to be released for 1 round plus one extra round per level of the underlying Heal Thyself prepared by the Physician. The effects of an unleashed Life Force power will then last for one + the underlying spell level number of rounds after use. So if the mage pre-cast cure light wounds for Heal Thyself, any Life Force power up would hold available to be used for 2 rounds, and would last 2 rounds after use. It is possible for the Physician to use this ability destructively, by causing biofeedback in the target. There is no save against this power irrespective of whether it is used positively or negatively. It is a spell like ability requiring a touch attack to activate.

- **Muscle:** The Physician channels life energy into pure physical force. The target gains +4 natural bonus or -4 penalty to Strength.
- **Vitals:** The Physician channels life energy into the vital organs. The target gains +4 natural bonus or -4 penalty to Constitution
- **Bone:** The Physician focuses life energy on the target's bones, granting +4 natural bonus or -4 penalty to armour class.
- **Nerves:** The life energy is focused on the target's nerves, granting +4 natural bonus or -4 penalty to Dexterity.
- **Blood:** The Physician focuses life energy on body fluids, restoring or removing vital essences. Target gains 4d4 temporary hit points or suffers 4d4 non-lethal damage.

Greater Life Force

At 15th level the Life Force power effects are increased to 6 levels of penalty or bonus.

Ultimate Life Force

At 19th level the Life Force power effects are increased again to 8 levels of penalty or bonus.

Ex-Physicians

Physicians are free to multiclass as per the normal rules. There are some cases of multiclassing with other chromatic magic classes in which the spell casting abilities become cumulative. Please see the Colours of Magic: Chrome for more details.

Human Physician Starting Package

Armor	Normal clothing (AC normal)
Weapons	Quarter staff (1d6/1d6, critical x2, 4lb, two hands, bludgeoning)
Skill selection	Pick a # of skills equal to 3+Int Mod
Skill	Ranks Ability Armour
Concentration	4 Con -
Craft (Alchemy)	4 Int -
Heal	4 Wis -
Knowledge (Arcane)	4 Int -
Search	4 Int -
Sense Motive	4 Wis -
Spellcraft	4 Int -
Feats	Wizard Weapons, Endurance, Die Hard, Health Domain power.
Spell Book	<i>Cure Minor Wounds, Hypnotism, Cure Light Wounds, Sanctuary</i>
Gear	Robes, spell components pouch, spell book, packed lunch, water skin, first aid kit.
Gold	6d4gp

APPENDIX: YELLOW SPELLS

Level 0 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Minor Wounds	Health	0	0
Hypnotism	Motive	0	0
Detect Poison	Vitality	0	
Purify Food and Drink	Vitality	0	
Virtue	Vitality	0	0

Cure Minor Wounds

Yellow (Health) - Conjunction (Healing)

Level: Clr 0, Drd 0, Yellow 0, Health 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Hypnotism

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1, Yellow 0, Motive 0

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

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

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

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

<i>Health</i>	<i>Level</i>	<i>Motive</i>	<i>Level</i>	<i>Vitality</i>	<i>Level</i>
Cure Minor Wounds	0	Hypnotism	0	Detect Poison	0
				Purify Food and Drink	0
				Virtue	0
Cure Light Wounds	1	Remove Fear	1	Deathwatch	1
		Sanctuary	1	Goodberry	1
Cure Moderate Wounds	2	Eagle Splendour	2	Aid	2
Restoration, lesser	2	Enthrall	2	Delay Poison	2
		Hypnotic Pattern	2		
		Scare	2		
Cure Serious Wounds	3	Glibness	3	Status	3
Remove Blindness/Deafness	3	Good Hope	3		
Remove Disease	3	Heroism	3		
		Rage	3		
Cure Critical Wounds	4	Suggestion	4	Create Food and Water	4
Restoration	4				
Cure Light Wounds, mass	5	Heroism, Greater	5	Neutralize Poison	5
Cure Moderate Wounds, Mass	6	Eagle's Splendour, Mass	6	Raise Dead	6
Heal	6				
Cure Serious Wounds, mass	7	Suggestion, Mass	7	Heroes' Feast	7
Regenerate	7				
Restoration, greater	7				
Cure Critical Wounds, Mass	8	Symbol of Persuasion	8	Resurrection	8
Heal, mass	9	Sympathy	9	True Resurrection	9

Detect Poison

Yellow (Vitality) - Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0, Yellow 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the

Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Purify Food and Drink

Yellow (Vitality) - Transmutation

Level: Clr 0, Drd 0, Yellow 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. Ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Virtue

Yellow (Vitality) - Transmutation

Level: Clr 0, Drd 0, Pal 1, Yellow 0, Vitality 0

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Level 1 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Light Wounds	Health	1	1
Remove Fear	Motive	1	
Sanctuary	Motive	1	1
Deathwatch	Vitality	1	1
Goodberry	Vitality	1	

Cure Light Wounds

Yellow (Health) - Conjunction (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2, Yellow 1, Health 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

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

Remove Fear

Yellow (Motive) - Abjuration

Level: Brd 1, Clr 1, Yellow 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

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

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Remove fear counters and dispels *cause fear*.

Sanctuary

Yellow (Motive) - Abjuration

Level: Clr 1, Protection 1, Yellow 1, Motive 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

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

Deathwatch

Yellow (Vitality) - Necromancy [Evil]

Level: Clr 1, Yellow 1, Vitality 1

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Using the sight granted by the powers of vitality, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

Goodberry

Yellow (Vitality) - Transmutation

Level: Drd 1, Yellow 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Level 2 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Moderate Wounds	Health	2	2
Restoration, lesser	Health	2	
Eagle Splendour	Motive	2	
Enthrall	Motive	2	2
Hypnotic Pattern	Motive	2	
Scare	Motive	2	
Aid	Vitality	2	2
Delay Poison	Vitality	2	

Cure Moderate Wounds

Yellow (Health) - Conjunction (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3, Yellow 2, Health 2

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Restoration, Lesser

Yellow (Health) - Conjunction (Healing)

Level: Clr 2, Drd 2, Pal 1, Yellow 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Eagle's Splendor

Yellow (Motive) - Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2, Yellow 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Enthral

Yellow (Motive) - Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2, Yellow 2, Motive 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected

creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Hypnotic Pattern

Yellow (Motive) - Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2, Yellow 2

Components: V (Brd only), S, M; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Scare

Yellow (Motive) - Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2, Yellow 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature per three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level or 1 round; see text for *cause fear*

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghost, or mummy.

Aid

Yellow (Vitality) - Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2, Yellow 2, Vitality 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

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

Delay Poison

Yellow (Vitality) - Conjuraton (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1, Yellow 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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

Level 3 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Serious Wounds	Health	3	3
Remove Blindness/Deafness	Health	3	
Remove Disease	Health	3	
Glibness	Motive	3	3
Good Hope	Motive	3	
Heroism	Motive	3	
Rage	Motive	3	
Status	Vitality	3	3

Cure Moderate Wounds

Yellow (Health) - Conjunction (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3, Yellow 3, Health 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Remove Blindness/Deafness

Yellow (Health) - Conjunction (Healing)

Level: Clr 3, Pal 3, Yellow 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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

Remove blindness/deafness counters and dispels *blindness/deafness*.

Remove Disease

Yellow (Health) - Conjunction (Healing)

Level: Clr 3, Drd 3, Rgr 3, Yellow 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

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

Glibness

Yellow (Motive) - Transmutation

Level: Brd 3, Yellow 3, Motive 3

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Good Hope

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Yellow 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels *crushing despair*.

Heroism

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3, Yellow 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Rage

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3, Yellow 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Status

Yellow (Vitality) - Divination

Level: Clr 2, Status 3, Vitality 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Level 4 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Critical Wounds	Health	4	4
Restoration	Health	4	
Suggestion	Motive	4	4
Create Food and Water	Vitality	4	4

Cure Critical Wounds

Yellow (Health) - Conjunction (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4, Yellow 4, Health 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Restoration

Yellow (Health) - Conjunction (Healing)

Level: Clr 4, Pal 4, Yellow 4, Health 4

Components: V, S, M

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

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

Restoration does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Suggestion

Yellow (Motive) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 2, Sor/Wiz 3, Yellow 4, Motive 4

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound

reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

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

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

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Create Food and Water

Yellow (Vitality) - Conjunction (Creation)

Level: Clr 3, Yellow 4, Motive 4

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Level 5 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Light Wounds, mass	Health	5	5
Heroism, Greater	Motive	5	5
Neutralize Poison	Vitality	5	5

Cure Light Wounds, Mass

Yellow (Health) - Conjunction (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5, Yellow 5, Health 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Heroism, Greater

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 6, Yellow 5, Motive 5

Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Neutralize Poison

Yellow (Vitality) - Conjunction (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

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

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

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

Arcane Material Component: A bit of charcoal.

Level 6 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Moderate Wounds, Mass	Health	6	6
Heal	Health	6	
Eagle's Splendour, Mass	Motive	6	6
Raise Dead	Vitality	6	6

Cure Moderate Wounds, Mass

Yellow (Health) - Conjunction (Healing)

Level: Brd 6, Clr 6, Drd 7, Yellow 6, Health 6

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

Heal

Yellow (Health) - Conjunction (Healing)

Level: Clr 6, Drd 7, Healing 6, Yellow 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feeble-minded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

Eagle's Splendor, Mass

Yellow (Motive) - Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6, Yellow 6, Motive 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

Raise Dead

Yellow (Vitality) - Conjunction (Healing)

Level: Clr 5, Yellow 6, Vitality 6

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

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

Material Component: Diamonds worth a total of least 5,000 gp.

Level 7 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Serious Wounds, mass	Health	7	7
Regenerate	Health	7	
Restoration, greater	Health	7	
Suggestion, Mass	Motive	7	7
Heroes' Feast	Vitality	7	7

Cure Serious Wounds, Mass

Yellow (Health) - Conjunction (Healing)

Level: Clr 7, Drd 8, Yellow 7, Health 7

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

Regenerate

Yellow (Health) - Conjunction (Healing)

Level: Clr 7, Drd 9, Healing 7, Yellow 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Restoration, Greater

Yellow (Health) - Conjunction (Healing)

Level: Clr 7, Yellow 7

Components: V, S, XP

Casting Time: 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Suggestion, Mass

Yellow (Motive) - Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6, Yellow 7, Motive 7

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Heroes' Feast

Yellow (Vitality) - Conjunction [Creation]

Level: Brd 6, Clr 6, Yellow 7, Vitality 7

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Level 8 Yellow Spells

Spell Name	Domain	Level	Domain level
Cure Critical Wounds, Mass	Health	8	8
Symbol of Persuasion	Motive	8	8
Resurrection	Vitality	8	8

Cure Critical Wounds, Mass

Yellow (Health) - Conjunction (Healing)

Level: Clr 8, Drd 9, Healing 8, Yellow 8, Health 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

Symbol of Persuasion

Yellow (Motive) - Enchantment (Charm) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6, Yellow 8, Motive 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Resurrection

Yellow (Vitality) - Conjunction (Healing)

Level: Clr 7, Yellow 8, Vitality 8

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected.) This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Level 9 Yellow Spells

Spell Name	Domain	Level	Domain level
Heal, Mass	Health	9	9
Sympathy	Motive	9	9
True Resurrection	Vitality	9	9

Heal, Mass

Yellow (Health) - Conjunction (Healing)

Level: Clr 9, Healing 9, Yellow 9, Health 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Sympathy

Yellow (Motive) - Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8, Yellow 9, Motive 9

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

True Resurrection

Yellow (Vitality) - Conjunction (Healing)

Level: Clr 9, Yellow 9, Vitality 9

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

PURPLE MAGIC

If you are using the standard d20 character classes, you will need to know what spells to limit a specialist in the colour Yellow from casting. As per the notes on page 2, the opposing Colour to Yellow is Purple, so the default limitation is with this colour. So you can assume that a Specialist Wizard who chooses Yellow will not be able to learn or cast any of the following spells, which is the spell list for Purple:

Inflict Minor Wounds, Ray of Frost, Chill Touch, Inflict Light Wounds, Chill Metal, Inflict Moderate Wounds, Inflict Serious Wounds, Sleet Storm, Ice Storm, Inflict Critical Wounds, Wall of Ice, Cone of Cold, Inflict Light Wounds, mass, Harm, Inflict Moderate Wounds, Mass, O.'s Freezing Sphere, Inflict Serious Wounds, mass, Inflict Critical Wounds, Mass, Polar Ray, Mass Harm, Disrupt Undead, Curse Water, Detect Undead, Hide from Undead, Command Undead, Death Knell, Animate Dead, Halt Undead, Speak with Dead, Antiplant Shell, Slay Living, Antilife Shell, Circle of Death, Create Undead, Undeath to Death, Control Undead, Finger of Death, Create Greater Undead, Symbol of death, Touch of Fatigue, Ray of Enfeeblement, Blindness/Deafness, Desecrate, Ghoul Touch, Diminish Plants, Ray of Exhaustion, Vampiric Touch, Enervation, Symbol of Pain, Symbol of Sleep, Waves of Fatigue, Waves of Exhaustion, Symbol of Weakness, Horrid Wilting, Energy Drain



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