

THE ELEMENTS OF MAGIC

BY MATT BLAKELEY



Robin Dreyer

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The Elements of Magic



BLACK LODGE
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CREDITS

Written by

Matt 'Cyberzombie' Blakeley

Editors

Mark Clover
 Greg Dinkelman
 Aaron Morgan
 Russell Morrissey
 Ryan Nock
 Alex "Angramainyu" Wilson

Artwork

Robin Blakeley
 Chris Shepard
 Matt Blakeley
 Aaron Morgan

Graphic Design and Typesetting

Duncan Fielden



with extra special thanks to

Chris Shepard

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 for more information.



The Elements of Magic

Introduction

Magic defines fantasy. Whether it is the timeless magic of unlikely heroes defeating fiendish plots, or the more tangible magic of sorcery and charms, it is the magical that makes a normal story into a fantasy that delights listeners, readers, and gamers by making all the impossibilities we can imagine come real. Dreams of magic can make even the most mundane day something to cherish, like a poem evoking the charm of the everyday world.

But sometimes, just like poems, magic can become stale and clichéd. Through repeated exposure, its novelty can wear off, and certainly, thirty years of *magic missiles* and *finger of deaths* has been enough to render many fantasy gamers jaded. At its core, saying, “My love is a dove,” in a poem is as trite as, “I cast *detect magic*.” This is not to say that all core magic is clichéd, for some spells would certainly qualify as classics, but many are simply adequate. *Detect magic* may be adequate, perhaps, but it is not as evocative as “I whisper to my spirit guide, asking for him to lend his eyes, that I may see the realm of magic.”

Already, Natural 20 Press’s *Wild Spellcraft* has added a greater sense of mystery and danger to magic. Now *The Elements of Magic* opens the world of magic to you, letting you create almost any type of magic-user you’d like. Magic is an artform, like poetry, and any good poem is never content to merely recite the works of others.

The Elements of Magic is intended to be modular, able to fit whatever role you want it to play. It can be added to an existing campaign that already has wizards, sorcerers, clerics, and druids, perhaps representing another, higher sort of magic, or it can wholly replace the existing magic system, providing a whole new feel to your fantasy gaming. You will need a d20 core rulebook to use these rules, but this book will let you ignore the old, clichéd spells presented in those books, and create your own works of magical art.

so what’s changed?

The largest and most important change *The Elements of Magic* presents is that it eliminates the spell memorization and preparation system entirely. Instead, this rules module uses a spell list and magic point system, which is more flexible, letting you decide what the mechanics actually mean.

The division between arcane and divine magic (and psionics, for that matter) has been done away with in an attempt to make these rules as setting-neutral as possible. Of course, a spellcaster can always attribute his magic to whatever source he believes in, but such possibilities should be determined by how the player and game master roleplay their world. The rules for all spellcasters are the same, and this system does not presuppose anything. Magic can be a gift from the gods, the ancient lingering spirit-energies of dead dragons, a power innate in the world, or whatever else you choose. Perhaps the most interesting possibility is to make magic as mysterious in your game as it is in the real world, where everyone has an opinion, but there might be no single truth to what magic is.

While the schools of magic from the core rules are used, they have not been strictly maintained. The necromancy school has been

dropped entirely, most divination spells have been turned into magic skills, and some spells are placed in different schools than they would be in the core rules. The Evoke Life list, for example, is roughly equivalent to the *cure* spells, but it is in the evocation school rather than conjuration (healing).

The alignment system, while not entirely dropped, has been de-emphasized. The Life and Death magical elements below, despite their names, have no alignment. Death magic is no more inherently evil than flaming someone to a crisp, and Life magic is used as much by villains as heroes. Alignments are used primarily for magic that deals with outsiders, since such entities are assumed to be nearly the physical embodiment of their alignment. This move away from the alignment system is intentional, since most settings other than the core d20 Fantasy settings do not use alignment. While the moral-absolutism of alignment is appropriate for the d20 core rules, it is not appropriate for most settings, especially a modern or futuristic one.

Unless, of course, the game master says otherwise. *The Elements of Magic* is intended to make it easy for you to create the fantasy world you desire, with minimal tinkering. We have done all the work of rules for you. All you have to do is add whatever tone and descriptions you want, and you can make these scattered elements of magic manifest into a striking and intriguing fantasy.

layout

Since this book uses a very different magic system than the core rules, you might need a little help navigating it.

Chapter One: Concepts & Definitions – explains the workings of the new magic system. Once you have some familiarity with this chapter, most of the rest of the book follows easily from there.

Chapter Two: Spellcasting Classes – covers the new core spellcasting class, the Mage. Additionally, as examples of how to utilize this

magic system to represent the specific tone of your game world, we also present several sample variations of the Mage, all of which emphasize the various spell elements. Finally is a revision of the bard and ranger to these new rules.

Chapter Three: Magical Skills – presents two new skills, as well as new uses for five skills from the core rules. All seven skills gain extra abilities when used with magic.

Chapter Four: Worlds of Magic – gives advice on creating interesting and compelling forms of magic in your game, and provides tons of ideas for creating your own spellcasting character, along with three sample characters.

Chapter Five: Elemental Monsters – presents rules on new elementals for use with this book. The .rtf file included in this zip file contains combat statistics for all 20 elementals at all 10 power levels.

Chapter Six: Spell Lists – presents the descriptions of the spell lists, in a format very similar to the spell descriptions of the core rules.

CONVERSION ISSUES

You may wonder how adding a new magic system will affect all the magic-using creatures, magic items, and NPCs already in your game. For most purposes, however, you should be able to plug this book into your campaign with little difficulty. Spellcasting characters and monsters *can* be converted to a spellcasting class from this book if you feel like going to the effort, but since the new magic system is balanced with the older magic rules, no conflicts should arise if you use an old spell. Most spell-like abilities and magic items can be kept unchanged, though you can convert them to a related spell list from this book if you'd like to add some new spice. Our goal is to eventually create a sequel book with additional ideas for new monsters using these rules, but we don't doubt that you'll be tinkering in the meanwhile.



chapter 1: concepts & definitions

Though many artists can be quite skilled by simply letting their muse guide their craft, the great masters are those who understand the tools at their disposal, and then make use of their canny skill. Similarly, before you are able to truly utilize this magic system, you will need to familiarize yourself with its components.

spellcasting basics

In this book, this is only one core spellcasting class, the Mage, though we present several optional ways to tweak it for different flavors. Unlike the core rules where magic from different classes was gained and handled separately, a spellcaster from *The Elements of Magic* has only one **spellcaster level** that increases in a fashion much like the character's base attack bonus. If you're just using the Mage class, this will not be a concern, but if you decide to use the different subclasses of the Mage, this mechanic means that multiclassing will not be the great drawback it is for a spellcaster in the core rules.

A spellcaster learns to use spells in **spell lists**, which go from '0' to 9th level spells, rather than individual spells. While some spell lists are unique, such as Disease and Polymorph, most spell lists are created by combining a type of action that the spell does, with a type of element, creature, or outsider that they affect. For example, the spell list Evoke Area Lightning is a combination of Evoke Area [Element] and the element of Lightning.

There are over two dozen types of spell actions, such as Abjure [Element], Charm [Creature], or Summon [Outsider]. When actually learning a spell list you would combine an action with a single particular element,

creature, or outsider type. There are 20 types of elements, 12 types of creatures, and 9 types of outsiders in all.

Elements: Each element has its own unique effects and side effects, such as Fire's ability to start fires, and Water's ability to drown.

Creatures: The creature descriptors are used for spells that affect a creature directly instead of using elemental energy, and such spells must be tailored to the creature's type. A Charm Humanoid spell will not affect an Aberration.

Outsiders: Outsiders are classified strictly by their alignment.

spellcaster level

Though the Mage is the core spellcasting class in *The Elements of Magic*, because you may want to create your own types of spellcasters, we have simplified spellcasting progression so that caster levels from all magic-using classes stack, just as Base Attack Bonus stacks. Some of the optional classes, such as the red and grey mage, will not gain a spellcaster level every time they gain a class level, since they are not solely dedicated to magic, and the revised ranger class gains spellcaster levels in $\frac{1}{2}$ level increments, much like a $\frac{1}{2}$ level of a skill. Thus, the table below is presented in $\frac{1}{2}$ level increments.

When determining the level-based effects of a spell, as usual, round down fractions. Thus, a character with a caster level of $11\frac{1}{2}$ would cast spells that are functionally identical to those cast by someone with caster level 11.

The character's spellcaster level determines what level of spells they can cast, how many spell lists they know (see the next entry), and how many magic points they have (see the entry after that), as given on **Table 1-1: Spellcaster Levels**, overleaf:

table 1-1: spellcaster levels

Caster Level	Maximum Spell Level	Spell Lists Known	Magic Points	Free Cantrips per day	Caster Level	Maximum Spell Level	Spell Lists Known	Magic Points	Free Cantrips per day
0	–	0	0	0	½	0	2	1	1
1	1	4	2	2	1½	1	6	2	2
2	1	8	3	3	2½	1	10	4	3
3	2	12	5	4	3½	2	14	7	4
4	2	16	9	5	4½	2	18	11	5
5	3	20	14	6	5½	3	22	18	6
6	3	24	22	7	6½	3	26	26	7
7	4	28	30	8	7½	4	30	35	8
8	4	32	40	9	8½	4	34	46	9
9	5	36	52	10	9½	5	38	59	10
10	5	40	66	11	10½	5	42	74	11
11	6	44	82	12	11½	6	46	91	12
12	6	48	100	13	12½	6	50	110	13
13	7	52	120	14	13½	7	54	131	14
14	7	56	142	15	14½	7	58	154	15
15	8	60	166	16	15½	8	62	179	16
16	8	64	192	17	16½	8	66	206	17
17	9	68	220	18	17½	9	70	235	18
18	9	72	250	19	18½	9	74	265	19
19	9	76	280	20	19½	9	78	295	20
20	9	80	310	21					

spell lists

In this system, characters do not learn individual spells like *fireball*. Instead, they learn lists of spells from ‘0’ to 9th level, such as Evoke Fire. Effectively, the character can choose to cast Evoke Fire at varying power levels, depending on what he needs it to do, ranging from creating a flickering flame on her fingertip, to sending forth sheets of fire in the shape of flaming wyrms.

A 1st-level spellcaster knows 4 spell lists, but has access to only the ‘0’ and 1st-level spells for those lists. She chooses any four spell lists from Chapter Six, often by combining an action type with an element, creature, or outsider type. Thus, a beginning undead hunter might pick Compel Undead, Evoke Light, Evoke Death, and Abjure Undead. As she goes up in spellcasting level, she automatically learns the higher level spells for those lists.

Additionally, she will learn new lists as she goes up in level. When she learns a new list, she will automatically have access to all the spells available at her spellcaster level. For example, when she reaches her third spellcaster level, learns the Abjure Fire list. She automatically has access to *abjure fire 0*, *abjure fire 1*, and *abjure fire 2* as soon as she learns the list.

prerequisites

Some spell lists have prerequisites, often because they are quite powerful and would be unbalancing at too low level. Some prerequisites are skill ranks, but more often a spell list (or group of spell lists) is required before the Mage can learn the more powerful spell list. For example, before you can Animate Object, you must know one of several Infuse Object with [Element] spell lists. If you do not already have Infuse Object with [Element], you can learn

both it and the Animate Object spell list at the same level, if you wish.

Additionally, the game master may decide that certain spell actions, elements, creatures, or outsider types can only be chosen by specific subclasses of Mage. For example, the Green Mage focuses on natural magic, and thus cannot learn spell lists like Evoke Void.

spell expertise

If you know three or more spell lists of a related nature, you are considered a Spell Expert. You can become a spell expert of either an [Element], [Creature], or [Outsider] type, or of a type of spell list, such as Abjure, Charm, or Evoke. For example, a Fire expert might know Abjure Fire, Evoke Fire, and Use Fire, while a Charm expert might know Charm Animal, Charm Beast, and Charm Plant.

A Spell Expert gains a +1 bonus to Spellcraft and Knowledge (arcana) checks related to his mastered element.

If you are a Spell Expert in a spell list of the [Creature] type (such as Charm [Creature]), you may be able to multitarget spells you cast so that they can affect more than a single type of creature at once. Each [Creature] spell list has an entry that tells you whether or not you can multitarget the spell.

If you are a Spell Expert in three related [Outsider] alignments (such as Lawful Evil, Lawful Neutral, and Lawful Good), you may be able to multitarget spells so that they can affect any Outsider that is of one of your expertise alignments (in this case, Lawful).

A Spell Master knows six or more spell lists of a related nature, but aside from the title, there is no benefit.

magic points

Instead of preparing spells in advance, Mages can cast any spell they know at any time, as long as they have enough **magic points** (MP). For '0'-level spells, Mages also gain free cantrip uses, allowing them to use cantrips without expending any MP. A Mage's MP and free

cantrips renew every time the character sleeps or otherwise rests for 8 hours. Characters that get at least 5 hours of sleep regain half their total magic points and cantrip uses.

Each character can cast a certain number of cantrips ('0'-level spells) per day for free, as given on the Spellcaster Level table. When she casts a higher level spell, or additional cantrips beyond this limit, it costs a number of magic points off the following chart:

Table 1-2:
Magic Point Cost for Spells

Level	0	1	2	3	4	5	6	7	8	9
Cost	0/1	1	3	5	7	9	11	13	15	17

Certain spell lists have costs that vary from this chart. When this is the case, the relevant magic point costs will be listed with the spell list. Additionally, some of the new skill usages presented in Chapter Three have magic point costs. These costs are given in each skill's description.

Spellcasters who have a high Intelligence score have access to more magic points per day. The number of bonus magic points that the gain depends on their score and on the highest level of spells that they can cast, as given on the following table:

Table 1-3:
Bonus Magic Points for High Intelligence

Bonus MP by Highest Spell Level Available									
Score	1	2	3	4	5	6	7	8	9
1-11	-	-	-	-	-	-	-	-	-
12-13	1	-	-	-	-	-	-	-	-
14-15	1	4	-	-	-	-	-	-	-
16-17	1	4	9	-	-	-	-	-	-
18-19	1	4	9	16	-	-	-	-	-
20-21	2	5	10	17	26	-	-	-	-
22-23	2	8	13	20	29	40	-	-	-
24-25	2	8	18	25	34	45	58	-	-
26-27	2	8	18	32	41	52	65	80	-
28-29	3	9	19	33	51	62	75	90	107
30-31	3	12	22	36	54	76	89	104	121

metamagic feats and spells

Mages can use any of the metamagic feats from the core rules. When they modify a spell with a metamagic feat, the final spell level cannot be higher than the highest spell level they have access to. For example, a 5th-level spellcaster could modify her 0-, 1st-, and 2nd-level spells with Silent Spell (which adds one spell level), but not her 3rd-level spells, since she cannot cast 4th-level spells. A modified spell costs as many spell points as its new, modified, spell level to cast.

If a cantrip is modified to 1st level or higher, the spellcaster must use magic points to cast it; she cannot use one of her free cantrip castings to cast it. If the metamagic feat does not increase the spell level, she can still cast it using her one of her free cantrip castings.

Unlike the sorcerer and bard of the core rules, a Mage can cast a spell modified by metamagic feats in the same amount of time as an unmodified spell. This also applies to the revised bard presented in Chapter Two.

[creature], [element], and [outsider] spell lists

In this rules module, most of the spell lists are tied to an Elemental type, a Creature type, or an Outsider type. [Creature], [Element], and [Outsider] refer to generic elements, creatures, and outsiders, rather than a specific example of the category. For instance, the various abjuration spell lists that protect a character from elemental damage are called, collectively, Abjure [Element]. A specific spell list of this type would be Abjure Water. A specific spell off of this spell list would be *abjure water 4*.

[Creature] and [Outsider] Types

[Creature] Types: The Creature types are the same as in the core rules, with the following exceptions: Monstrous Humanoid and Giant are included in the Humanoid type, and Magical Beast is included in the Beast

type. The twelve Creature types are thus Aberration, Animal, Beast, Construct, Dragon, Fey, Humanoid, Ooze, Plant, Shapechanger, Undead, and Vermin.

Green mages, one of the optional Mage subclasses, use spells that affect all living creature types (all except Constructs & Undead). Black mages use Construct spells and white mages use Undead spells. Bards and rangers each use spells that affect a selection of creature types.

[Outsider] Types: The Outsiders are divided strictly by alignment into nine types: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil.

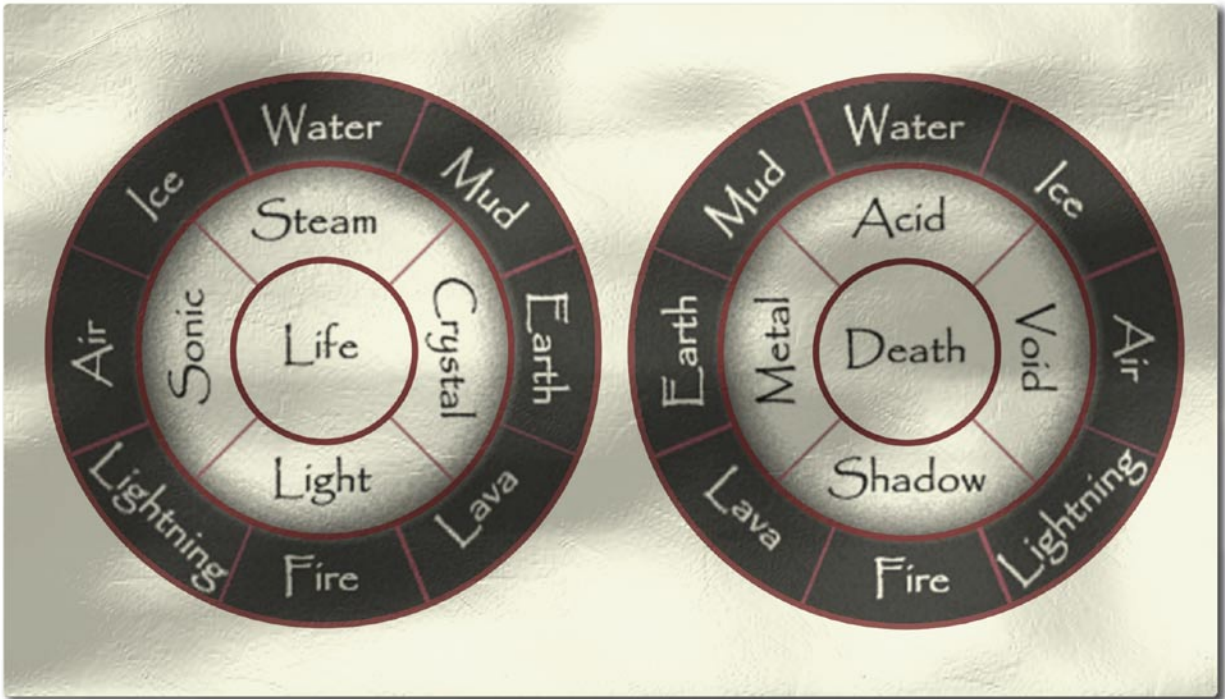
Extreme care must be taken with spells that target outsiders since they affect only that alignment, and have no affect on any other outsider.

Black mages use spells that protect against all types of Outsiders. Grey mages use spells that affect Lawful and Neutral Outsiders, while red mages use spells that affect Neutral and Chaotic Outsiders.

[Element] Types

There are a total of twenty Element types. Most spell lists are either based on elemental magic, which creates or modifies energy or matter, or on creature magic, which can influence the behavior and minds of creatures.

The Elements are further divided into two classes – White Elements (10) and Black Elements (9) – with the Biomatter element on its own. Eighteen of the elements are arranged in a sphere; the top and bottom of the sphere are shown on the following diagram. Biomatter is considered to be in the centre of the sphere, balancing all the elements. Force is considered to be the area outside the sphere that bounds and contains it. The distinction is only important if you are using the optional Mage subclasses, but it may provide you some ideas of how you might align different types of powers in your own setting.



elemental relations and damage type

The **White Elements** are Acid, Crystal, Death, Life, Light, Metal, Shadow, Sonic, Steam, and Void. The **Black Elements** are Air, Earth, Fire, Force, Ice, Lava, Lightning, Mud, and Water. Red and grey mages each use some white and some black elements. Red mages use Air, Fire, Ice, Life, Light, Lightning, Sonic, Steam, and Water. Grey mages use Acid, Death, Earth, Fire, Lava, Metal, Mud, Shadow, and Water. Green mages and rangers use only the Biomatter element.

Elemental spells can have an effect on the elements that are next door on the elemental chart. For example, and Abjure Element spell will offer limited protection against these related elements.

Each element also has one or two related ability scores. The Infuse Creature with [Element] spell lists can give a boost to these ability score(s). If there is only one ability score, the full bonus is given to that ability score. If there are two ability scores listed, the bonus is divided evenly between them. More details are given in the Spell List Descriptions section.

Each element has an opposed element, as well as one or more elements in lesser opposition. An elemental attack does double damage to its opposed element, and one and a half times damage to lesser opposing elements. This includes creatures with an [Element] modifier, as well as any naturally occurring examples of the element.

Finally, while the damage type of most elements is the same as the name of the element, a few elements need further explanation for their damage type.

Bludgeoning: Biomatter does damage as if it was a bludgeoning weapon. Creatures that have special defences against bludgeoning weapons have the same defences against biomatter attacks.

Cure: The Life element does damage only to undead and creatures with the Acid, Death, Metal, Shadow, or Void types. It cures damage to any other living creature, and has no effect on constructs and objects. The Life element is equivalent, in most respects, with the positive energy of the core rules, except that it has no 'good' alignment connotations.

Piercing: Crystal does damage as if it was a piercing weapon. Creatures that have special

Table 1-4: Elemental Relations and Related Ability Scores

ELEMENT	Related Elements	Related Ability Scores	Opposed Elements	Damage Type
ACID	Death, Water	Constitution, Intelligence	Steam, Life	Acid
AIR	Ice, Lightning, Sonic, Void	Charisma	Earth, Crystal, Lava, Metal, Mud	Air
BIOMATTER	none	Constitution, Wisdom	Force	Bludgeoning
CRYSTAL	Earth, Life	Strength, Wisdom	Metal, Death	Piercing
DEATH	Acid, Metal, Shadow, Void	Constitution	Life, Crystal, Light, Sonic, Steam	Inflict
EARTH	Crystal, Lava, Metal, Mud	Strength	Air, Ice, Lightning, Sonic, Void	Earth
FIRE	Lava, Light, Lightning, Shadow	Dexterity	Water, Acid, Ice, Mud, Steam	Fire
FORCE	none	Dexterity, Intelligence	Biomatter	Force
ICE	Air, Water	Charisma, Intelligence	Lava, Earth, Fire	Ice
LAVA	Earth, Fire	Dexterity, Strength	Ice, Air, Water	Lava
LIFE	Crystal, Light, Sonic, Steam	Wisdom	Death, Acid, Metal, Shadow, Void	Cure
LIGHT	Fire, Life	Dexterity, Wisdom	Shadow, Death	Sun
LIGHTNING	Air, Fire	Charisma, Dexterity	Mud, Earth, Water	Lightning
METAL	Death, Earth	Constitution, Strength	Crystal, Life	Slashing
MUD	Earth, Water	Intelligence, Strength	Lightning, Air, Fire	Mud
SHADOW	Death, Fire	Constitution, Dexterity	Light, Life	Shadow
SONIC	Air, Life	Charisma, Wisdom	Void, Death	Sonic
STEAM	Life, Water	Intelligence, Wisdom	Acid, Death	Steam
VOID	Air, Death	Charisma, Constitution	Sonic, Life	Void
WATER	Acid, Ice, Mud, Steam	Intelligence	Fire, Lava, Light, Lightning, Shadow	Water

defences against piercing weapons have the same defences against crystal attacks.

Slashing: Metal does damage as if it was a slashing weapon. Creatures that have special defences against slashing weapons have the same defences against metal attacks.

Inflict: The Death element does damage to creatures with the Crystal, Life, Light, Sonic, and Steam types, as well as most living creatures. It cures damage to undead, as well as creatures with the Acid, Death, Metal, Shadow, and Void types. It has no effect on constructs and objects. The Death element is equivalent, in most respects, with the negative energy of the core rules, except that it has no 'evil' alignment connotations.

elemental side effects

Some Elemental spells, include Create [Element] Object, Wall of [Element], and higher level Evoke [Element] and Evoke Area [Element] spells, will create elemental side effects. These

side effects can cause damage (and sometimes other effects, such as light or bless) to the area in and around where the spell manifests. Fire can set things on fire, Water gets things wet and can drown creatures, Void suffocates creatures, and so on. The exact side effects depend on the element and the intensity of the side effects: low, medium, high, or extreme.

If a side effect requires a saving throw once per time period (such as once a minute), the first save occurs the instant the spell takes effect. Thus, an instantaneous Evocation spell will manifest any time-dependent side effects exactly one time. The side effects of an instantaneous or permanent creation spell continue indefinitely until and unless they are stopped by some outside agency.

If the spell targets creatures or objects, or is an area effect spell that targets creatures or objects, only those subjects are affected by the side effects. Other area effect spells have side effects over the entire area. A created object will

Table 1-5: Elemental Side Effects

Element	Type	Low Intensity	Medium Intensity	High Intensity	Extreme Intensity
ACID	Liquid	wet, acid	wet, acid, drowning	acid, acid fumes, drowning	acid immersion and fumes, drowning
AIR	Gas	severe wind	windstorm	hurricane winds	tornado
BIOMATTER	Solid	bludgeon	bludgeon, suffocation	bludgeon, suffocation	bludgeon, suffocation, crushing
CRYSTAL	Solid	sharp	sharp, suffocation	sharp, suffocation	sharp, suffocation, crushing
DEATH	Energy	bane	bane, cold	blight, cold	blight, infliction, extreme cold
EARTH	Solid	dirty	dirty, suffocation	dirty, suffocation	dirty, suffocation, crushing
FIRE	Energy	low fire	fire, light smoke	fire, heavy smoke	intense fire, heavy smoke
FORCE	Energy	no save; indestructible	no save; indestructible	no save; indestructible	no save; indestructible
ICE	Solid	cold	cold, slippery, suffocation	extreme cold, slippery, suffocation	extreme cold, slippery, suffocation, crushing
LAVA	Liquid	fire	lava, low fire	lava, fire	lava immersion, fire
LIFE	Energy	bless	bless, very hot	exalt, very hot	exalt, healing, extreme heat
LIGHT	Energy	light	light, very hot	daylight, very hot	daylight, blinding, extreme heat
LIGHTNING	Energy	low fire	low fire, static	fire, static	fire, electrocution
METAL	Solid	sharp	sharp, suffocation	sharp, suffocation	sharp, suffocation, crushing
MUD	Liquid	wet, dirty	wet, dirty, drowning	wet, dirty, drowning	wet, dirty, drowning, crushing
SHADOW	Energy	shadows	shadow, cold	darkness, cold	darkness, blinding, extreme cold
SONIC	Gas	white noise	white noise, strong wind	shriek, severe wind	cacophony, windstorm
STEAM	Gas	wet, very hot	wet, extreme heat	abysmal heat, boiling	boiling (full immersion)
VOID	Gas	strong wind, lack of air	severe wind, lack of air, cold	severe wind, drowning, cold	windstorm, drowning, extreme cold
WATER	Liquid	wet	wet, drowning	wet, drowning	wet, drowning, crushing

have side effects inside of it and on its surface. In other cases, the area, creatures, or objects affected by the spell will be affected by its side effects.

Most side effects are described in the Environment section of Chapter Three of the the *DMG*.

Abysmal heat: Described in the Heat Dangers section.

Acid: Described in Other Dangers, Acid.

Acid fumes: Described in Other Dangers, Acid.

Acid immersion: Described in Other Dangers, Acid.

Bane: The spellcaster's enemies suffer a -1 karma penalty on their attack rolls, damage rolls, saves, and skill checks.

Bless: The spellcaster and her allies in the area of effect gain a +1 karma bonus on their attack rolls, damage rolls, saves, and skill checks.

Blight: The spellcaster's enemies suffer a -2 karma penalty on their attack rolls, damage rolls, saves, and skill checks.

Blinding: A creature affected by blinding, or in an area affected by blinding, must make a Fortitude save (DC 15 +1/previous check) every minute or be permanently blinded. If this is a Light effect, the eyes of the creature are burned out and turn white. If this is a Shadow effect, the eyes of the creature are filled with rolling shadows. This blindness can be cured with any normal method, such as *cursecraft 3* or *regeneration 4*.

Bludgeon: A creature or object that is targeted by the spell or in its area of effect suffers 1d8 points of bludgeoning damage the instant the spell is cast.

Boiling: Described in the Heat Dangers section.

Boiling (full immersion): Described in the Heat Dangers section.

Cacophony: As white noise. Additionally, every minute a creature affected by cacophony must make a Fortitude save (DC 15, +1 for every previous check) or become permanently deaf. (This deafness can be cured with any normal method, such as *cursecraft 3* or *regeneration 4*.) The creature also takes 1d6 points of sonic damage every minute, with no save.

Cold: Described in the Cold Dangers section.

Crushing: Any creature or object totally immersed in, or totally encased in, an area effect is crushed. (Note that many spells cannot be directly manifested on or around a creature, so this side effect rarely occurs with solid elements.) The victim takes 1d6 damage every round until it somehow escapes. Objects with a hardness of less than 10 have their hardness reduced by 1 every round they are crushed.

Daylight: Any area under this side effect is glows as brightly as sunlight and also radiates daylight in a 60 ft radius around the area. A creature or object affected by light glows brightly and radiates daylight in a 60 ft radius. Daylight and darkness cancel each other; daylight will dispel shadows and manifest undiminished.

Darkness: Any area under this side effect is filled with total darkness that provides total concealment (50% miss chance); it also radiates darkness in a 60 ft radius around the area. A creature or object affected by darkness is blackened and radiates darkness in a 60 ft radius. Darkness and daylight cancel each other; darkness will dispel light and manifest undiminished.

Dirty: Any creature, object, or area affected is dirty. Generally, this will only harm delicate items, such as exposed machinery or an open

potion flask. The dirt varies from a thin layer of dirt at low intensity, to inches of dirt or mud at extreme intensity.

Drowning: described in the Drowning Rules sidebar.

Electrocution: Any targeted creature or object, and any creature or object in an area of effect, takes 1d6 points of electrical damage every round. If the spell creates an object made of electricity, anyone touching it suffers 1d6 points of electrical damage each round and must make a Fortitude save (DC 15 +1/previous attempt) to let go of the object. Metallic constructs and machinery suffer double damage (2d6) every round.

Exalt: The spellcaster and her allies in the area of effect gain a +2 karma bonus on their attack rolls, damage rolls, saves, and skill checks.

Extreme cold: Described in the Cold Dangers section.

Extreme heat: Described in the Heat Dangers section.

Fire: Any normally flammable target (including creatures and wood) may catch on fire. See the Catching on Fire sidebar.

Healing: Any targeted creature, and any creature in an area of effect, must save vs. Fortitude (DC 15 +1/previous attempt) or take 1d6 points of Life damage every minute. An object made of Life does the same damage each minute that it is grasped. Since this is a Life effect, living creatures are healed (and are not required to save against the effect), Death and undead creatures are damaged, and constructs are unaffected.

Heavy smoke: Heavy smoke surrounds the fire source in a 5 ft radius per spell level. Heavy smoke may cause coughing and choking (see Other Dangers: Smoke) and gives one-half concealment (20% miss chance) to characters within it. Heavy smoke is surrounded by light smoke that extends another 5 ft per spell level around the heavy smoke area.

Hurricane winds: Described on the Wind Effects table.

Indestructible: Items made of force are immune to damage of all kinds, are totally unaffected by most spells, and are not affected by the Dispel Magic skill. However, Disintegrate immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, and Disjunction. A barrier made of force (such as a Wall of Force) stops spells and breath weapons in both directions, although teleportation effects can bypass it. The barrier blocks ethereal creatures as well as material creatures (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, however.

Infliction: Any targeted creature, and any creature in an area of effect, must save vs. Fortitude (DC 15 +1/previous attempt) or take 1d6 points of Death damage every minute. An object made of Death does the same damage each minute that it is grasped. Since this is a Death effect, Death and undead creatures are healed (and are not required to save against the effect), living creatures are damaged, and constructs are unaffected.

Intense fire: Any flammable object is automatically on fire and suffers double normal damage (2d6 points per round). Any inflammable object is melting, suffering 1d6 damage per round. See the Catching on Fire sidebar.

Lack of air: Described in the Other Dangers: Lack of Air/High Altitude section.

Lava: Described in the Other Dangers: Lava section.

Lava immersion: Described in the Other Dangers: Lava section.

Light: Any area under this side effect is filled with the equivalent of torchlight and also radiates light of torchlight intensity in a 20 ft radius around the area. A creature or object affected by light glows and radiates the equivalent of torchlight in a 20 ft radius. Light and shadows cancel each other and darkness dispels the light and manifests itself undiminished.

Light smoke: Light smoke surrounds the fire source in a 5 ft radius per spell level. Light smoke does not significantly interfere with breathing, but it does give one-half concealment (20% miss chance) to characters within it.

Low fire: Items that are especially vulnerable to fire, such as paper or hair, may catch on fire. This is described in the Catching on Fire sidebar.

No save: Force does not have any side effects, *per se*. Force spells do less damage than most, but do not allow saving throws.

Severe wind: Described on the Wind Effects table.

Shadows: Any area under this side effect is filled with deep shadows that provide three-quarters concealment (30% miss chance); it also radiates similar shadows in a 20 ft radius around the area. A creature or object affected by shadows is darkened and radiates shadows in a 20 ft radius. Light and shadows cancel each other and daylight dispels the shadows and manifests itself undiminished.

Sharp: A creature or object that is targeted by the spell or in its area of effect suffers 1d8 points of slashing/piercing damage the instant the spell is cast. Alternately, an object created of crystal or metal can be created with a sharp, jagged surface that does 1d4 damage when it is touched.

Shriek: Shriek acts as white noise. Additionally, every minute a creature affected by shriek must make a Fortitude save (DC 15, +1 for every previous check) or suffer 1d6 sonic damage.

Slippery: Characters on the surface of the ice may slip and fall; see the Other Dangers: Ice section.

Static: Any targeted creature, and any creature in an area of effect, takes 1d6 points of electrical subdual damage every minute. If the spell creates an object made of electricity, anyone touching it suffers 1d6 points of electrical damage. Metallic constructs and machinery take 1d6 points of electrical damage instead.

Strong wind: Described on the Wind Effects table.

Suffocation: Described in the Suffocation sidebar. Note that suffocation only occurs if the victim's head is encased in the solid. If the victim is enclosed in a space by the solid, she may instead suffer slow suffocation.

Tornado: Described on the Wind Effects table.

Very hot: Described in the Heat Dangers section.

Wet: Any creature or object affected is wet. Generally, this will only harm the most delicate of items, such as an exposed scroll or open potion flask. The wetness varies from dampness at low intensity, to completely immersed and saturated at extreme intensity.

White Noise: A creature affected by or inside a white noise area has a +10 penalty on the DCs of all Listen checks. A creature outside of a white noise area also has the same +10 penalty to Listen checks if they are trying to listen to anything inside the white noise.

Windstorm: Described on the Wind Effects table.

Blanket changes to magic rules

This section summarizes changes to the Magic chapter of *Player's Handbook*. Any rule that is not specifically changed in this section should be used as written in the core rules.

Range

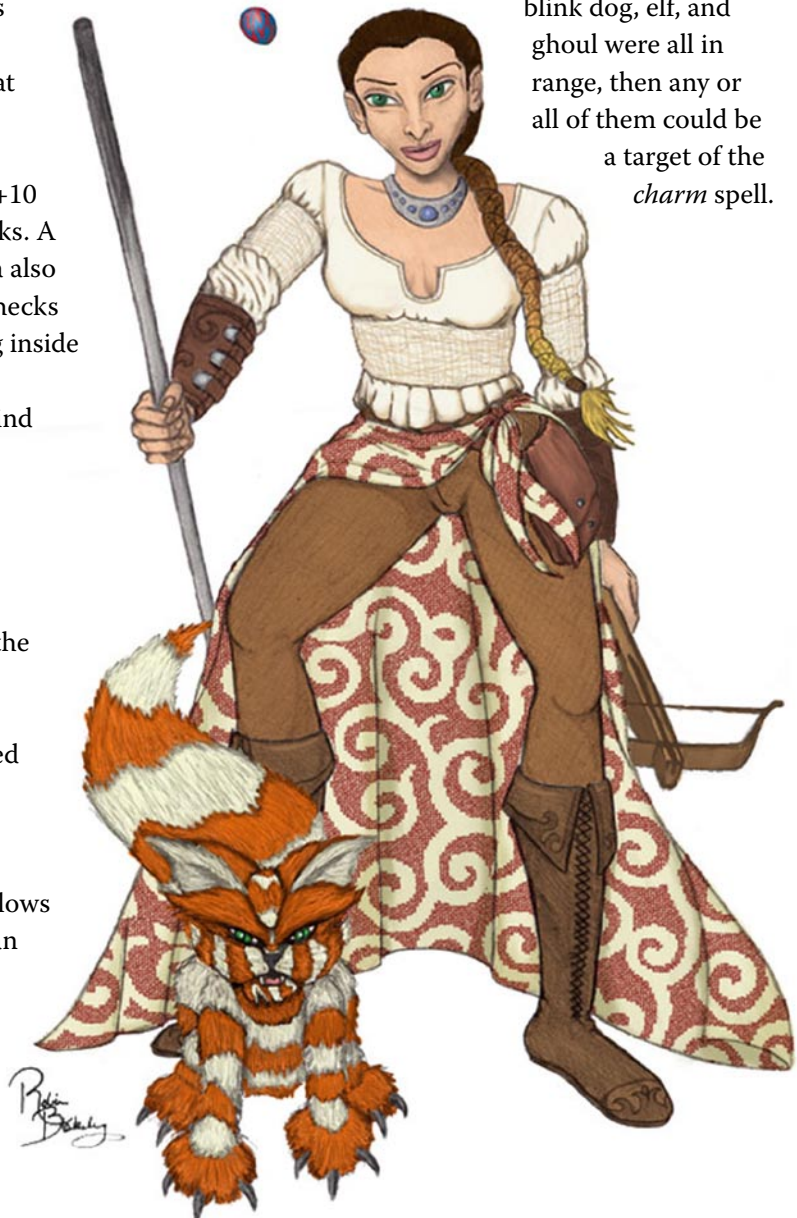
Line of Sight: This range category allows you to target any creature that you can see. You can even target a creature that you are scrying (see the Scry skill). Only a spell with the line of sight range category can be cast through a scrying focus.

Aiming a Spell

Multitargeting and [Creature] or [Outsider] spell lists: Many spell lists (such as Charm, Polymorph, and Telepathy) target a [Creature] type. If you have Expertise with that type of spell (such as Charm Expert, Polymorph Expert, and Telepathy Expert), you can target any or all creature types you know with a single spell.

For example, a 10th-level spellcaster knows Charm Animal, Charm Beast, Charm Humanoid, and Charm Undead. She is therefore a Charm Expert and, when she casts a *charm* spell, she can target any creature of any of those

types. Thus, if a bear, blink dog, elf, and ghou were all in range, then any or all of them could be a target of the *charm* spell.



A beholder, however, could not be, since it is an Aberration and this caster does not know Charm Aberration.

The spell affects only the number of creatures or HD that it normally would. Only the possible types of targets is increased, not the number of targets.

Following the example above, the spellcaster could attempt to *charm* up to 20 HD of creatures with one spell. If she is confronted by a brown bear (6 HD), two blink dogs (4 HD each), a 5th-level elvish mage (5 HD), and six ghouls (2 HD each), she could only attempt to *charm* 20 HD of them at once. Thus, if she targets the elf and the ghouls, she has only 3 HD left over and cannot charm the bear or either blink dog.

Similarly, if the spellcaster is an [Outsider] type expert, specializing in a particular alignment, then he can multitarget his [Outsider] spells to affect any outsider of one end of the elemental axis (Lawful, Chaotic, Good, Evil, Neutral in regards to Good/Evil, and Neutral in regards to Law/Chaos). Even if the spellcaster is an expert in two axis points, such as both Lawful and Evil outsiders, he must choose a single axis point for any given spell.

schools of magic and spell descriptors

The Elements of Magic uses the magic schools and spell descriptors of the core rules as a basis, but some changes have been made. These changes are summarized here.

Conjuration (Creation) subschool: If the spell has an instantaneous duration, creation spells may have an XP cost. If the item created is not especially valuable (such as normal wood, water, iron, quartz, etc.), no XP cost is required to create the item. If it is made of a valuable substance (such as ironwood, fine wine, mithral, gold, gems, etc.), the XP cost is 1 XP per 10 gp of value. The game master has the final say on whether a substance is valuable or not, so iron,

for example, may have an XP cost in individual campaigns.

Conjuration (Healing) subschool: This subschool is not used. Healing spells have been moved to the evocation and transmutation schools.

Divination school: Most divination spells have been replaced by magical skills (see the Skills section). Some divinations, such as sight spells, are in the transmutation school.

Enchantment (Telepathy) subschool: The spell allows you to contact and communicate with the mind of the subject. Many telepathy spells are also charms or compulsions (such as the Domination list).

Necromancy school: This school is not used. As with healing spells, most necromancy spells have been moved to the evocation and transmutation schools.

Elemental/energy descriptors: In the core rules, only acid, cold, electricity, fire, and sonic energy types are used. In *The Elements of Magic*, each of the 20 elements is used as a descriptor for a spell. These descriptors are not noted in Chapter Six's spell lists, since the [Element] lists describe all 20 elements at once. The individual list does have the descriptor, however, so an Evoke Life spell is evocation [life].

Mind-influencing descriptor: Mind-influencing spells include charms, compulsions, phantasms, patterns, telepath, and morale effects. In the core rules, mind-influencing spells do not work on the Construct, Ooze, Plant, Undead, and Vermin creature types. Their minds are either too simple or too alien for the core spells to work on them.

In *The Elements of Magic*, [Creature] spell lists are designed and targeted to the specific creature type, so Charm Plant, for example, will work on a plant creature. Specific immunities or bonus against mind-influencing spells still apply, such as the elven bonus of +2 on Will saves against enchantment spells.

Telekinesis descriptor: A spell that moves an object at a distance, with no visible or tangible source of motion.

chapter 2: spellcasting classes

The barbarian, fighter, monk, and rogue are unaffected by the rules in this book. The cleric, druid, sorcerer, and wizard are replaced by the new Mage class, while the ranger, bard, and paladin could easily be recreated with some interesting multiclassing. This chapter also presents several optional subclasses of Mage, plus revised versions of the bard, paladin, and ranger, to better fit the new rules.

This should streamline your game, making the primary classes fighter, rogue, and mage, with barbarian, bard, monk, paladin, and ranger providing specific special archetypes of fantasy adventuring.

Abilities: Intelligence determines how many bonus magic points a Mage receives, and Charisma influences how hard it is to resist the Mage's spells. The Difficulty Class of a saving throw against a Mage's spell is 10 + the spell level + the Mage's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

A high Wisdom is also very useful for Mages, since some of their important class skills are based on Wisdom. High Dexterity is helpful for a mage, who typically wears little or no armor, because it provides her with an Armor Class

mage

Mages are the masters of magic, though seldom are any two mages alike in their powers and specializations. How Mages come to their power can vary from setting to setting, or even from character to character, but almost all Mages are met with some degree of wariness, for their powers are beyond the understanding of the common man.

Game Rule Information

Mages have the following game statistics.

Table 2-1: The Mage

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save	Special
1	+0	+1	+0	+0	+2	Magical Boon
2	+1	+2	+0	+0	+3	
3	+1	+3	+1	+1	+3	
4	+2	+4	+1	+1	+4	Magical Boon (minor)
5	+2	+5	+1	+1	+4	
6	+3	+6	+2	+2	+5	
7	+3	+7	+2	+2	+5	
8	+4	+8	+2	+2	+6	Magical Boon (moderate)
9	+4	+9	+3	+3	+6	
10	+5	+10	+3	+3	+7	
11	+5	+11	+3	+3	+7	
12	+6/+1	+12	+4	+4	+8	Magical Boon (moderate)
13	+6/+1	+13	+4	+4	+8	
14	+7/+2	+14	+4	+4	+9	
15	+7/+2	+15	+5	+5	+9	
16	+8/+3	+16	+5	+5	+10	Magical Boon (major)
17	+8/+3	+17	+5	+5	+10	
18	+9/+4	+18	+6	+6	+11	
19	+9/+4	+19	+6	+6	+11	
20	+10/+5	+20	+6	+6	+12	Magical Boon (major)

bonus. A good Constitution gives a Mage extra hit points, a resource that she is otherwise very low on.

Hit Die: d4.

Class Skills

The Mage's class skills (and the key ability for each skill) are **Alchemy** (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive), Diplomacy (Cha), **Dispel Magic** (Wis, exclusive), **Divination** (Wis, exclusive), Heal (Wis), **Intuit Direction** (Wis), Knowledge (Int), Profession (Wis), **Scry** (Int, exclusive skill), Speak Language (none), and **Spellcraft** (Int). The skills listed in **bold** text are described in the *Magical Skills* chapter below. See *Player's Handbook* chapter 4: Skills for the other skill descriptions.

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Mage:

Weapon and Armor Proficiency: A Mage is proficient with all simple weapons, but no armor or shields. Armor of any type interferes with a Mage's movements, which can cause her spells to fail if those spells have somatic components.

Spells: A Mage's spellcasting ability is determined by her level and by the choices she make with spell lists. Most of the necessary information about casting spells is provided in Chapter One. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0'-level spell). When a Mage runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she rests.

A Mage can choose any spell list she wants, unlike the sample subclasses listed below, which are restricted to a limited selection of spell lists for flavor reasons. All Mages learn the Prestidigitation cantrip for free at 1st level.

Bonus Languages: A Mage may substitute any one language for one the bonus languages available to her because of her race. This represents that the Mage has dabbled in knowledge from many sources, and may have learned to communicate with unusual creatures in order to acquire her magic.

Magical Boons

Because Mages all develop slightly different abilities, each 1st-level Mage can choose from a small list of Magical Boons she can acquire. She may choose to gain either two Minor Boons, a Minor and a Moderate Boon, or one Major Boon, from the lists below. The specifics of the various types of boons are described after the lists.

Additionally, every 4th level, the Mage gains one more boon. At higher levels, these boons are of greater power, though you may choose to gain a less-powerful boon if you want. You can choose the same boon multiple times if you want, even gaining multiple familiars if you want.

- **Minor Boons:** animal speak, bonus feat, chosen spell list, light armor use, minor magical infusion, resist fear, spiritual medium, woodland stride.
- **Moderate Boons:** animagus, moderate magical infusion, sixth sense, summon familiar, trackless step.
- **Major Boons:** armored casting, aura of defense, companion spirit, great glamor, major magical infusion.

Minor Boons

Animal Speak (Sp): The Mage chooses one small category of animal, such as foxes, sparrows, or owls. By concentrating, the Mage can speak with them as if she had a common language, though of course the animal might only be able to convey primitive thoughts in reply. This functions as the *speak with animals* spell in the core rules, though the Mage must concentrate to use this ability, and it only

applies to one type of creature. This ability does not guarantee the animal will be friendly.

Bonus Feat: The Mage gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or a feat that applies to her familiar.

Chosen Spell List: The mage chooses a single spell list that she knows. She gains a +2 bonus to saving throw DCs and to spell penetration with that spell list.

Light Armor Use: Your spellcasting is not disrupted by wearing light armour. You suffer no arcane spell failure chance unless you wear medium or heavy armour. You can take this boon more than once. Two times allows you to ignore arcane spell failure in medium armour, and three times allows you to cast spells in any armour. (Note that the major boon 'Armoured Casting' provides the same benefit as taking this boon three times.

Minor Magical Infusion (Su): The Mage has imbued herself with some of her own magical energy, granting minor but permanent magical abilities. Choose one ability from the following list.

- +2 bonus to Will, Reflex, or Fortitude saves.
- +5 bonus to all skill checks with one skill that is not Intelligence- or Charisma-based.
- Elemental resistance 1 to one chosen element.
- The Mage gains immunity to the low-intensity elemental side effect of her choice. If she chose air, for example, she would not be affected by the knockback effect of severe winds.

Resist Fear: The Mage gain a +4 bonus to all mind-influencing effects that would cause her to become frightened, shaken, or panicked.

Spiritual Medium (Su): The Mage gains the supernatural ability to hear spirits, ghosts, and all varieties of incorporeal undead. By concentrating, she can hear any spirits around her, even if they are not manifesting. She can, of course, only hear the spirits if they are actually making noise, by talking or rattling chains or such.

Woodland Stride: The Mage gains the Woodland Stride ability, as the druid ability of the same name.

Moderate Boons

Animagus (Sp): The Mage picks one normal animal that is between Diminutive and Medium-size. She can *alter self* into the shape of that animal at will, as a standard action. A human could thus turn into a wolf or raven, but not a tiger.

Moderate Magical Infusion (Su): As Minor Magical Infusion, only of slightly greater power. Choose one ability from the following list.

- +2 bonus to Strength, Dexterity, or Constitution.
- +10 ft bonus to your base speed.
- Low-light vision. If you already have low-light vision, you gain Darkvision 30. If you already have Darkvision, increase its range by 30 ft.
- The Mage chooses one type of spell (like *Abjure [Element]* or *Dominate [Creature]*), or choose one element, creature, or outsider type. For purposes of level-based effects, you cast spells of the chosen type at +1 caster level.
- The Mage gains immunity to the moderate-intensity elemental side effect of her choice. If she chose air, for example, she would not be affected by the knockback effect of a windstorm.

Sixth Sense (Su): The Mage gains the supernatural ability to see and hear incorporeal undead. By concentrating, she can see and hear any incorporeal undead in her line of vision, even if they are not manifesting. However, if the undead is actually utilizing some sort of *invisibility* magic, this ability does not let her overcome that.

Summon Familiar: The Mage may summon a familiar in exactly the same manner as a sorcerer in the core rules.

Trackless Step (Su): The Mage gains the Trackless Step ability, as the Druid ability of the same name.

Major Boons

Armored Casting: Your spellcasting is not disrupted by wearing armor. You suffer no arcane spell failure chance

Aura of Defense (Su): The Mage chooses either Wisdom or Charism. She adds the bonus of the appropriate ability, if positive, to her Armor Class, even while flat footed.

Companion Spirit: The Mage has contacted and bonded with some sort of spirit, perhaps an animal spirit, or the uneasy spirit of a person that has not yet passed on. A spirit is like a minor ghost with almost no way to affect the material world. It acts much like a familiar, except that it is intangible and can see other intangible spirits.

- *Hit Dice:* Treat as the Mage's character level.
- *Hit Points:* One-half the Mage's total, rounded down.
- *Attacks:* Use the Mage's base attack bonus, and the spirit's Dexterity bonus. Note, however, that spirits cannot affect the material world except in limited ways.
- *Saving Throws:* Use the Mage's base saving throw bonuses.
- *Defenses:* The spirit has DR 10/+1, and any form of physical attack only affects it half the time.
- *Knowledge:* A spirit might be a dead wise man, a cunning totem animal, or a haunting spectre trying to torment the Mage. If the Mage and her spirit are on good terms, usually it is willing to tell her whatever it knows. Spirits have never passed on, or perhaps are not able to at all, so they do not know about the afterlife.
- *Alertness (Ex):* The spirit's sense of perception aids the Mage in noticing things. If the spirit is within 5 feet, the Mage gains the benefits of the Alertness feat.
- *Locative Bond:* Once it bonds with a living person, the spirit cannot stray far. The maximum distance of separation is 100 feet per level of the living person. The spirit cannot willingly pass beyond this range, and if is unavoidably separated by more than this

distance, he must proceed at full speed back to within range.

- *See Spirit (Su):* The Mage can see her spirit clearly, just as if he was solid and tangible. Though exact appearances vary from spirit to spirit, typically a spirit appearances wispy and slightly transparent, with a soft glow surrounding his or her body.
- *Share Spells (Su):* At the Mage's option, she may have any spell she casts on herself also affect her spirit. The spirit must be within 5 feet at the time of casting, and if the spell has a duration other than instantaneous, the spell stops affecting the spirit if he moves beyond 5 feet. The spell's effect will be restored even if the spirit returns before the duration would otherwise have ended.

Additionally, the Mage may cast a spell with the target of "You" on her spirit (as a Touch range spell) instead of on herself. The bonded pair can share spells even if the spell does not normally affect the spirit's type (undead).
- *Speak with Spirit (Su):* Likewise, the Mage and the spirit can communicate freely as if they were two normal, living people. This ability allows them to understand each other clearly, even if they do not otherwise share a common language. The Mage is only able to hear her bonded spirit, even if other spirits are present.
- *Spiritual Manifestation (Sp):* The spirit is able to manifest slightly into the material world, and can move things as if it had a Strength of 2, and for ten minutes each day it can make itself heard by people in the real world.
- *Turn Resistance (Ex):* A bonded spirit gains +4 turn resistance.
- *Empathic Link (Su):* If the Mage is 3rd level or higher, she can communicate with her spirit empathically, even if the spirit is out of range of hearing. This allows the two to converse as if they were right next to each other. Establishing the link is a standard action which requires concentration to maintain.

- Touch (Su): If the Mage is 5th-level or higher, the spirit can deliver any touch spells the Mage casts. When she casts a touch spell, she can designate her spirit as the “toucher” if the spirit is within 5 feet of her. The spirit can then deliver the touch spell just as the Mage could, with the additional benefit that the spirit can touch both corporeal creatures and ethereal creatures (like other spirits). As normal, if the Mage casts another spell, the touch spell dissipates.
- Manifestation (Su): The spirit gains this ability if the Mage is 9th-level or higher. This ability functions as the Ghost template ability of the same name, except that the spirit can only manifest for a total of one minute per day per level of the Mage.

Losing Your Companion Spirit: The rules for losing a bonded spirit are the same as for losing a familiar.

Great Glamer (Sp): By expending one of her free cantrip usages, the Mage may create an illusion to change her appearance for a duration of 10 minutes. She can change her face, body, clothes, and equipment, altering size up to 20% up or down, though she must maintain the same general body shape. This ability is functionally similar to *change self*, except that it also provides audible and tactile properties. However, you do not actually change your form, so you cannot slip out of manacles or create weapons where there are none. This is an illusion (glamer) effect.

Major Magical Infusion (Su): As Minor Magical Infusion, only of much greater power. Choose one ability from the following list.

- Ability to breathe water.
- Darkvision 60, or increase the range of existing Darkvision by 60 ft
- Spell-like ability to change your clothes at will into any sort of non-magical clothing whose value is less than or equal to the value of what you are actually wearing. Thus, you could wear armor, but transform it into normal clothing, only shifting back when needed.

- The Mage gains immunity to the high-intensity elemental side effect of her choice. If she choose air, for example, she would not be affected by the knockback effect of hurricane-force winds.

MAGICAL SUBCLASSES

Five subclasses of the Mage are described below, followed by the revised versions of the bard and the ranger.

Black mages use black Elemental magic, as well as Creature spells related to Constructs and spells that protect against Outsiders. White mages use white Elemental magic and creature spells related to the Undead. Green mages use magic similar to that of Druids, but expanded to include all living Creatures (all except Constructs and Undead).

Grey and red mages sacrifice some spellcasting power for expanded combat abilities, similar to the bard. Gray mages use Elemental magic related to Death, Earth, Fire, and Water, as well as magic that affects Lawful and Neutral Outsiders. Red mages use Elementals magic related to Air, Fire, Life, and Water, as well as spells that affect Neutral and Chaotic Outsiders.

BLACK OR WHITE MAGE

Black and white mages are the masters of elemental magic, though each tends to look down on the other. Black mages specialize in the black elements, the more physical elements, around the centre of the sphere of elements. White mages specialize in the white elements, the more spiritual elements, at the poles of the sphere. The black elements are flashier and more powerful, but the white elements tie directly into life and death. In truth, despite the rivalry between the two schools of magic, neither is complete without the other.

The black mage and the white mage have the same game statistics, except that each uses a different set of spell lists. See the two Spell sections below in the game rule information.

The two classes are described together for simplicity, but they are two separate classes.

Game Rule Information

Black and white mages have the following game statistics.

Abilities: Intelligence determines how many bonus magic points a black or white mage receives, and Charisma influences how hard it is to resist the mage's spells. The Difficulty Class of a saving throw against a black or white mage's spell is 10 + the spell level + the mage's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

A high Wisdom is also very useful for either type of mage, since some of their important class skills are based on Wisdom. High Dexterity is helpful for a mage, who typically wears little or no armor, because it provides her with an Armor Class bonus. A good Constitution gives a black or white mage extra

hit points, a resource that she is otherwise very low on.

Hit Die: d4.

Class Skills

The black and white mage's class skills (and the key ability for each skill) are **Alchemy** (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive), Diplomacy (Cha), **Dispel Magic** (Wis, exclusive), **Divination** (Wis, exclusive), Heal (Wis), **Intuit Direction** (Wis), Knowledge (Int), Profession (Wis), **Scry** (Int, exclusive skill), Speak Language (none), and **Spellcraft** (Int). The skills listed in **bold** text are described in the *Magical Skills* chapter in this book. See Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of black and white mages:

Table 2-2: The Black or White Mage

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save	Special
1	+0	+1	+0	+0	+2	Summon Familiar, Scribe Scroll
2	+1	+2	+0	+0	+3	
3	+1	+3	+1	+1	+3	
4	+2	+4	+1	+1	+4	Bonus Feat
5	+2	+5	+1	+1	+4	
6	+3	+6	+2	+2	+5	
7	+3	+7	+2	+2	+5	
8	+4	+8	+2	+2	+6	Elemental Side-effect Resistance
9	+4	+9	+3	+3	+6	
10	+5	+10	+3	+3	+7	
11	+5	+11	+3	+3	+7	
12	+6/+1	+12	+4	+4	+8	Spell-type Focus
13	+6/+1	+13	+4	+4	+8	
14	+7/+2	+14	+4	+4	+9	
15	+7/+2	+15	+5	+5	+9	
16	+8/+3	+16	+5	+5	+10	Bonus Feat
17	+8/+3	+17	+5	+5	+10	
18	+9/+4	+18	+6	+6	+11	
19	+9/+4	+19	+6	+6	+11	
20	+10/+5	+20	+6	+6	+12	Elemental Side-effect Resistance (high-intensity)

Weapon and Armor Proficiency: A black or white mage is proficient with all simple weapons, but no armor or shields. Armor of any type interferes with a mage's movements, which can cause her spells to fail if those spells have somatic components. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer

a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A black or white mage's spellcasting ability is determined by her level. Most of the necessary information about casting spells is provided in Chapter One. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0'-level spell). Both black and white mages learn the Prestidigitation cantrip for free at 1st level. When a mage runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she rests.

Black magic

Black mages can use spells of the following Elements: Air, Earth, Fire, Force, Ice, Lava, Lightning, Mud, and Water. They can learn the following spell lists for each Element: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

Black mages can also use spells that affect the Construct creature type. They can learn the following spell lists, but only for Constructs: Abjure [Creature], Charm [Creature], Command [Creature]*, Companion [Creature]*, Compel [Creature], Dominate [Creature]*, Instill Emotion in [Creature], Mass Compulsion [Creature]*, and Telepathy [Creature].

Black mages can learn the Abjure [Outsider] list for all nine Outsider types (LG, LN, LE, NG, N, NE, CG, CN, and CE).

Black mages can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Animate Object*, Astral Projection, Banish [Outsider], Cursecraft*, Disease*, Disjunction*, Figment*, Invisibility*, Mass Projection*, Paralysis & Petrification*, Poison*, Power Word*, Preserve & Decay*, Sight*, and Spectral Hand*.

**This spell list has one or more prerequisites.*

White magic

White mages can use spells of the following Elements: Acid, Crystal, Death, Life, Light, Metal, Shadow, Sonic, Steam, and Void. They can learn the following spell lists for each Element: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

White mages can also use spells that affect the Undead creature type. They can learn the following spell lists, but only for Undead: Abjure [Creature], Charm [Creature], Command [Creature]*, Companion [Creature]*, Compel [Creature], Dominate [Creature]*, Instill Emotion in [Creature], Mass Compulsion [Creature]*, and Telepathy [Creature].

White mages can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Animate Object*, Astral Projection, Cursecraft*, Disease*, Disjunction*, Enervate & Restore*, Figment*, Invisibility*, Life & Death*, Mass Projection*, Paralysis & Petrification*, Poison*, Power Word*, Preserve & Decay*, Sight*, and Spectral Hand*.

**This spell list has one or more prerequisites.*

Bonus Languages: A black mage may substitute Aquan (water), Auran (air), Ignan (fire), or Terran (earth) for one of bonus languages available to the character because of her race, since these languages are tied to her elements. Similarly, a white mage may substitute Celestial (Life) or Infernal (Death) for her bonus languages. The other elements do not have an associated language.

Summon Familiar: Both types of mages may summon a familiar in exactly the same manner as the sorcerer. See the sorcerer description in the core rules for details.

Scribe Scroll: Both types of mages gain the Scribe Scrolls feat for free at 1st level.

Bonus Feats: At 4th and 16th level, either type of mage gains a bonus feat. This feat must

be a metamagic feat, an item creation feat, or a feat that applies to her familiar.

Elemental Side-Effect Resistance (Su): At 8th level, the mage chooses one type of element she has access to. She gains immunity to the moderate-intensity elemental side effect of your choice. If she chose air, for example, she would not be affected by the knockback effect of a windstorm.

At 20th level, she gains immunity to the high-intensity elemental side effect of the same type. Thus, if she choose air, for example, she would not be affected by the knockback effect of hurricane-force winds.

Spell-type Focus:

The Mage chooses one type of spell (like Abjure [Element] or Dominate [Creature]), or choose one element, creature, or outsider type. For purposes of level-based effects, you cast spells of the chosen type at +1 caster level.



GREEN MAGE

Green mages turn to living creatures, rather than the elements, for their magic. Both black and white mages look down on them as inferior, but they do not usually understand the power that a green mage can wield. A green mage's spells are subtle, often invisible, but they are far from weak. Green mages can charm and command creatures; they can transform themselves and others, in part or in whole. A black or white mage who underestimates a green mage may find herself *charmed* and then *polymorphed* into a frog.

Game Rule Information

Green mages have the following game statistics:

Abilities: Intelligence determines how many bonus magic points a green mage receives, and Charisma influences how hard it is to resist the green mage's spells. The Difficulty Class of a saving throw against a mage's spell is 10 + the spell level + the mage's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

A high Wisdom is also very useful for green mages, since some of their important class skills are based on Wisdom. High Dexterity is helpful for a mage, who typically wears little or no armor, because it provides her with an Armor Class bonus. A good Constitution gives a mage extra hit points, a resource that she is otherwise very low on.

Hit Die: d6.

Class Skills

The green mage's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), **Dispelling Magic**

Table 2-3: The Green Mage

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save
1	+0	+1	+1	+0	+2
2	+1	+2	+2	+0	+3
3	+2	+3	+2	+1	+3
4	+3	+4	+2	+1	+4
5	+3	+5	+3	+1	+4
6	+4	+6	+3	+2	+5
7	+5	+7	+4	+2	+5
8	+6/+1	+8	+4	+2	+6
9	+6/+1	+9	+4	+3	+6
10	+7/+2	+10	+5	+3	+7
11	+8/+3	+11	+5	+3	+7
12	+9/+4	+12	+6	+4	+8
13	+9/+4	+13	+6	+4	+8
14	+10/+5	+14	+6	+4	+9
15	+11/+6/+1	+15	+7	+5	+9
16	+12/+7/+2	+16	+7	+5	+10
17	+12/+7/+2	+17	+8	+5	+10
18	+13/+8/+3	+18	+8	+6	+11
19	+14/+9/+4	+19	+8	+6	+11
20	+15/+10/+5	+20	+9	+6	+12

(Wis, exclusive), **Divination** (Wis, exclusive), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), **Intuit Direction** (Wis), Knowledge (Int), Perform (Cha), Profession (Wis), **Scry** (Int, exclusive skill), Sense Motive (Wis), **Spellcraft** (Int), and Wilderness Lore (Wis). The skills listed in **bold** text are described in the *Magical Skills* chapter; see Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Skill Points at 1st level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the green mages:

Weapon and Armour Proficiency: Green mages are proficient with the following weapons: all bows, club, dagger, greatclub, handaxe, javelin, net, nunchaku, quarterstaff, sap, sling, all spears, throwing axe, and whip. The character is uncomfortable with other, less natural, weapons, and suffers a -2 attack penalty with them (in addition to any nonproficiency

GREEN MAGIC

Green mages can use spells of the Biomatter Element. They can learn the following spell lists, but only for Biomatter: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

Green Mages can also use spells of the following Creature types: Aberration, Animal, Beast, Dragon, Fey, Humanoid, Ooze, Plant, Shapechanger, and Vermin. They can learn the following spell lists for each Creature type: Abjure [Creature], Charm [Creature], Command [Creature]*, Companion [Creature]*, Compel [Creature], Dominate [Creature]*, Instill Emotion in [Creature], Mass Compulsion [Creature]*, Polymorph [Creature], and Telepathy [Creature].

Green mages can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Animate Object*, Disease*, Disjunction*, Fast Healing, Poison*, Preserve & Decay*, and Regeneration*.

**This spell list has one or more prerequisites.*

penalties, if applicable). If a green mage takes a Weapon Finesse or Weapon Focus feat with a weapon that is not on the above list, the attack penalty is eliminated since she is so familiar with the weapon. This penalty applies to multiclass green mages.

A green mage is proficient with light and medium armor as well as with shields. If the armor is made of natural materials (such as leather or hide), her Arcane Spell Failure chance is reduced by 10%. (Thus, padded and leather armor have no chance of spell failure.) She is uncomfortable with metallic armor, however, so her spell failure chance increases by 10% in those armors. (Thus, a chain shirt would have an Arcane Spell Failure of 30%.) The same bonus or penalty is added to the Arcane Spell Failure chance of any shield that the

character uses. Spells that do not have a somatic component have no risk of spell failure.

These limitations on arms and armor apply to any character who has levels as a green mage, regardless of any other classes she may have. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A green mage's spellcasting ability is determined by her level. Most of the necessary information about casting spells is provided in Chapter One. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0'-level spell). When a Mage runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she rests. All green mages learn the Prestidigitation cantrip for free at 1st level.

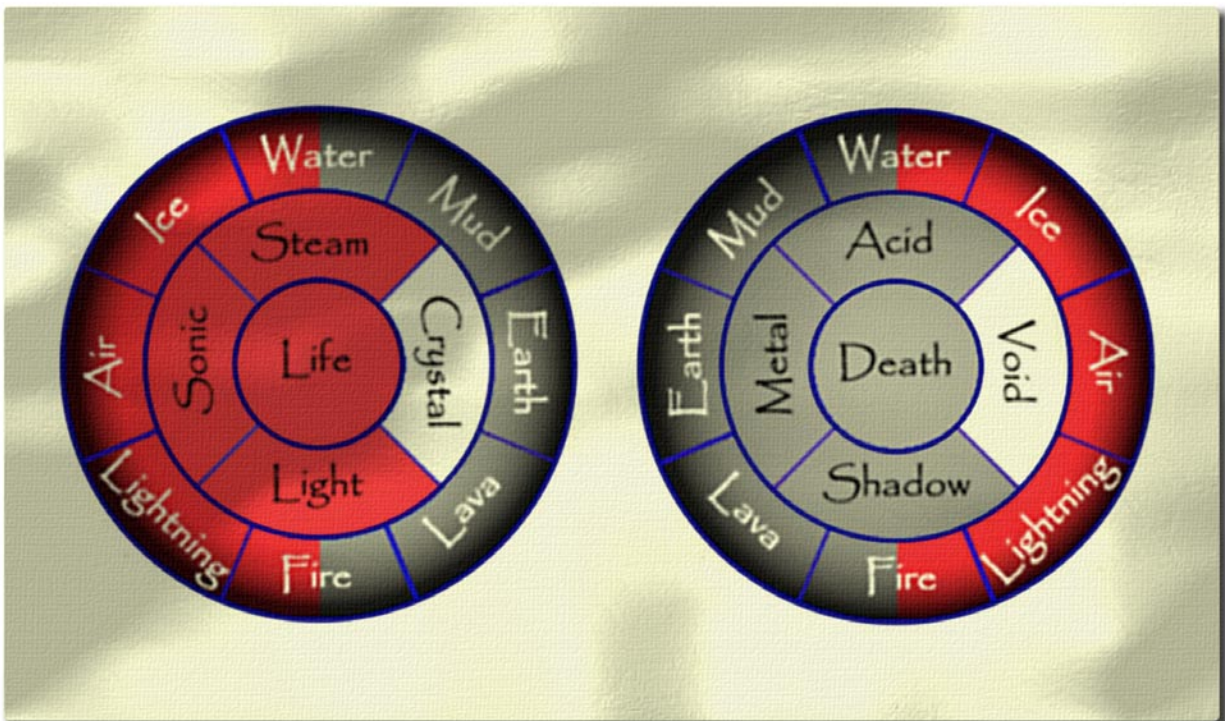
Bonus Languages: A green mage may substitute Elven or Sylvan for one of bonus languages available to the character because of her race.

Table 2-4: The Grey or Red Mage

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save
1	+0	+1	+1	+1	+1
2	+1	+2	+2	+2	+2
3	+2	+3	+2	+2	+2
4	+3	+3	+2	+2	+2
5	+3	+4	+3	+3	+3
6	+4	+5	+3	+3	+3
7	+5	+6	+4	+4	+4
8	+6/+1	+6	+4	+4	+4
9	+6/+1	+7	+4	+4	+4
10	+7/+2	+8	+5	+5	+5
11	+8/+3	+9	+5	+5	+5
12	+9/+4	+9	+6	+6	+6
13	+9/+4	+10	+6	+6	+6
14	+10/+5	+11	+6	+6	+6
15	+11/+6/+1	+12	+7	+7	+7
16	+12/+7/+2	+12	+7	+7	+7
17	+12/+7/+2	+13	+8	+8	+8
18	+13/+8/+3	+14	+8	+8	+8
19	+14/+9/+4	+15	+8	+8	+8
20	+15/+10/+5	+15	+9	+9	+9

GREY OR RED MAGE

Grey and red mages train in both magic and physical combat. They cannot fight as well as a fighter or barbarian, or cast spells as well as a



black or white mage, but their versatility makes them useful in almost any situation. Each class offers its own unique combination of black and white magic. Grey mages concentrate on Death and Earth magic, while red mages learn Life and Air magic. The two classes overlap in that they both learn Fire and Water magic. The elements that each class can learn are given in the diagram below. (Note that neither class uses the Biomatter, Crystal, Force, or Void element.)

As with black and white mages, the grey mage and the red mage have the same game statistics except for the spell lists that they have access to. See the two Spell section below in the game rule information. The two classes are described together for simplicity, but they are two separate classes.

Game Rule Information

Grey and red mages have the following game statistics.

Abilities: Intelligence determines how many bonus magic points a Mage receives, and Charisma influences how hard it is to resist the Mage's spells. The Difficulty Class of a saving throw against a Mage's spell is 10 + the spell level + the Mage's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

Most grey and red mages have either a high Strength, Dexterity, or both, depending on whether they concentrate on melee or missile combat. A high Wisdom can also be useful, since several of their class skills depend on this score.

Hit Die: d6.

Class Skills

The grey and red mage's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), **Dispel Magic** (Wis, exclusive),

Divination (Wis, exclusive), Handle Animal (Cha), Jump (Str), **Intuit Direction** (Wis), Knowledge (Int), Profession (Wis), Ride (Dex), **Scry** (Int, exclusive skill), **Spellcraft** (Int), Swim (Str), and Tumble (Dex). The skills listed in **bold** text are described in the *Magical Skills* chapter; see Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Skill Points at 1st level: (4 + Int modifier) × 4.

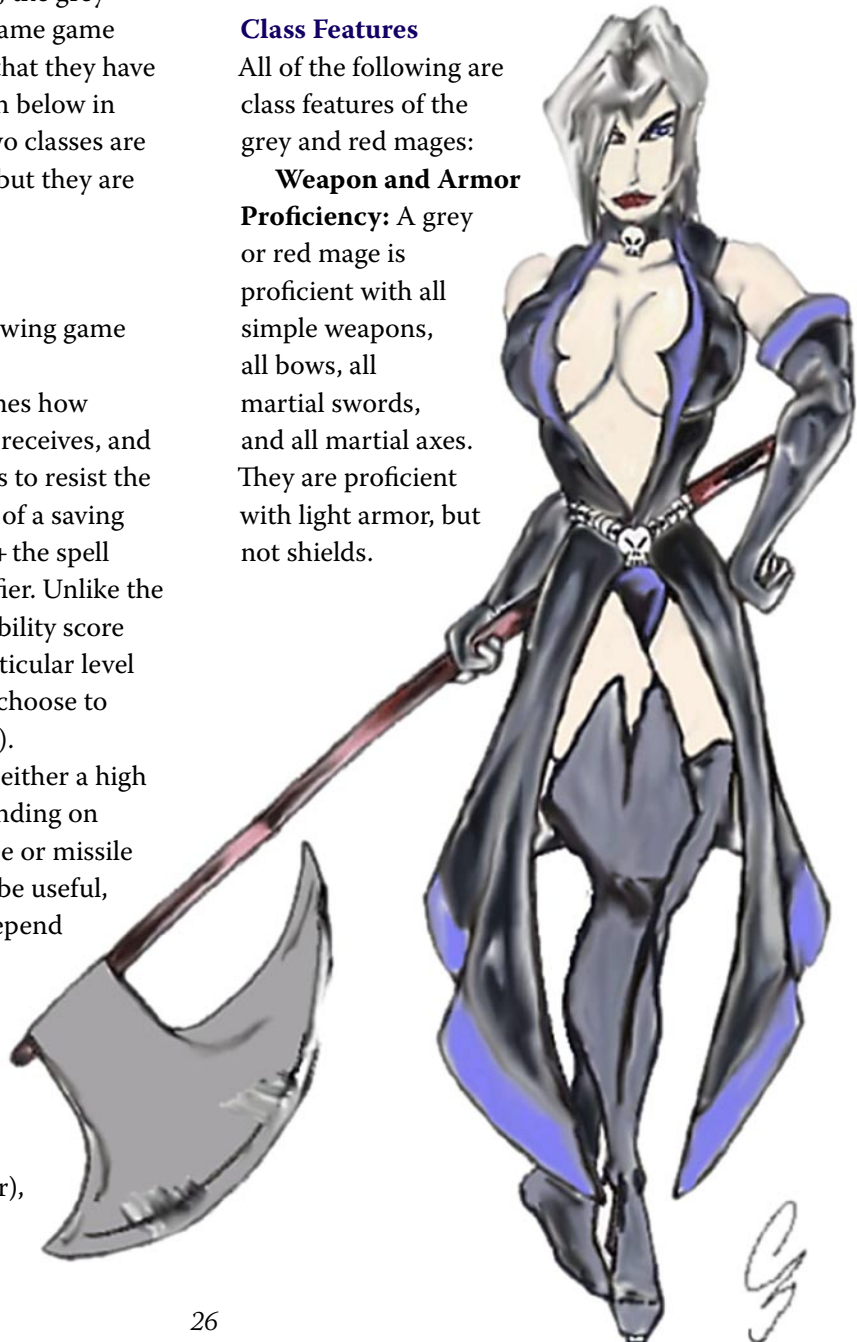
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the grey and red mages:

Weapon and Armor

Proficiency: A grey or red mage is proficient with all simple weapons, all bows, all martial swords, and all martial axes. They are proficient with light armor, but not shields.



Armor of any type interferes with a grey or red mage's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A red or grey mage's spellcasting ability is determined by her level. Most of the necessary information about casting spells is provided in Chapter One. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free

uses of cantrips, if it is a '0'-level spell). When a red or grey mage runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she rests. All red and grey mages learn the Prestidigitation cantrip for free at 1st level.

Bonus Languages: A grey mage may substitute Aquan (water), Ignan (fire), Infernal (death), or Terran (earth) for one of bonus languages available to the character because of her. Similarly, a red mage may substitute Aquan (water), Auran (air), Celestial (life), or Ignan (fire) for her bonus languages. The other elements do not have an associated language.

RED MAGIC

Red mages can use spells of the following Elements: Air, Fire, Ice, Life, Light, Lightning, Sonic, Steam, and Water. They can learn the following spell lists for each Element: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

Red mages can also use spells that affect the following Outsider types: Neutral Good, Neutral, Neutral Evil, Chaotic Good, Chaotic Neutral, and Chaotic Evil. They can learn the following spell lists for each Outsider: Abjure [Outsider], Bind [Outsider]*, and Summon [Outsider].

Red mages can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Animate Object*, Astral Projection, Banish [Outsider], Cursecraft*, Disease*, Disjunction*, Enervate & Restore*, Figment*, Invisibility*, Life & Death*, Mass Projection*, Poison*, Power Word*, Preserve & Decay*, Sight*, and Spectral Hand*.

**This spell list has one or more prerequisites.*

GREY MAGIC

Grey mages can use spells of the following Elements: Acid, Death, Earth, Fire, Lava, Metal, Mud, Shadow, and Water. They can learn the following spell lists for each Element: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

Grey mages can also use spells that affect the following Outsider types: Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, Neutral, and Neutral Evil. They can learn the following spell lists for each Outsider: Abjure [Outsider], Bind [Outsider]*, and Summon [Outsider].

Grey mages can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Animate Object*, Astral Projection, Banish [Outsider], Disease*, Disjunction*, Enervate & Restore*, Figment*, Invisibility*, Life & Death*, Mass Projection*, Paralysis & Petrification*, Poison*, Preserve & Decay*, Sight*, and Spectral Hand*.

**This spell list has one or more prerequisites.*

REVISED CLASSES

The Elements of Magic also provides revisions of the bard, paladin, and ranger classes.

BARÐ

A bard, under these rules, is a type of mage. They are both strengthened and weakened by becoming mages, gaining slightly higher-level spell access, but with a slow caster level advancement. Several of the spell lists in Chapter Six were created specifically to fit the bard's musical tone, though you can easily create a bard who does not sing spells.

Table 2-5: The Bard

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save	Special
1	+0	+½	+0	+2	+2	Bardic Knowledge
2	+1	+1	+0	+3	+3	
3	+2	+2	+1	+3	+3	
4	+3	+3	+1	+4	+4	
5	+3	+3	+1	+4	+4	
6	+4	+4	+2	+5	+5	
7	+5	+5	+2	+5	+5	
8	+6/+1	+6	+2	+6	+6	
9	+6/+1	+6	+3	+6	+6	
10	+7/+2	+7	+3	+7	+7	
11	+8/+3	+8	+3	+7	+7	
12	+9/+4	+9	+4	+8	+8	
13	+9/+4	+9	+4	+8	+8	
14	+10/+5	+10	+4	+9	+9	
15	+11/+6/+1	+11	+5	+9	+9	
16	+12/+7/+2	+12	+5	+10	+10	
17	+12/+7/+2	+12	+5	+10	+10	
18	+13/+8/+3	+13	+6	+11	+11	
19	+14/+9/+4	+14	+6	+11	+11	
20	+15/+10/+5	+15	+6	+12	+12	

Game Rule Information

Bards have the following modifications to their game statistics under these rules:

Abilities: Intelligence determines how many bonus magic points a bard receives, and Charisma influences how hard it is to resist the bard's spells. The Difficulty Class of a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Unlike the core rules, there is no minimum ability score

requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

All successful bards have a high Charisma, because so many of their skills are reliant upon charm and force of personality. A high Dexterity is also useful, since bards lack most of the best defensive magic, and are hindered by the inability to cast while in armor.

Hit Die: d6.

Class Skills

The bard's class skills (and the key ability for each skill) are **Alchemy** (Int), **Appraise** (Int),

Balance (Dex), **Bluff** (Cha), **Climb** (Str), **Concentration** (Con), **Craft** (Int), **Decipher Script** (Int, exclusive), **Diplomacy** (Cha), **Disguise** (Cha), **Dispel Magic** (Wis, exclusive), **Divination** (Wis, exclusive), **Escape Artist** (Dex), **Gather Information** (Cha), **Hide** (Dex), **Intuit Direction** (Wis), **Jump** (Str), **Knowledge** (Int; see below for special rules for Bards), **Listen** (Wis), **Move Silently** (Dex), **Perform** (Cha), **Pick Pocket** (Dex), **Profession** (Wis), **Scry** (Int, exclusive skill), **Sense Motive** (Wis), **Speak Language** (none), **Spellcraft** (Int), **Swim** (Str), **Tumble** (Dex), and **Use Magic Device** (Cha, exclusive skill). The skills listed in **bold** text are described

in the *Magical Skills* chapter; see Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Skill Points at 1st level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are changes to the class features of the bard:

Weapon and Armor Proficiency: Bards are proficient in simple weapons, light armor, medium armor, and shields. Additionally, bards are proficient in any one other weapon of their choice.

Spells: A bard's spellcasting is limited by the number of Magic Points that she has. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0'-level spell). When a bard runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she has rested. All bards learn the Prestidigitation cantrip for free at 1st level. The bard uses the Spell song casting variant presented in Chapter 6.

BARDIC MAGIC

Bards can use spells of the following Elements: Air, Ice, Lightning, Sonic, and Void. They can learn the following spell lists for each Element: Abjure [Element], Create [Element] Object, Evoke [Element], Evoke Area [Element]*, Infuse Creature with [Element], Infuse Object with [Element], Summon [Element], and Wall of [Element]*.

Bards can also use spells of the following Creature types: Aberration, Animal, Beast, Dragon, Fey, Humanoid, Shapechanger, and Undead. They can learn the following spell lists for each Creature type: Abjure [Creature], Charm [Creature], Companion [Creature]*, Compel [Creature], Enthrall [Creature], and Instill Emotion in [Creature].

Bards can also use the following individual spell lists: Abjure Magic*, Alter Reality*, Cursecraft*, Disjunction*, Fast Healing, Power Word*, and Regeneration*.

** This spell list has one or more prerequisites.*

Bardic Knowledge: This ability functions exactly as presented in the core rules.

paladin

If you simply want to convert the paladin's spellcasting ability to the spell list system in *The Elements of Magic*, all you have to do is give them a caster level of +½ at 5th level, increasing by another +½ every level thereafter, to a maximum of +8 at 20th level. They gain the spell lists listed below.

Though that is the simplest conversion, we also present a somewhat more flexible paladin, whose various spell-like abilities can be used toward other purposes than the defaults presented in the core rules.

Game Rule Information

Paladins have the following modifications to their game statistics under these rules:

Abilities: Intelligence determines how many bonus magic points a paladin receives, and Charisma influences how hard it is to resist the paladin's spells. The Difficulty Class of a saving throw against a paladin's spell is 10 + the spell level + the paladin's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

Most paladins have a high Strength, since they are melee-oriented holy warriors, though some may favored ranged attacks. A high Wisdom is useful for when a paladin must determine whether someone is truly repentant for their deeds, and to help the paladin avoid situations when she might be forced to break her moral code.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), **Divination** (Wis, exclusive), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). The skills listed in **bold** text are described in the *Magical Skills* chapter;

Table 2-6: The Paladin

Level	Base Attack Bonus	Bonus MP	Spellcaster Level	Fort. Save	Ref. Save	Will Save	Special
1	+1	+1	+½	+2	+0	+0	Bonus MP, Detect Evil, Divine Grace, Magical Boon
2	+2	+2	+½	+3	+0	+0	Bonus Feat
3	+3	+3	+½	+3	+1	+1	
4	+4	+4	+½	+4	+1	+1	
5	+5	+5	+½	+4	+1	+1	Magical Boon (major)
6	+6/+1	+6	+1	+5	+2	+2	
7	+7/+2	+7	+1½	+5	+2	+2	
8	+8/+3	+8	+2	+6	+2	+2	
9	+9/+4	+9	+2½	+6	+3	+3	
10	+10/+5	+10	+3	+7	+3	+3	
11	+11/+6/+1	+11	+3½	+7	+3	+3	
12	+12/+7/+2	+12	+4	+8	+4	+4	
13	+13/+8/+3	+13	+4½	+8	+4	+4	
14	+14/+9/+4	+14	+5	+9	+4	+4	
15	+15/+10/+5	+15	+5½	+9	+5	+5	
16	+16/+11/+6/+1	+16	+6	+10	+5	+5	
17	+17/+12/+7/+2	+17	+6½	+10	+5	+5	
18	+18/+13/+8/+3	+18	+7	+11	+6	+6	
19	+19/+14/+9/+4	+19	+7½	+11	+6	+6	
20	+20/+15/+10/+5	+20	+8	+12	+6	+6	

see Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Skill Points at 1st level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are the class features of the paladin:

Weapon and Armor Proficiencies: Paladins are proficient in all simple and martial weapons, and in light armor, medium armor, and shields. They may gain heavy armor proficiency at 2nd level with their bonus feat, if they want to emulate the standard paladin.

Bonus MP: At 1st level, the paladin gains 1 extra MP, and gains additional 1 extra MP every level thereafter.

Detect Evil (Sp): At 1st level, the paladin gains the ability to make Intuit Direction checks untrained if she is attempting to locate evil outsiders and evil undead. She gains a bonus to this check equal to her level. Remember that

unwilling targets can attempt avoid detection if they make a Will save that beats the paladin's Intuit Direction check result. Additionally, this ability can simultaneously detect all evil outsiders or undead within 60 ft (each target receives a saving throw to resist if unwilling). If there are none within 60 ft, the nearest single target is detected instead. Using this ability costs 1 MP, but lasts as long as the paladin concentrates.

Divine Grace (Ex): A paladin applies her Charisma modifier (if positive) as a bonus to all saving throws.

Magical Boon: This ability functions exactly as the Mage ability of the same name. The paladin can choose two minor boons, one minor and one moderate, or one major boon. Most paladins choose Armored Casting.

Then, at 5th level, the paladin gets another major magical boon. Instead of taking this magical boon, however, they may choose to gain the Special Mount ability that the core paladin has.

Spells: A paladin's spellcasting is limited by the number of Magic Points that she has; this is determined by her spellcasting level. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0' level spell). When a paladin runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she has rested.

paladin magic

Paladins can use spells of the Death, Life, Light and Shadow elements. They can learn the following spell lists, but only for those elements: Abjure [Element], Create [Element] Object, Evoke [Element], Infuse Creature with [Element], and Infuse Object with [Element].

Paladins can use spells affecting any type of outsider. They can learn the following outsider-based spell lists: Abjure [Outsider], and Banish [Outsider]. They can also use the following spell lists to affect undead: Abjure [Creature], Compel [Creature], or Mass Compulsion [Creature].

Paladins can also use the following individual spell lists: Disease*, Enervate & Restore (restore only)*, Fast Healing, Life & Death and Regeneration*.

**This spell list has one or more prerequisites.*

Bonus Feat: At 2nd level the paladin gains a bonus feat. This feat can be any feat from the fighter bonus feat list (except for Weapon Specialization), or any of the following feats: Armor Proficiency (heavy), Iron Will, Skill Focus.

RANGER

If you simply want to convert the ranger's spellcasting ability to the spell list system in *The Elements of Magic*, all you have to do is give them a caster level of +½ at 5th level, increasing by another +½ every level thereafter, to a maximum of +8 at 20th level. They gain the spell lists listed below.

However, because that conversion is so easy, we thought we'd offer something a little meatier in case you want to vary the class a bit. The ranger presented below is a slight adjustment from what it is in the core rules, focusing more on the role of a wilderness guide and less on being a strange dual-wielding warrior.

Game Rule Information

Rangers have the following modifications to their game statistics under these rules:

Abilities: Intelligence determines how many bonus magic points a ranger receives, and Charisma influences how hard it is to resist the ranger's spells. The Difficulty Class of a saving throw against a ranger's spell is 10 + the spell level + the ranger's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though many game masters may choose to enforce one for their game setting).

Most rangers have either a high Strength, Dexterity, or both, depending on whether they concentrate on melee or missile combat. A high Wisdom can also be useful, since several of their wilderness skills depend on this score. As a possible frontline fighter without access to heavy armor and with slightly lower hit points than average, a ranger also benefits greatly from a high Constitution.

Hit Die: d8.

Class Skills

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), **Divination** (Wis, exclusive), Handle Animal (Cha), Heal (Wis), Hide (Dex), **Intuit Direction** (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). The skills listed in **bold** text are described in the *Magical Skills* chapter; see Chapter 4 of the *Player's Handbook* for the other skill descriptions.

Table 2-7: The Ranger

Level	Base Attack Bonus	Spellcaster Level	Fort. Save	Ref. Save	Will Save	Special
1	+1	–	+2	+0	+0	Tracking and Trailblazing, Favored Prey
2	+2	–	+3	+0	+0	Chosen Terrain I
3	+3	–	+3	+1	+1	Favored Prey
4	+4	–	+4	+1	+1	Bonus Feat
5	+5	+½	+4	+1	+1	Favored Prey
6	+6/+1	+1	+5	+2	+2	Chosen Terrain II
7	+7/+2	+1½	+5	+2	+2	Favored Prey
8	+8/+3	+2	+6	+2	+2	Bonus Feat
9	+9/+4	+2½	+6	+3	+3	Favored Prey
10	+10/+5	+3	+7	+3	+3	Chosen Terrain III
11	+11/+6/+1	+3½	+7	+3	+3	Favored Prey
12	+12/+7/+2	+4	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+4½	+8	+4	+4	Favored Prey
14	+14/+9/+4	+5	+9	+4	+4	Chosen Terrain IV
15	+15/+10/+5	+5½	+9	+5	+5	Favored Prey
16	+16/+11/+6/+1	+6	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+6½	+10	+5	+5	Favored Prey
18	+18/+13/+8/+3	+7	+11	+6	+6	Chosen Terrain IV
19	+19/+14/+9/+4	+7½	+11	+6	+6	Favored Prey
20	+20/+15/+10/+5	+8	+12	+6	+6	Bonus Feat

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are the class features of the ranger:

Weapon and Armor Proficiencies: Rangers are proficient in all simple and martial weapons, and in light armor, medium armor, and shields.

Tracking and Trailblazing: The ranger gains Track as a bonus feat. Additionally, the Ranger may attempt to use her Wilderness Lore skill to improve her movement rate in trackless terrain by finding the optimum way through the terrain. If walking, it requires a DC 20 check once per day. If hustling, it requires a DC 20 check once per hour. If alone, the Ranger is able to traverse the terrain as if on a ‘highway’. If leading a party of other people, she is able to lead them as if on a ‘road/trail’.

Bonus Feat: Every 4th level, the ranger gains a bonus feat from the following list. Alertness, Blind-Fight, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, Skill Focus, and Toughness.

Favored Prey: At 1st level, a ranger may select a type of creature (dragons, giants, humanoid, outsider, undead, *etc.*) as a favored prey. If she chooses humanoid or outsider, she must choose a specific subtype of creature, such as goblinoids, elves, or efreet. Unlike in the core rules, a good-aligned ranger can select her

own race as a favored prey, such as if she is a bounty hunter trained in bringing in villains of her own race. Due to her extensive study of their foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness checks when using these skills against this type of creature.

Likewise, rangers get the same bonus to weapon damage rolls against creatures of this type. A ranger also gets this damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn’t apply to damage against creatures that are immune to critical hits.

Every two levels thereafter, the ranger gains another favored prey at +1, or can add an additional +1 bonus to one of her existing favored enemies. A maximum of five points can be placed in any one creature type. For each

RANGER MAGIC

Rangers can use spells of the Biomatter Element. They can learn the following spell lists, but only for Biomatter: Abjure [Element], Create [Element] Object, Evoke [Element], Infuse Creature with [Element], Infuse Object with [Element], and Summon [Element].

Rangers can also use spells of the following Creature types: Animal, Beast, Fey, Humanoid, Plant, and Vermin. They can learn the following spell lists for each Creature type: Abjure [Creature], Charm [Creature], Command [Creature]*, Companion [Creature]*, Compel [Creature], Instill Emotion in [Creature], Polymorph [Creature], and Telepathy [Creature].

Rangers can also use the following individual spell lists: Disease*, Fast Healing, Poison*, Preserve & Decay*, and Regeneration*.

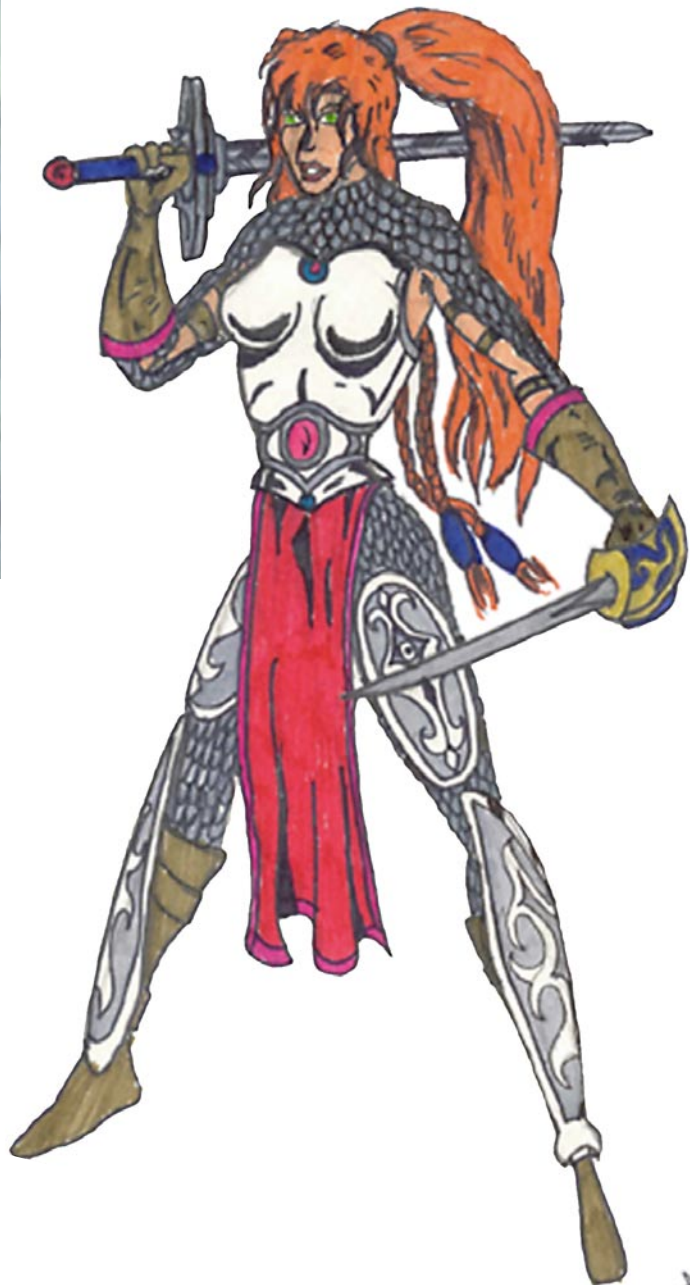
**This spell list has one or more prerequisites.*

point of favored prey in a creature type, the ranger gets +1 to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks against that creature type. She also gets this bonus to attack and damage when using melee weapons or ranged weapons within 30 feet.

Chosen Terrain Bonus: At second level a ranger chooses a Chosen Terrain. She gets a +1 to Animal Empathy, Hide, Intuit Direction, Move Silently, and Wilderness Lore checks while in her Chosen Terrain due to her familiarity with the surroundings. Every four levels after second (6th, 10, etc.) a ranger's chosen terrain bonuses advance by +1 and she may choose another terrain at +1. Common terrain types include plains, scrublands, forest, jungle, swamp, hills, mountains, desert, urban, and arctic, though

you and your game master may decide on other types of terrain.

Spells: A ranger's spellcasting is limited by the number of Magic Points that she has; this is determined by her spellcasting level. She can cast any spell she knows with no preparation, as long as she has enough magic points remaining (or free uses of cantrips, if it is a '0' level spell). When a ranger runs out of magic points and out of free cantrip uses, she cannot cast any more spells until she has rested.



chapter 3: magical skills

In *The Elements of Magic*, some of the existing skills, such as Alchemy and Scry, gain new utility. In addition to their normal uses, a spellcaster can expend MP to use these skills in new ways. Additionally, two new skills have been added: Dispel Magic and Divination. For skills that already exist, only the changes are listed. Unless noted, they function exactly as they do in the core rules.

alchemy

Magical Check: You can attempt to identify a potion or similar magic item for 1 MP. The DC of the check is 15 + the spellcaster level of the item. If you make this roll by 10 or more points, you also learn some of the physical components of the item (i.e., its formula), which may make it easier for you to make your own potions, if your game master requires you to research formulae. If you fail this check, you cannot retry for the same magic item until you have gained another rank in Alchemy.

dispel magic

(Wis; Exclusive skill; Trained Only)

Use this skill to end ongoing spells that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, end ongoing spell effects within an area, or counter another spellcaster's spell.

A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, cannot be defeated by Dispel Magic. Dispel Magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel Magic affects spell-like abilities just as it affects spells. Spells with an instantaneous duration can be countered but not dispelled, since their ongoing effects are real and not magical.

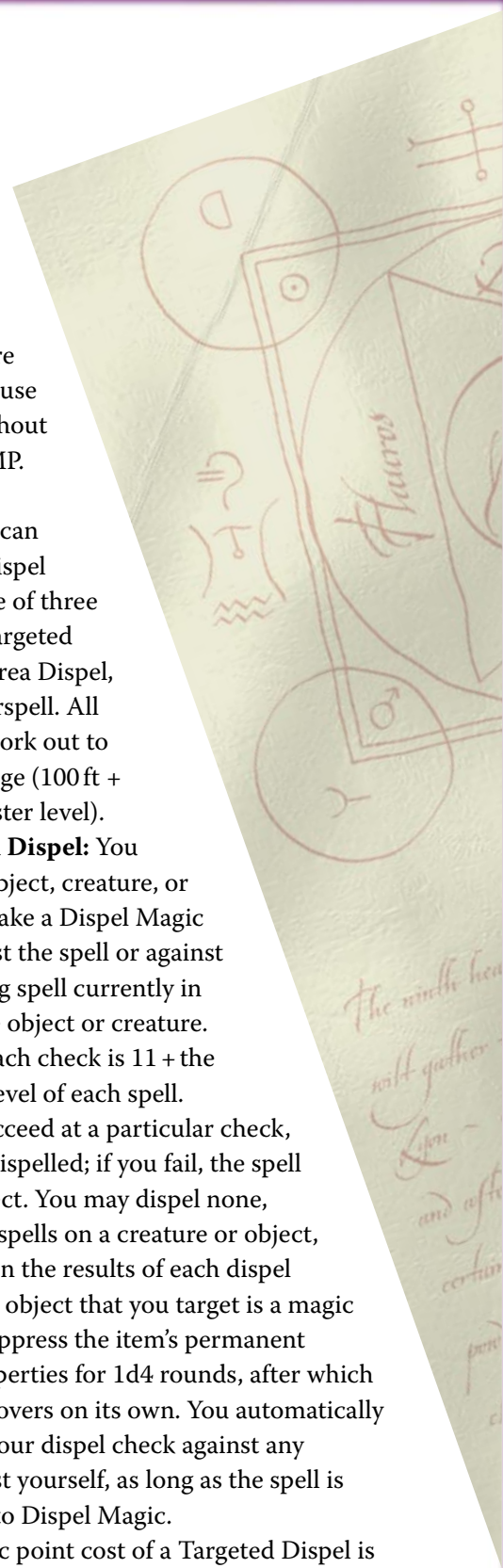
Normal Check: There is no way to use this skill without expending MP.

Magical Check: You can choose to Dispel Magic in one of three ways: as a Targeted Dispel, an Area Dispel, or a Counterspell. All three uses work out to Medium range (100 ft + 10 ft/spellcaster level).

Targeted Dispel: You target one object, creature, or spell. You make a Dispel Magic check against the spell or against each ongoing spell currently in effect on the object or creature. The DC of each check is 11 + the spellcaster level of each spell.

If you succeed at a particular check, the spell is dispelled; if you fail, the spell is still in effect. You may dispel none, some, or all spells on a creature or object, depending on the results of each dispel check. If the object that you target is a magic item, you suppress the item's permanent magical properties for 1d4 rounds, after which the item recovers on its own. You automatically succeed at your dispel check against any spell you cast yourself, as long as the spell is susceptible to Dispel Magic.

The magic point cost of a Targeted Dispel is equal to the spell level of the highest level spell you successfully dispel, or at least 1 MP. Thus, if you dispel a *summon fire 6* spell, you use 6 MP. If you have limited MP, you are limited in



which spells you can successfully dispel. Spells that you have insufficient MP to dispel will automatically be unaffected. Even if you fail to dispel any spells, you must still pay 1 MP. You only need to spend 1 MP to dispel a spell you cast yourself, regardless of level.

Area Dispel: You affect everything within a 30 ft radius burst. For each creature or object that is the target of one or more spells, you make a Dispel Magic check against the spell with the highest spellcaster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell or fail all your checks. Only one spell can be dispelled per creature or object. Magic items are not affected by Area Dispel.

Any and all area effect spell within the Area Dispel can be affected, but only the part of the spell that is within the 30 ft radius burst. Thus, part of an area effect spell may still be in effect even with a successful Dispel Magic check. As with a Target Dispel, you can automatically dispel your own spells.

An Area Dispel costs as many magic points as the casting cost of the highest level spell you successfully dispel. Thus, if the highest level spell affected was a *summon fire 6* spell, the area dispel would cost 11 MP. If you have limited magic points, you are limited in which spells you can affect. The minimum cost of an area dispel is 3 MP. If you only dispel spells that you cast, the dispel costs only 3 MP.

Counterspell: You target a spellcaster and the skill acts as a counterspell. Unlike a true counterspell, however, Dispel Magic may not work. You must make a Dispel Magic check to counter the other spellcaster's spell. This use of Dispel Magic always costs 5 MP.

Divination

(Wis; Exclusive skill; Trained Only)

Use this skill to try to predict the future or the consequences of your actions. You can use any divination focus of your choice, from dice, to runestones, to cards, speaking with spirits, even chicken entrails. For game purposes, whatever

your divination method, this check takes at least one full round.

Standard Check: You cannot use this ability without expending MP. You can attempt to fake a divination, but that would be covered under the Bluff skill.

Magical Check: The DC and Magic Point cost of divination depends on the question you are trying to answer. The most common types of questions are listed below. Your game master will use these as a guideline if you come up with a question that doesn't follow these examples. Usually the game master makes the Divination check in secret. If you fail, you get no reply, but if you fail by 5 or more, you may receive a false or misleading answer.

If the truth is ambiguous, or if others have gone to great lengths to conceal the information, the diviner might suffer a circumstance penalty of -2 to her check.

If by divining you expend more MP than your caster level in any ten minute period, you become fatigued, lasting until you rest for ten minutes. If by divining you expend more than your caster level in MP in any one minute period, you become exhausted until you rest for at least eight hours.

Verify: You can get the answer to one yes or no question. Your answer will be "yes," "no," or "neither," if a yes or no answer is not appropriate. This requires a Divination check (DC 12), costs 1 MP, and takes one full round. You cannot retry the same question within a 24 hour period.

Augury: You can tell whether a particular action will bring good or bad results in the immediate future, within the next half hour. Your answer will be "good," "bad," "both good and bad," or "neither." This requires a Divination check (DC 15), costs 3 MP, and takes one full round. You cannot ask about the same action twice.

Object Reading: You can attempt to find out the history of a particular item that you have in your possession. You learn vaguely where the item has been, who has had it, and what it has been used for within a given timespan. You only

divine vague physical descriptions of actions, and do not learn actual names or see vivid images. Thus, you might learn that a tall human warrior carried a scroll case from his lord's castle, but you would not learn that Kristoff was carrying encrypted battle plans that Queen Astin was sending to the kingdom's enemy invaders. Also, if you see a very long timespan, you will only witness at most three prominent events.

When you attempt object reading, you pay an MP cost in advance, and then make your check. Depending on the result, you learn information further into the past, to a maximum amount of time determined by how much MP you paid. The following list tells how far back you see, the minimum MP cost to see that far, and the needed check result. If, for instance, you roll a 21 but only spent 2 MP, you will only see one hour into the past.

Ten minutes (1 MP, DC 12); one hour (2 MP, DC 14); one day (3 MP, DC 17); one week (5 MP, DC 21); one month (7 MP, DC 25); one year (9 MP, DC 29); a decade (11 MP, DC 34); a hundred years (14 MP, DC 40); a thousand years (17 MP, DC 50).

You cannot object read on the same object more than once in any 24 hour period.

Lesser Divination: You can ask a question about something that happened less than two hours ago, or that will happen within the next two hours. The answer will be of three or less clear words, or one or two lines of cryptic riddle. If the question has no answer, you get an answer of "nothing," or something similar. This requires a Divination check (DC 18), costs 5 MP, and takes one minute. You cannot retry the same question within a 24 hour period.

Greater Divination: As lesser divination, except that you can ask questions of up to one week into the past or future, and the answer will be of five or less clear words, or up to four lines of cryptic riddle. This requires a Divination check (DC 24), costs 9 MP, and takes one minute. You cannot retry the same question within a 24 hour period.

Audience: You gain the attention of an entity or several entities, and may ask them several questions over the course of your audience, which lasts a number of minutes equal to your caster level. This requires a Divination check (DC 24 or higher), costs 11 MP, and takes one minute, in addition to the actual time of the audience. You add your Charisma modifier to this check, in addition to your Wisdom modifier. You cannot call an audience more than once an hour, and no more than once with any given entity in a single week.

The actual difficulty class varies depending on how powerful an entity you contact, ranging from local spirit (ghost or dryad, DC 24), to minor outsider (quasit, DC 27), even up to gods (greater deity, DC 50).

If you succeed your check, the entity is bound to answer, and answer truthfully, though entities who are unwilling may try to trick you or give misleading answers. If you know the entity's true name, you gain a +4 bonus to your check, and if successful the entity must answer you lucidly. Finally, if you are an actual worshipper or follower of the entity, and are on good terms with it, the check is much easier (DC 24).

Legend Lore: You may attempt to find an answer to a question about the distant past. The information must be at least obscurely known by someone somewhere for you to discover it, and if no one knows of it now, it must have at one point been fairly widely recorded, even if that information has since been lost.

Make a Divination check, and add any ranks you might have in a related Knowledge skill, plus your Intelligence bonus. The difficulty class varies by how obscure and ancient the knowledge is. For knowledge that is currently recorded, the base DC is 10. For knowledge that was once recorded but now forgotten, the base DC is 15. For knowledge that was never recorded, only existing perhaps as rumor, the base DC is 25. If the knowledge was deliberately kept secret, and fewer than ten people ever knew of it, it is impossible to discover that information through Legend Lore. Modify

the DC by +1 for every hundred years old the knowledge is, or since it has been widely known. Modify this by +2 to +20 if the knowledge is very obscure.

For example, a Mage needs to learn the name of a powerful Orcish emperor 3,000 years ago. His name is still recorded in distant libraries in the current day, but he has no time to go looking for information. The game master decides this counts as current, but slightly obscure, worth a +2 modifier to the DC, for a total of DC 12. If the Mage needed to learn the name of the emperor's favored harem girl, a fact which was never recorded but was once known through rumor, the DC would be 65 (25 for rumor, +30 for 30 centuries old, +10 for being very obscure), and would thus be nearly impossible unless the Mage had high ranks in both Divination and Knowledge (history).

Legend Lore costs 13 MP and takes eight hours of uninterrupted meditation.

Special: The DCs listed above are if you divine generally, seeking advice from whatever source will answer. This may explain why sometimes you will receive false information, because sometimes the one answering you will try to deceive you.

If you choose to contact a specific extraplanar or spiritual entity that you know by name, title, or appearance, you gain a +2 bonus to your check, but your game master can decide that the entity has no way of knowing the answer, or that the entity will simply refuse to reply if you are not worthy of its attention. However, if the entity is friendly, it is unlikely it will lie. If you present some sort of offering that the entity would enjoy, you may gain up to an additional +2 bonus, depending on the relative value of your offering.

If you succeed on a Divination check for Object Reading or Legend Lore, you can make Scry checks to locate anything you learned or saw as if you had firsthand knowledge of it. This applies only if the subject of your check could be scryed. It is rather useless to scry on a 3,000 years dead emperor.

Intuit Direction

(Wis; Trained Only)

Magical Check: Using a focusing item of your choice (such as a forked stick, spyglass, or compass) you can use your sense of direction to find a creature, object, location, or magical aura. The DC for your check is usually 20; magically hidden items may have higher DCs.

Each time you use this ability, you spend 1 MP. You can only choose one subject per use. The duration of each use is concentration, or up to 1 minute/spellcaster level. The range you can search depends on the obstruction in your way.

Range	Obstructions
Long (400 ft +40 ft/level)	None
Medium (100 ft +10 ft/level)	Wood or dirt, such as in a forest, through soil, or in most towns
Close (25 ft +5 ft/2 levels)	Stone or metal, such as in a castle or dungeon

You can search for creatures by type (such as animal, beast, plant, or undead) by species (such as badger, griffon, poppy, or skeleton) or for a specific individual. If you wish to search for an individual, you must know exactly who you are searching for. For example, you could not search for a town's captain of the guard, but you could search for Guard Captain Dogan. Unwilling targets may resist with a Will save that beats your Intuit Direction check result.

If you search for an object, you must be fairly specific. You can search for a type of metal (gold, silver, iron), drinkable water, a specific type of treasure (gems, art objects, paintings, weapons, swords), a specific type of trap or hidden object (trap on a lock, snares, pit traps, secret doors), and so forth. You can also look for a specific object, such as Guard Captain Dogan's longsword. Attended objects receive a saving throw if their bearer is unwilling to be found.

You can search for any specific location (such as an exit), but you are only shown the direction it lies in, not the path to get there. This skill does not help you escape a maze.

You can search for a magical aura. If you find one, you can study it with your Spellcraft skill (see below). You can even detect the aura of an invisible creature, though this generally an ineffective way to target them, since you must concentrate and take no other actions to spot them.

On a successful check, you find the nearest subject in range; you know both their direction and the straight-line distance to them. You may choose to ignore subjects you can see or otherwise know about to concentrate on any other subjects in range. You can either follow your focus to track down the first subject you find, or you can make another check to look for any other subject in range. You may continue doing either until the duration ends. You can also map out the size of a large object, such as a seam of iron ore or an underground lake (at least for the part in range).

SCRY

(Int; Trained Only)

Use this skill with a focus (such as a crystal ball, mirror, or pool of water) to spy on a creature, item, or location.

Standard Check: You can detect when someone is Scrying you. This is an opposed check. If you fail, you don't know whether or not someone is Scrying you. If you succeed, you can tell you are being Scried. You can make this check untrained. This does not require expending any MP.

If you detect that you have been Scried, you may then use the magical application of the skill to Scry that person or entity. You make this check as if you had second-hand knowledge of the person, since you have an impression of their mind.

Magical Check: You generally can't Scry while in combat, since it takes at least 1 full round action to find whatever you are scrying for. You can choose a creature, item, or place as your target. The less you know about your target, the more difficult it is to find. Additionally, if you wish to hear the sounds around your target,

use *darkvision*, or communicate with your target, the check becomes more difficult.

Knowledge	Time to find target	DC
Familiar (you know the subject well)	1 full round action	10
Firsthand (you have met the subject/been to the location)	1 minute	15
Second hand (you have heard of the subject)	10 minutes	20
None (only a name, related item, or a picture)	1 hour	25
On another plane	Double above number	+10

You cannot cast most spells on a target that you are Scrying. You can only do this if the range on your spell is Line of Sight.

Modifiers	DC
Have a likeness or picture	-5
Have a possession or garment	-8
Have a body part, lock of hair, etc.	-10
Extras	DC
Add sound	+5
Add <i>comprehend language</i>	+5
Add <i>darkvision</i>	+5

Scrying costs 1 MP to attempt to find the target (whether successful or not) and 1 MP per minute of scrying. If you make your check by 5 or more points, it costs only 1 MP per 10 minutes of use. You can keep your focus trained on a target for as long as you wish to pay the upkeep, or until you run out of MP.

spellcraft

(Int; Trained Only)

Use this skill to identify spells as they are cast or spells already in place.

Magical Check: You can analyze a single magical aura. The aura holds information on all spells in effect on the creature, item, or place, as well as the properties of a single magic item. You usually discover such auras by using your Intuit Direction skill. When the table below mentions caster level, it means the caster level of the aura you are examining.

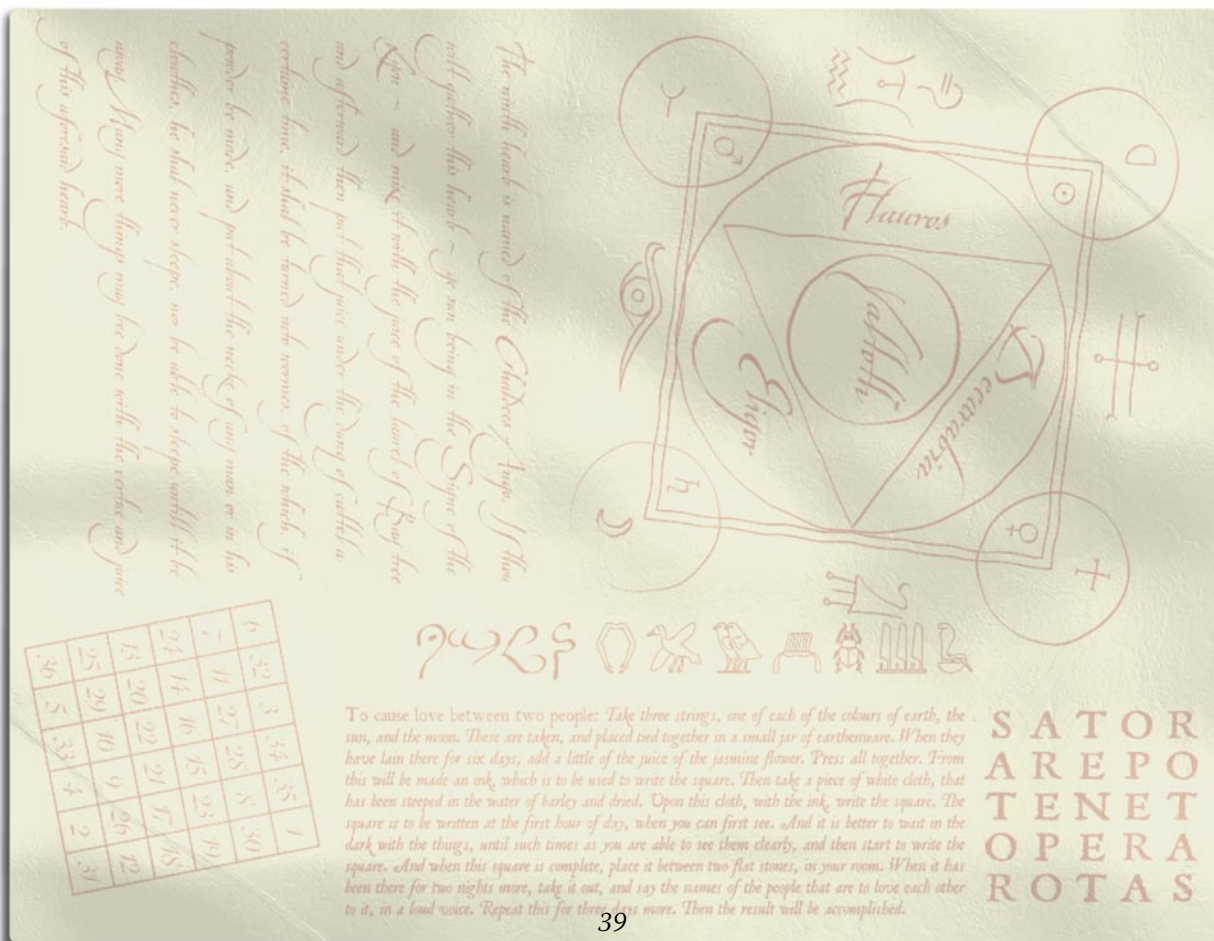
DC	Task
10 + ½ Caster Level	Determine the school of magic (and element, if any) involved in the aura of a single item or creature.
15 + Caster Level	Identify a spell that is already in place and in effect, such as those of a standard magic item.
20 + Caster Level	Identify a spell or ability hidden on an item (such as one of the hidden powers on a <i>ring of elemental command</i>) or a spell or ability of a minor artifact.
25 + Caster Level	Identify a spell or ability on a major artefact.

Before you can analyze an aura, you must spend eight hours purifying your senses and attuning to other local auras so that they do not interfere. This process requires a simple Spellcraft check (DC 10) and costs 1 MP, even if you are interrupted. Once you are attuned, you can begin analyzing the aura you choose, examining one aspect of it at a time, up to a maximum of 1 minute per level. Each minute

you may make a Spellcraft check to study the various aspects of the aura, learning the lowest level spell or most basic property first. Any enhancement bonus on a magic weapon or armor is its most basic property. Note that you will learn the type of ability, and its relative power, but not the exact mechanical bonuses of the item.

After you have discovered all the spells or properties of an aura, another successful check will tell you that you have fully analyzed the aura. If you discover even one property of a magic item, you also discover whether it uses charges and how many charges it currently has.

You may attempt to re-analyze a spell or property each round until you correctly identify it or the duration ends, or you may instead move on to another spell or property. Once the duration has ended, you cannot analyze an aura again for at least 8 hours. If the aura you are analyzing has a caster level that is higher than yours, you become fatigued after completing the analysis.



chapter 4: WORLDS OF MAGIC

Though *The Elements of Magic* provides you with the rules you need to create a wide diversity of spellcasting characters, you might want some ideas of the types of characters you can create with these rules. This chapter presents numerous pieces of advice for creating a unique brand of magic for your game world or your character, and also provides three sample characters to show the rules in action.

other useful resources

Gamers like new stuff, which is the reason for published supplements like this and all the house rules of your own game. There are many other published products that can add to your gaming experience, working well in tandem with *The Elements of Magic*. Unsurprisingly, Natural 20 Press has a good deal to offer in this area.

Wild Spellcraft is a toolkit for making d20 magic less stable and safe. Often in myths and fantasy literature, magic is a dangerous power that carries risks that balance its benefits. *Wild Spellcraft* has numerous options to add this type of magic to your d20 fantasy game, with such options as simply making magic unreliable and quirky, forcing spellcasters to make checks when casting spells or else risk injury, or having magic from different races clashing disastrously when it interacts. The main thrust of the book is helping you add a flair of chaos to your magic, but its rules can be useful in many different ways.

Four-Color to Fantasy, a superhero supplement, might seem an unlikely complement to a book of magic, but consider how often in myths and fantasy you see characters who have permanent magical powers, without having to resort to spells. Hercules did not have to chant an incantation to make use of

his strength, and the most memorable sorcerers seem to use magic as if it came as naturally as breathing. The rules for superpowers in *Four-Color to Fantasy* can easily represent permanent magical abilities of spellcasters, or can even be used easily to create unique and powerful monsters. The first time your party's barbarian rips a tree out of the ground and uses it as a club, you'll realize that magic isn't just for spellcasters.

Also, many other d20 publishers have released great magic supplements, often taking the opposite approach from this book: focusing on one type of magic instead of presenting an all-encompassing master ruleset. One of the drawbacks of a generic system like *The Elements of Magic* is that it has to make sacrifices for the sake of being accessible to many. More specific magic rulesets may be able to better capture the specific feel of the type of magic you want in your game. Though you can easily have players roleplay that their characters are slowly losing their mind as they cast more and more powerful spells, that madness becomes more tangible if you actually have to make sanity checks every time you cast a spell. And though several spell lists in this book allow you to replicate the animating of the dead as your minions, an entire encyclopedia devoted to necromancy, with every spell oriented at affecting the undead, can make that pale art seem far more imposing.

Many gamers think that almost any effect can be achieved by roleplaying a generic mechanic in specific ways, and this book shares that approach in hopes of making d20 magic more consistent. However, sometimes you may desire a specificity that can only be found in a book devoted entirely to one type of magic. In that case, you'll want to go to your friendly local gaming store and see if a book there suits your

interest. Almost any magic supplement should be easily compatible with *The Elements of Magic*, and together the different books can make your gaming even more enriching.

spellcraft and worldcraft

This next section focuses more on the needs of game masters, while more player-oriented concerns will come toward the end of this chapter.

As game master, when you're creating your world, you'll want to set ground rules you're comfortable with, so you and your players will have a clear idea of the type of game you'll be playing in. You'll first want to envision how magic works in your game, then present that idea to your players to make sure it's a type of setting you'd all like to use. If you decide to use your vision for magic, you should ask yourself several questions to make sure you will be ready to tell stories in the magical world of your design.

Consistency

Does everyone use the same type of magic? Look at our own world, and compare how differently magic is viewed in the modern world, in Greek myths, in Christian theology, and in Norse legends. And that's just in Europe. If you want to create a modernized feel for your game, you can simply let everyone have access to whatever magic they want. Characters will bring along traces of their homeland's heritage, but all of them will feel that they're part of just one large culture. On the other hand, it is often too much work to create distinctive magic feels for every county and town, often with little payoff.

Making different types of magic distinct can be as easy as describing how two areas view spells differently – one might cite archaic scripture, while another traces glyphs in the air with flaming rods. Then, if you restrict their choices just slightly, you have created distinctly different ways of viewing magic. Usually three large types of magic is more than enough – elemental, life & death, and illusion

& knowledge; or nature, miracles, and science – perhaps with a few regional differences if you want to go into great detail.

Power Level

How strong is magic? The easiest way to put a cap on how powerful magic is is to just say no one can go about X level as a spellcaster. Do kings go to war over a single wand of curing, or do housewives summon gelatinous cubes to dissolve their family's waste materials? Sometimes, by simply removing a type of magic that is assumed in fantasy adventuring, you can make the whole world seem to have less magic. If you increase the level of all curing spells (so *Regenerate 1* can't be cast until you're 7th level), you make the world seem grittier and more dangerous.

Source

Where does magic come from? Does everyone know where magic comes from? Do gods walk the world, or do demons teach sorcerers spells in satanic churches, so everyone has proof of magic's source? Or do people only have beliefs, not proof? Does nature exude magical power, or can spells only be cast by sucking the life out of plants and animals? Do ghosts let the common men tap into the power of the great beyond, or was a god's avatar buried under the earth, filling every living creature with a spark of the divine creative power?

Magic can have many sources, or no source at all. Where it comes from can certainly affect how it is viewed, since most people would be wary of accepting healing given as a gift by demons.

Reliability

How reliable is magic? Is magic a tool that can be used at will, or more of a partner that must be coddled and coerced into doing your will? Do the poorly trained sometimes mess up their spells and create magical mishaps, or will arcane energy respond to anyone who has the faintest idea of what they're doing? If magic

sometimes backfires, perhaps from misuse, or perhaps because its source is spiteful, magic suddenly seems more dangerous and interesting, like playing with fire.

If you want magic to be unreliable but powerful, you might even give Mages a chance to cast spells beyond their normal level limit with a successful Spellcraft check, with stiff penalties if they fail.

Putting it Together

Once you have some clear thoughts of what magic is, who uses it, and what it does, how does it fit into your game? If you want heroic fantasy, having magic only be available by maiming yourself as a sacrifice to dark powers may disrupt the tone you desire, but if in a gritty game, spells create rainbow butterflies when they're disrupted, it can be just as detrimental to crafting the type of world, and the type of game, that you desire.

familiar magic

Though the possibilities of magic are truly limitless, a few types of magic are most commonly presented in myths and fantasy storytelling. You are encouraged to experiment with *The Elements of Magic* to create your own style of magic, but it can help to see how these rules handle familiar, existing magic systems.

vancian magic

The default magic system of d20 fantasy is loosely drawn from the words of author Jack Vance, among others. Vance's novels were notable for featuring high-powered magic with dramatic names. Nearly every spell would be named after the wizard who created it, a technique which is still visible in some spells of the core rules.

Vancian magic gives the arts of spellcraft a feeling of history, the sense that many other spellcasters have come before you, leaving the world riddled with dweomers such as *Rodinn's Rhyming Doom* and *Meece's Cartomantic Flourish*, just to name a few from *Wild*

Spellcraft. Instead of having stale names such as *fireball*, magic in the Vancian vein might be host to *Kreshtal's Rain of Fire*, certainly a much more evocative name.

Vancian magic also suggests a good deal of civilization, if magic is widely-known enough to be named and catalogued. Or at least such civilization may have existed in the past, while now mages scour the world for ancient spellbooks. An excellent example of a setting that uses Vancian magic in this way is *Talislanta*, currently published by Shooting Iron Press, in which a great magical disaster millennia ago destroyed ancient and powerful arcanopolises, so that the current excavations of their ruins have led to a magical renaissance. Magical scholars discuss the works of Koraq and Callisto as European scholars would discuss the knowledge of Aristotle and Euclid.

If you want to use Vancian magic in your campaign, players are encouraged to familiarize themselves with their spells before play, thinking of individualized ways their spells might look, sound, or be cast. Their spellcasting characters can develop reputations for their magical style as much as for their heroic deeds. There are probably whole libraries full of hundreds of books, all of which have completely unique spells.

Though there would be no mechanical differences in the rules, from a storytelling standpoint, mages can only learn spells if they read them from the spellbooks of older mages, or if they spend time researching their own. Mages won't need to carry along spellbooks, though, because the assumption is that they have studied magic so thoroughly that they can cast any of hundreds of distinctive spells they know. Two *Infuse Creature with Air* spells will use the same mechanics, but one might be *Vidania's Lightstep*, while the other is *Tierodunne's Majestic Leap*.

This style of magic also makes it easy to introduce rare and powerful spells, ones that work better than they should for the level that they are. You won't want to make such spells

common, but they can make an interesting adventure hook, such as if a dozen adventuring groups are all trying to find *Chana's Book of Charms*, a book that is supposedly so powerful that reciting a single line from it would give you control of everyone who hears you.

If any form of magic fits the poetry analogy from the introduction, Vancian magic probably does it best. Mages are artists, learning from each other and creating their own masterpieces, with some exceptionally gifted out of them being known to all.

Advice to the Game Master: Have players and villains name their spells, and create notable mages in history. Every type of magic will be open to every character, creating a cosmopolitan feel. If you don't want every culture to blend together, you'll want to say that different groups tend to specialize in particular types of magic. Thus, it's possible for a halfling to know whatever type of magic he wants, but saying that most halflings mages are defense-oriented, just like the famous Finkle Wallston (creator of "Wallston's Wall of Walking Stones"), will help keep them distinct amid a sea of variety. If you are comfortable with a "melting-pot" feel, however, where differences of race and background are merely cosmetic, you should have no problems.

ARCANE AND DIVINE

Another form of magic used in the d20 core rules, the idea that there is godly and un-godly magic is at least as old as the middle ages in Christian Europe. Some magic comes from sorcerers, witches, and others who consort with devils, while true divine magic comes in the form of miracles, prayers, and faith. Divine magic is more subtle than the forces of the arcane, easier to ignore if you are an unbeliever, but so widely accepted that a mage would be foolish to challenge its power.

Setting up a division of magic into arcane and divine, or indeed any division, encourages cultures to polarize toward one type of magic, praising it while condemning the other. This can lead to interesting dilemmas, since arcane mages – the ones likely to suffer from a lynch mob – are usually better suited to handling the dangers of an adventuring life. Miracles of healing, forgiveness, and providing food are vitally important to the normal man, but useless to someone hunting goblins.

Divisions of magic such as this only really work well if each side has both advantages and drawbacks. In the core rules, divine spellcasters have all the healing and most of the defensive and foresight powers, while arcane spellcasters have offensive and utility spells. It could as easily be Elvish high sorcery (creating elemental energy and force effects) opposed to human shamanism (affecting animals, people, and spirits), or the form-altering powers of gnomish trickster priests (with many spells that alter or distort reality) versus the very tangible, down-to-earth creation magic of dwarven stoneshapers.

It can be a mild challenge to use this sort of magic without presenting one type as evil and the other as good. If you want a campaign full of witch hunts and secretive sorcerers placing curses on the unsuspecting commoners, it can be useful to set up a division of this variety. On the one hand, it creates the possibility of misunderstood heroes dabbling in dark powers for the sake of good (often a compelling archetype), but with a slightly different presentation, the same type of magical division can lead to a very black and white type of morality, where the bad guys always dress in black robes and use only magic that involves killing, summoning evil spirits, and controlling the dead. This second type of clear-cut morality can work well in high fantasy heroic adventuring, but if you want to keep a nice grey area of ambiguity, you'll want to avoid presenting all spellcasters of one type as badguys.

Even if you don't have a dualistic approach to magic, it can be important to have some sort of division between different magical philosophies in the same setting. If every spellcaster can always learn any type of magic he wants, different settings and cultures may begin to blend together, just like mass media has made earthly cultures slowly begin to lose their distinctiveness. Also, having different groups of magic users have different abilities can create intriguing power structures, where completely unrelated mages may have to rely on each other for resources they can't provide.

Advice to the Game Master: Play up the differences between the different types of spellcasters, trying to make sure no group gets the lion's share of power. Determine if you want to use the diametrisism of this system to present one group as evil, and if so, consider how the other group of magic-users respond to them. Create arbitrary restrictions for each group, like limiting weapon usage or forbidding worship of certain gods. Once you're comfortable with the major division, you can even begin dividing those into smaller sub-groups.

RUNE MAGIC

Runes each have a distinct meaning and power, and rune mages usually keep a bag of wooden or stone pieces on which they carve or paint the appropriate runes they are trained in using. Casting a spell in rune magic requires the mage to draw out whatever runes he intends to combine for his spell, and thus it is well-suited to being used with *The Elements of Magic* with almost no thought or changes.

Most runes also have a meaning as a word as well as as a type of spell, and thus powerful mages may have names that contain runes they use often. Runes tie language in closely with magic, making magic a vital force of its own, rather than just a tool to be used. Settings with runic magic often have a primitive, or

even primal feel to them, charged with mythic meaning.

Advice to the Game Master: Think at least briefly on what the different runes mean, and how that relates to the world's society and culture. If there is no magic rune for charming someone, perhaps the culture will not value peace because it is not a thought commonly evoked. You might even want to draw your own runes, which might resemble actual Norse runes, Egyptian hieroglyphic animals, or even Japanese kanji pictograms.



POWERS OF THE MIND

If you use magic to represent what is commonly known now as psychic powers, you will actually significantly change some of the basic assumptions of d20 fantasy magic. Psychic powers seldom create bursts of flame or summon demons, so a large chunk of staple spells will be removed, making magic into a far more subtle, sneaky power. Psychic powers probably don't lend themselves to hack and slash games very well, but can be very a interesting set of abilities for a game more focused on mystery and subtle power struggles.

Though you can certainly say that psychics are able to create energy bursts or transmute reality with their thoughts, it is more consistent to have only intangible powers be available to psychics.

Advice to the Game Master: Consider how people will live differently if they know mages can read their minds or control their actions. In normal fantasy, fireballs and summoned undead will tend to get more attention, letting telepaths work secretly more easily, but if psychic powers are the only ones available, they will be noticed. Are you willing or prepared to run a game where heroes use other people as tools? Make sure you and your players understand each others' stances on the morality of this very personal type of magic.

CHARACTER CREATION

When you create your character, think about how you will stand out from every other spellcaster that you've seen or played. What does magic mean to you? Why do you use magic? How is your magic different from that of others, and how do you interact with other types of spellcasters? How did you learn your magic, and how are you continuing to expand your knowledge?

Fifty Character Ideas

To help you think about some of these questions, we present fifty brief character ideas, one of which might pique your interest, or even lead you down paths we could never have predicted.

1. A performer whose real spells emulate those of stage magicians.
2. A witch who calls evil spirits to curse and transform her foes.
3. An oracle who can learn and know anything, or conceal knowledge from others.
4. A humble healing priest who subdues his foes by paralyzing them with the overwhelming holy power of forgiveness.
5. A warrior priest whose magic instills her with righteous might.
6. A primitive shaman who believes he is protecting his tribe from evil spirits by commanding the destructive elements of nature – storms, fire, and wind.
7. A young girl blessed by the fey to make herself invisible, intangible, and irresistible.
8. A wild man raised by wolves, whose magic powers stem from the belief that he is an invincible wild beast.
9. A telepath from a metropolitan seaport, who uses her subtle power to prevent the common injustices of hate and violence.
10. A demented telepath, shunned and abused as a child, who takes his revenge by killing those he hates and doing his best to assume their role in society, losing sense of who he himself is.
11. A princess, kidnapped by evil cultists who tried to control her and use her against the kingdom, but she overcame them, learned from them, and now fights them.
12. A human that is the 'familiar' of a fire-breathing dragon.
13. An author who writes books of different worlds, then can recreate aspects of the stories he writes.
14. A song mage from an island culture, learning the power of wind, tide, and surf.
15. An elderly scholar, trying to dabble in every type of magic before he dies.
16. A sorceress who once accidentally summoned a bit of a god, and now sometimes acts as her emissary without knowing it.
17. A sickly, jealous man who seeks to control the powers of life and death.
18. An elvish botanist who sees trees' long lifespan an even better route to immortality than his elvish blood, so he emulates trees.
19. A gypsy fortune teller, who focuses her magic through her deck of cards.
20. A traveling boy trying to bond with the magical beasts of different lands, so he can summon them as defense, fulfilling a myth of his people.

21. One of five women born under the influence of the different planets, their power related to the progress of celestial bodies through the sky.
22. A dark elf from the land below, whose first, revelatory arrival on the surface world was during a roaring thunderstorm.
23. A member of a four-tiered elementalists order, traveling the world to reinforce the world's connection to the elemental planes.
24. A shadow mage who uses his flexible magical skills to create spells that are dark, cruel reflections of his foes.
25. A dwarven daughter of stonemasons, all of whose spells are defensive and stone-related.
26. A halfling pony-riding nomad who befriends the animals of the plains and can sense whatever happens anywhere in his homeland.
27. A duelist who charges his blade with magical energy, but goes to great lengths to hide his magical powers.
28. A self-conscious sorceress who compensates by learning the most destructive spells possible.
29. A traveling minstrel who calls upon the power of ancient heroes, and the charm of legendary diplomats.
30. An alcoholic priest who uses magic to make others happy and forgetful.
31. A berserker who takes on leonine aspects in his rages.
32. A pious warrior who dabbles in healing magic to protect her allies.
33. A member of the druidic order, using knowledge and control of nature to protect their people.
34. A disgruntled farmer who can speak with spirits, and ends up bonding with an Elvish ghost that teaches him druidic magic.
35. The recipient of a hideous experiment that combined her body with that of a displacer beast, making her a premier assassin.
36. A sinister warrior trained in antimagic tactics so he can murder members of a powerful mage order.
37. A superstitious tattooed mage who does not cast magic, but rather prays for lucky favors.
38. A charming enchanter who runs a small duchy.
39. A charlatan who swindles people from village to village, summoning monsters to scare them, then fighting them off.
40. A magical diplomat, who studies spellcraft just so he can defend himself from charms, and so he can communicate more effectively.
41. A shapeshifting monk who can hear the echoes of the souls of man and beast.
42. A keening, depressed mage who sings bad love songs and tries to kill those who think she is a famous spurned lover from literature.
43. A strong but unskilled man who uses fear magic to assure his reputation as a powerful warrior.
44. A gnomish mage who collects trinkets from every other mage he meets, tapping a bit of their energy instead of using his own power.
45. An mind-reading midwife who becomes an adventurer after her employer tries to use her powers to harm others.
46. A buckle-bound sorcerer who thinks he is descended from dragons, and seeks to return to his ancestors' form.
47. A stingy merchant who employs adventurers to bring him antiquities, while he accompanies them and uses his magic to ensure his comfort.
48. A beautiful spy who seduces with magic those she needs information from.
49. A rich Elvish landowner who loves his employees so much he keeps them working for him unto death.
50. A married couple who have a magical link, allowing one to teleport to the other in times of danger.

sample characters

Here are presented three low-level mages each of which you could use as a starting character. Each character description includes two or three key spells that the mage uses.

tristalde

2nd-level Elf mage

Female Elf; CR 2; Medium-size humanoid (elf); HD 2d4; hp 7; Init +1; Spd 30 ft; AC 11 (+1 Dex); Atk +0 melee (1d6-1, crit 19/x2, shortsword) or +2 ranged (1d6-1, crit x3, shortbow); SA Spells; SQ elf traits, magical boons; AL CG; SV Fort +0, Ref +1, Will +9; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15. Magic Points: 4. Free cantrips: 2.

Skills and Feats: Bluff +4*, Concentration +3, Craft (painting) +4, Knowledge (arcana) +3, Move Silently* +3, Sense Motive* +4, Speak Language (common, dark elvish, elvish), Spellcraft +6; Iron Will. [* Cross-class skill.]

Magical Boon: Darkvision 30, +2 bonus to Will saves.

Possessions: *Potion of cat's grace*, *potion of cure light wounds*, mundane gear.

Spells Lists Known: Prestidigitation. Create Lightning Object, Evoke Lightning, Infuse Creature with Air, Infuse Creature with Lightning, Infuse Creature with Shadow, Infuse Object with Air, Invisibility, Polymorph Earth.

Appearance: Tristalde is a dark Elf from the land below, with cool grey skin, black hair, and flashing blue eyes. Slender and somewhat weak, Tristalde mixes the dark, form-fitting fashions of her own people with the flowing cloaks of surface-world air mages. When excited, her cloak begins to billow slightly, flaring out violently when angered.

History: For the first few decades of her life, Tristalde was prisoner to a group of magical slavers who controlled their property through magic. She lived most of her life in the haze of a dozen charm spells, but one day she awoke, finding herself standing out of the caves she had always known, on a mountainside being wracked by an intense thunderstorm. In the first

flash of lightning she saw her rescuers, a group of elvish adventurers who had killed the slavers and taken her out of pity. Having never been raised by her cruel kindred, Tristalde was simply thankful for finally being free, and she asked to be apprenticed to the group's mage. She took well particularly to the magic of lightning, and within a few years she set out on her own, letting chance carry her as winds blow a storm.

Spellcasting: Tristalde's magical powers first awakened in the storm after her freedom, so her magic has an inherent storm-like quality.

Arc of Lightning – a simple *evoked lightning 1*, with this spell Tristalde holds her hands before her, palms up, and shouts an ancient elvish word for lightning, calling forth a thin line of blue electricity to leap upward and arc through the air, curving back down to strike her target. If she holds her hands sideways, the arc can fire around slight corners (though Tristalde may suffer a miss chance if she cannot see her target), but in enclosed areas it might strike a ceiling or wall before it hits its target. This requires a ranged touch attack, out to a range of 30 ft, dealing 1d6+2 points of lightning damage (Reflex save DC 13 for half).

Billow – Tristalde actually uses this name for two separate spells, *infuse creature with air 1* and *infuse object with air 1*, though the effects are functionally the same, to provide flight ability or to let her levitate other objects, at a movement rate of 20 ft with poor maneuverability.

Portable Hole – by pushing her hands into a stone surface and pulling them apart, Tristalde can create a hole of up to small size (3 ft across), enough to slide through with a little effort. The hole lasts for two minutes. This is a very simple version of *polymorph stone 1*.

jennas the hind

1st/1st level human barbarian/mage

Female human; CR 2; Medium-size humanoid (human); HD 1d12+1d4+4; hp 22; Init +1; Spd 40 ft; AC 14 (+1 Dex, +3 hide armor); Atk +4 melee (1d8+2, crit x3, shortspear) or +3 melee

(1d4+2, crit 19/x2, antler dagger); SA Rage, spells; SQ fast movement, magical boons; AL N; SV Fort +4, Ref +1, Will +3; Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10. Magic Points: 2. Free cantrips: 3. Spell failure chance: 10%.

Skills and Feats: Handle Animal +5, Intuit Direction +5, Knowledge (arcana) +0, Knowledge (nature) +1, Listen +5, Speak Language (common), Wilderness Lore +5; Run, Toughness.

Magical Boon: Trackless Step, Woodland Stride.

Possessions: Masterwork shortspear, antler dagger, leather armor, mundane gear.

Spells Lists Known: Prestidigitation. Charm Animal, Companion Animal, Evoke Life, Infuse Creature with Light.

Appearance: A tall, muscular warrior woman with bronzed skin, Jennas looks intimidating. She keeps her brown hair cut close, and dresses only in leather armor with few decorations, exposing little flesh. She always carries her spear, keeping it close even when relaxing, and wears an antler dagger at her hip. Jennas is usually accompanied on her hunts by a female deer with glowing red eyes.

History: Jennas took over the role of her tribe's defender after her older brother was killed by an avalanche one winter. Her personal totem has always been the deer, but she also adopted her brother's totem, the bear, combining speed with strength. She understands that she has some sort of magical power, but attributes it all to the blessing of her totem creatures. Deers are friendly with her, and while she cannot yet befriend bears, they do not harm her if she enters their territory.

Spellcasting: Jennas's magic mostly focuses on strength and speed, though she also has mild healing talents, which comes from a myth of people about how a deer can heal an injury by placing its antlers inside a wound, purifying it.

Healing Blow – a very slight modification of *evoke life 1*, this spell requires an antler as a focus. Jennas must stab the antler into an existing wound, dealing 1 point of damage.

Then the magic heals 1d8+2 points of damage (instead of the normal 1d8+1, to balance the damage it inflicts). Thus, the spell could potentially kill a seriously injured person, but against undead creatures it is slightly more effective than usual.

Fleetness of the Hind – with this spell, a version of *infuse creature with light 0*, Jennas increases her base speed by 10 ft for one minute. During this time, her eyes flare with red light, just like her deer companion, and those who see her out of the corner of their eyes will usually think they just see a running deer.

Rendrake, deer companion: Jennas's deer companion is a 1 HD deer, otherwise normal except for its glowing red eyes. Its stats are similar to those for a pony.

maleus kaison

4th level dwarf mage

Male dwarf; CR4; Medium-size humanoid (dwarf); HD 4d4+12; hp 24; Init -1; Spd 20 ft; AC 14 (-1 Dex, +5 Chainmail); Atk +3 melee (1d4+1, crit 19/x2, dagger); SA spells; SQ dwarf traits, magical boons; AL CN; SV Fort +4, Ref +0, Will +3; Str 13, Dex 8, Con 16, Int 16, Wis 8, Cha 10. Magic Points: 13. Free cantrips: 5.

Skills and Feats: Concentration +10, Craft (sculpture) +1, Dispel Magic +6, Divination +6, Knowledge (arcana) +10, Scry +10, Speak Language (common, dwarven, goblin, infernal), Spellcraft +10; Light Armor Proficiency, Medium Armor Proficiency.

Magical Boon: Armored Casting, Supernatural Medium.

Possessions: Dagger, rusting chainmail, charms and tokens from numerous sources to ward off evil spirits, mundane gear.

Spells Lists Known: Prestidigitation. Abjure Earth, Abjure Magic, Abjure Metal, Animate Object, Astral Projection, Create Metal Object, Cursecraft, Evoke Death, Evoke Life, Infuse Creature with Death, Infuse Creature with Earth, Infuse Object with Death, Instill Emotion in Humanoid, Mass Projection, Paralysis & Petrification.

Appearance: Maleus is haunted by his magic. A wide-eyed, ragged-haired dwarf in rusting chainmail, Maleus constantly glances around for the people he constantly hears sneaking up on him. He no longer grooms himself, and eyes everyone he meets warily.

History: Apprenticed to a skilled dwarven priest at a young age, Maleus' magical skills progressed fine as he trained to become a warrior-priest himself. However, a year ago he began hearing voices at odd moments, all just strangers, which disturbed him, so he kept it a secret. Recently, though, his wife died, and soon thereafter he heard a voice he thought was hers. This experience caused him to leave his family, and he set up a laboratory in a distant, abandoned cave, where he hoped he could find a way to silence, or at least control, the voices. He knows that he stumbled upon a strange magical talent, but that doesn't make it any easier to cope with ghosts following him around all the time.

Spellcasting: Maleus originally was training to defeat enemy spellcasters, but recently he has begun to try to study the powers that led to his maddening problem. He has neglected many of his original spells, and sometimes when he casts them, a nearby spirit might corrupt the casting, giving the spell a terrifying, haunted voice.

Spirit Mask – based on the nondetection version of *abjure magic 1*, this spell calls one of the ghosts that haunts Maleus, and briefly wraps it around the dwarf's soul, hiding him from divinations. Whenever Maleus detects one of his relatives scrying on him, he quickly casts this spell, so they cannot discover where he is. He knows they worry for him, but he does not feel safe being near them. With this spell in effect, the DC to any Scrying check to find him is increased by +6, for four minutes.

Steelskin – when Maleus casts this version of *abjure metal 2*, his skin takes on a metallic sheen. For forty minutes, he ignores the first 12 points of damage each round from slashing weapons, to a maximum of 240 points of damage.

Hear with my Ears – with this version of *evoked death 2*, Maleus clutches his head and screams for the voices to leave him. This command hurtles the spirits away for a moment, causing them to assault a nearby foe up to 35 ft away, moaning balefully around the target. Maleus makes a ranged touch attack (actually representing the spirits attacking), and if successful does 3d6+4 points of damage (Will DC 12 for half damage; note that this spell uses Will instead of Reflex, because it fits the tone of the spell better).

itham natch

12th-level human mage

Male human; CR 12; Medium-size humanoid (human); HD 10d4; hp 27; Init -1; Spd 30 ft; AC 18 (-1 Dex, Vest of Armor +6, Ring of Protection +3); Atk +5 ranged (varies, ray spells); SA Spells; SQ magical boons; AL LG; SV Fort +4, Ref +3, Will +11; Str 7, Dex 9, Con 10, Int 20, Wis 16, Cha 10. Magic Points: 126. Free cantrips: 13.

Skills and Feats: Concentration +10, Dispel Magic +15, Divination +15, Intuit Direction +15, Knowledge (arcana) +15, Scry +15, Speak Language (common, elvish, dwarven, gnome, goblin, orc), Spellcraft +15; Combat Casting, Craft Wondrous Item, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell.

Magical Boon: Animagus (monkey), Resist Minor Water Side Effects (never gets wet), Resist Moderate Death Side Effects (ignore mundane cold and the *bane* spell), Scribe Scroll, Summon Familiar (monkey).

Possessions: Vest of Armor +6, Wand of Evoke Area Void 3, Ring of Protection +3, various miscellaneous items.

Spells Lists Known: Prestidigitation. Abjure Animals, Abjure Chaotic Evil, Abjure Earth, Abjure Fire, Abjure Lawful Evil, Abjure Magic, Abjure Metal, Abjure Neutral Evil, Abjure Shadow, Abjure Undead, Alter Reality, Astral Projection, Banish Chaotic Evil, Banish Fire, Banish Lawful Evil, Banish Neutral Evil, Charm Animal, Charm Humanoid, Compel

Undead, Create Fire Object, Create Metal Object, Cursecraft, Evoke Void, Evoke Area Void, Fast Healing, Infuse Creature with Fire, Infuse Creature with Light, Infuse Object with Death, Invisibility, Polymorph Animal, Polymorph Biomatter, Polymorph Humanoid, Polymorph Mud, Polymorph Water, Polymorph Plant, Power Word, Preserve and Decay, Sight, Summon Fire, Summon Lawful Good, Telepathy Aberration, Telepathy Animal, Telepathy Beast, Telepathy Dragon, Telepathy Fey, Telepathy Plant, Teleportation, Wall of Fire, Wall of Metal.

Appearance: Itham is an elderly, bald man who dresses in finely-tailored adventuring clothes, enchanted to protect him from harm in his travels. He dyes his scalp every morning with deep purple ink, tracing geometric patterns he learned in an ancient dwarven spellbook, and always wears his socks inside out, a taboo he picked up from a halfling gypsy diviner. He comes off as doddering and mostly harmless, though obviously quite rich.

History: An aristocrat from a small human nation, Itham was always fascinated by tales of the surrounding world, which is what drove him to begin traveling, taking what little magic he had taught himself and developing it into a huge diversity of powers. He collects new spells the way museums collect works of art, only taking the best he finds.

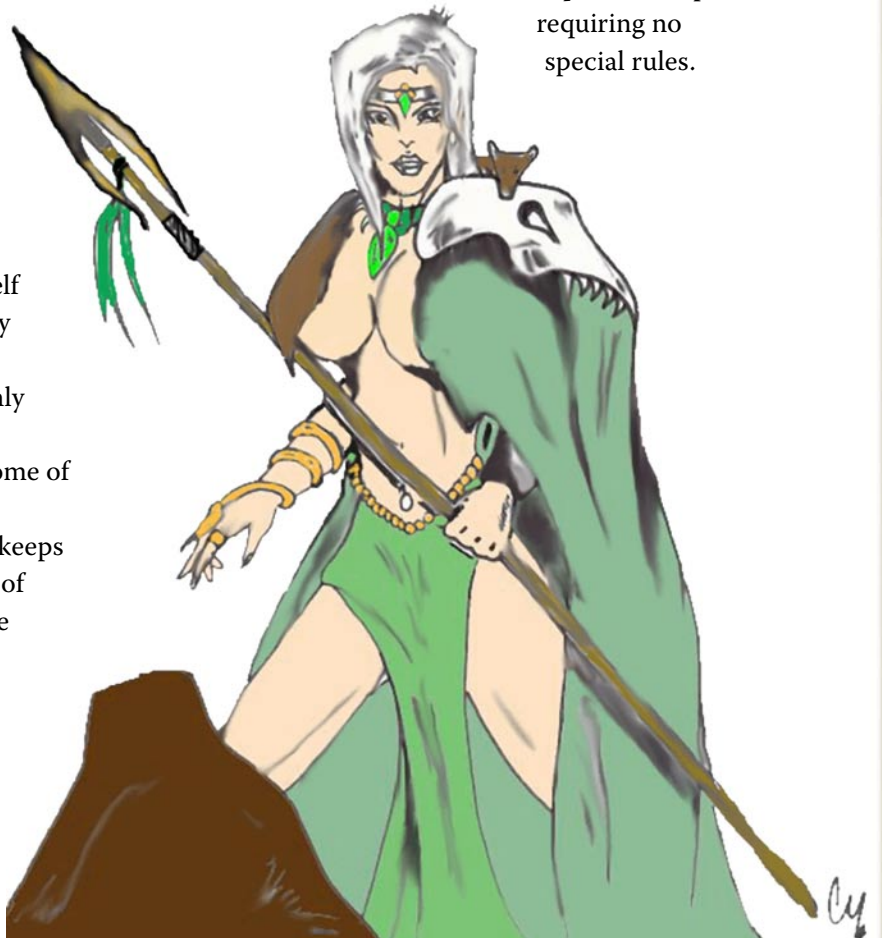
Spellcasting: The following are some of Itham's favorite, flashiest spells.

Vacuous Missile – the spell Itham keeps in his primary wand, this is a version of *evoked area void 3*. It creates a 5 ft wide line of sucking force, 220 ft long, that deals 5d6+12 points of damage to everything in its path (Reflex DC 13 for half). To cast the spell, Itham does that freaky thing when you talk while inhaling, chanting a phrase in Auran, and then he shouts, "Vacuous Missile!"

Beckon – a halfling-devised spell, which works at different power levels of *telepathy*, lets the caster contact someone who he wants to do an errand. Though the caster has no control over the target, he can easily mention the task needed and the price he's willing to pay. In this way, powerful mages can stay in their homes and simply call for what they need. Itham is a telepathy master, and so he can multitarget this power in case he doesn't know the exact type of creature he is contacting.

Itham's Switch of Safety – Itham, always fond of monkeys, uses this *teleportation 6* spell to rescue friends in need. He can call anyone he can see out to 220 ft away, and with a few quick gestures can pluck the person from where they are to right beside him, leaving a confused summoned celestial monkey in the person's place. The summoning of a 1 HD monkey is an inconsequential addition to a normal

teleportation spell, requiring no special rules.



Chapter 5: Elemental Monsters

As an example of how you can integrate these new magic rules into your game, we present the new elemental spirits. These only touch on the possibilities for monsters that use these rules, but should provide ideas to help you design your own monsters.

	Elemental Spirit 0 Small Elemental	Elemental Spirit 1 Small Elemental	Elemental Spirit 2 Medium Elemental	Elemental Spirit 3 Medium Elemental	Elemental Spirit 4 Medium Elemental
Hit Dice	½d8 (2 hp)	1d8 (4 hp)	2d8+2 (11 hp)	4d8+8 (26 hp)	6d8+18 (45 hp)
Initiative	+2 (Dex)	+2 (Dex)	+1 (Dex)	+2 (Dex)	+2 (Dex)
Speed	20 ft	20 ft	30 ft	30 ft	30 ft
AC	16 (+1 size, +2 Dex, +3 natural)	17 (+1 size, +2 Dex, +4 natural)	16 (+1 Dex, +5 natural)	18 (+2 Dex, +6 natural)	19 (+2 Dex, +7 natural)
Attacks	Slam +0	Slam +1	Slam +2	Slam +6	Slam +8
Damage	Slam 1d3-1 and 1d3 elemental	Slam 1d3 and 1d3 elemental	Slam 1d4+1 and 1d4 elemental	Slam 1d6+3 and 1d6 elemental	Slam 1d8+4 and 1d8 elemental
Face/Reach	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft
Special Attacks	Spellcaster ½	Spellcaster 1	Spellcaster 2	Spellcaster 3	Spellcaster 5
Special Qualities	Elemental	Elemental	Elemental	Elemental, DR 5/silver	Elemental, DR 5/+1
Saves	Fort +2, Ref +4, Will +0	Fort +2, Ref +4, Will +0	Fort +4, Ref +4, Will +0	Fort +6, Ref +6, Will +1	Fort +8, Ref +7, Will +2
Abilities	Str 8, Dex 15, Con 10, Int 10, Wis 10, Cha 10	Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10	Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 11	Str 16, Dex 14, Con 14, Int 11, Wis 10, Cha 11	Str 18, Dex 15, Con 16, Int 11, Wis 11, Cha 11
Challenge Rating:	½	1	2	3	5
	Elemental Spirit 5 Large Elemental	Elemental Spirit 6 Large Elemental	Elemental Spirit 7 Large Elemental	Elemental Spirit 8 Large Elemental	Elemental Spirit 9 Huge Elemental
Hit Dice	8d8+32 (68 hp)	10d8+40 (85 hp)	12d8+60 (114 hp)	14d8+70 (133 hp)	16d8+96 (168 hp)
Initiative	+3 (Dex)	+3 (Dex)	+4 (Dex)	+4 (Dex)	+5 (Dex)
Speed	40 ft	40 ft	40 ft	40 ft	40 ft
AC	20 (-1 size, +3 Dex, +8 natural)	21 (-1 size, +3 Dex, +9 natural)	23 (-1 size, +4 Dex, +10 natural)	24 (-1 size, +4 Dex, +11 natural)	25 (-2 size, +5 Dex, +12 natural)
Attacks	Slam +10/+5	Slam +12/+7	Slam +15/+10	Slam +17/+12	Slam +19/+14/+9
Damage	Slam 1d10+5 and 1d10 elemental	Slam 2d6+6 and 2d6 elemental	Slam 2d6+7 and 2d6 elemental	Slam 2d8+8 and 2d8 elemental	Slam 2d8+9 and 2d8 elemental
Face/Reach	5 ft by 5 ft/10 ft	5 ft by 5 ft/10 ft	5 ft by 5 ft/10 ft	5 ft by 5 ft/10 ft	10 ft by 5 ft/10 ft
Special Attacks	Spellcaster 6	Spellcaster 8	Spellcaster 9	Spellcaster 11	Spellcaster 12
Special Qualities	Elemental, DR 10/+1	Elemental, DR 10/+1	Elemental, DR 10/+2	Elemental, DR 15/+2	Elemental, DR 15/+3
Saves	Fort +10, Ref +9, Will +3	Fort +11, Ref +10, Will +4	Fort +13, Ref +12, Will +5	Fort +14, Ref +13, Will +5	Fort +16, Ref +15, Will +7
Abilities	Str 20, Dex 16, Con 18, Int 11, Wis 12, Cha 11	Str 22, Dex 17, Con 19, Int 11, Wis 12, Cha 12	Str 24, Dex 18, Con 20, Int 12, Wis 12, Cha 12	Str 26, Dex 19, Con 21, Int 12, Wis 13, Cha 12	Str 28, Dex 20, Con 22, Int 12, Wis 14, Cha 12
Challenge Rating:	7	8	9	11	13

elemental spirit

Climate/Terrain: Any.

Organization: Solitary.

Challenge Rating: Usually none. Elemental spirits only exist when summoned, and thus are considered part of the Challenge Rating of their summoner. When encountered alone, however, use the CRs listed above.

Treasure: None.

Alignment: Same as their summoner.

Advancement: None.

Elemental spirits in *The Elements of Magic* are vaguely humanoid creatures that embody one of the twenty elements. They do not truly exist as individual entities, but rather are part of the collective 'idea' of their particular element. When summoned, however, they adopt a physical form, and their size, appearance, and abilities on the Material Plane depend on the strength of the magic that summons them. A '0'-level elemental spirit is the size of a halfling (3 ft tall and 30 pounds), while a 9th level elemental spirit is the size of a cloud giant (18 ft tall and 5,000 pounds). Of course, these weights can vary by a factor of ten up or down, depending on the type of element.

An elemental spirit appears to be made of her element and wears garb made of her element or that symbolizes her element. An elemental spirit takes on the form of another humanoid race, chosen by the spellcaster that summons them. Often, it will appear to be the same race as the caster, but many favor more sinister forms, such as ogre mages or minotaurs. The summoner cannot change the sex of an elemental spirit, which is determined randomly.

Elemental spirits speak one or more elemental languages: Aquan (water and related elements), Auran (air), Celestial (life), Ignan (fire), Infernal (death), or Terran (earth). Some speak pidgin combinations of two or more.

Virtually every elemental spirit found on the Material Plane was summoned there by a spellcaster. Beginning spellcasters summon weak elementals, who gain power as their summoner goes up in levels. While most Outsiders are extremely hostile to mortal spellcasters,

elemental spirits have a symbiotic relationship with them.

A spellcaster can choose how much power an elemental spirit has when she is summoned to the Material Plane. It is said that some elemental spirits are permanently manifested in physical forms on their home planes, but their forms are infinitely diverse, seldom human, and far more powerful than anything a mortal could summon.

Combat

Elemental spirits have varied combat abilities and tactics, but all have the same elemental qualities. They prefer to use spellcasting abilities if possible and try to use their element against their enemies. A Water elemental spirit, for example, might try to drown an enemy, while an Ice elemental might start an avalanche. Summoned elementals will fight to the "death," since they will only return to their home plane if killed.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Spellcasting: Elemental spirits can cast any spell of their element, or for which they have the prerequisites. Note, however, that any spells a summoned creature casts end when the spell that summoned her ends, or when she is killed, unless it has an instantaneous duration.

The spells the elemental spirit knows vary by what level it is summoned at. Higher level elemental spirits also have the spells of lower level versions.

- '0' Abjure [Element] and Evoke [Element].
- 1st Create [Element] Object and Infuse Creature with [Element].
- 2nd Evoke Area [Element], Infuse Object with [Element], Summon [Element] and Wall of [Element].
- 3rd Bind [Element], plus any spells they have the prerequisites for. A higher level Fire elemental, for example, could use the Figment, Invisibility, and Sight lists, while a higher level Life elemental could use Disease, Enervate & Restore, Life & Death, or Poison.

Elemental spirits do not learn spell lists from other Elements, nor do they learn [Creature] or [Outsider] spell lists.

chapter 6: spell lists

This chapter details all the types of spells available to Mages. If you choose to use the optional Mage subclasses, each spell has an entry stating which classes it is available to.

Defining your spells

Because *The Elements of Magic* is meant to be flexible, every spell list shares certain common traits. If you want to change a few of these requirements, talk them over with your game master, to see if you can come up with a fair exchange that will fit your character's magical style. Several sample sets of changes follow below.

spell basics

Unless you and your game master agree otherwise, every spell list below shares the following characteristics.

Casting Time: One action.

Components: Verbal and somatic, and either material or focus. Many gamers do not closely track the components required for casting spells, so determining what spells or foci are required is usually just for flavor purposes. What your spell's verbal components sound like, what its somatic gestures look like, and what type of focus you need is wholly up to you, as long as your game master does not have any dispute. Some descriptions might not fit with the type of tone the game master prefers to set for the game.

A spell will only have a component line in its description if the spell requires an XP cost, in which case this will be the only component listed, since the others are assumed by default.

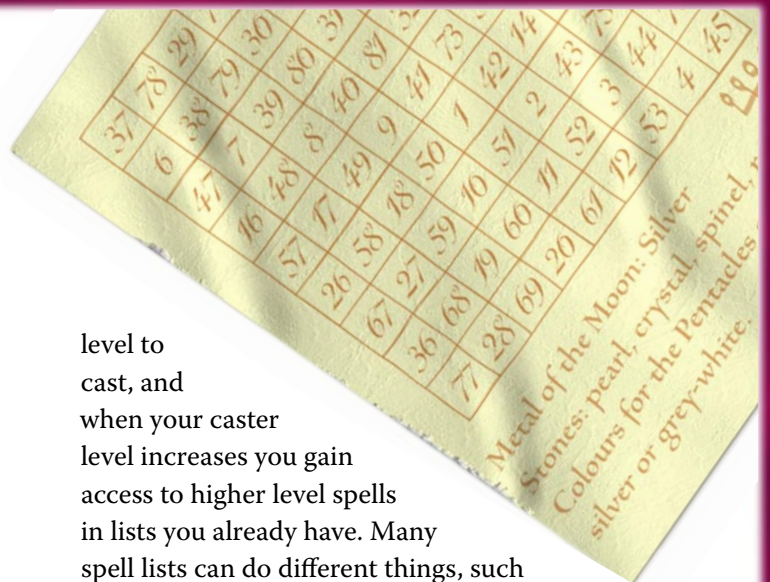
Choosing and Casting Spells

Once you know a spell list, you gain access to all the spells in that list that you are high enough

level to cast, and when your caster level increases you gain access to higher level spells in lists you already have. Many spell lists can do different things, such as *abjure sonic 3*, which can protect against sonic damage, or ward off sonic elemental creatures. You *do not* have to choose only one of these options. If you know the spell list, you can choose from any of the possible functions of the spell each time you cast it. Thus, one time, you might use *abjure sonic 3* to protect against a thundering air elemental, and then a few minutes later cast it several times to protect each member of your party from the shattering resonance in a giant echo chamber.

Sensory Descriptions

Whenever you gain access to a new spell (a spell list of a particular level), you should decide on what the spell looks like when cast. A single spell can take thousands of different forms for different spellcasters, but a given mage should only have one type of sensory form for any given spell. For example, with the above example, a single mage can cast *abjure sonic 3* to provide sonic resistance, to protect against the attacks of sonic creatures, or to bind or ward sonic elementals. The sonic resistance version might create a dull, thick white aura that absorbs sounds and muffles the mage's voice; while the version that protects against the attacks of sonic creatures might create a wispy air elemental that interposes itself in the way of attacks. The binding and warding version might create a tornado that traps air elementals inside it. The mage should choose only a single appearance for each version of each spell she knows.



If she wants to change what her spells look like, she can do so whenever her caster level increases, but at any given time, she cannot have multiple appearances at the same time for the same spell.

You might also want to give your spell a name specific to the form of the spell, and record the specifics (usually on extra pages of your character sheet). For example, an *evoke fire 3* that shoots a simple gout of flame might be called *sunbolt of Ra*, while one that sends a crackling wave of searing, invisible heat might be called *Hirak's heat ray*.

Feel free to fiddle with the spell descriptions a little, for the sake of interesting visuals. If *evoke lightning* says you make a ranged touch attack (such as with a ray), perhaps instead a bolt of lightning falls from the sky, instead of bursting from your hand. Both would require a touch attack and have generally the same mechanics, but the two spells would be distinct in the minds of onlookers, and might be more or less useful in different situations. Likewise, a normal touch attack might require actually striking your foe with your hand, or maybe you simply have to go close to your target, and a briefly conjured demon will leap from your shoulder to bite the target, transmitting the spell and then vanishing.

Spellcasting Variance

Though Chapter Four presented various flavorful ways in which you can describe your spellcaster, this section provides a few variant rules that you can apply to your spellcasting itself.

Defiling: This sort of magic sucks life energy from nearby living creatures. Whenever you cast a spell, every living creature within a radius of 1 ft per spell level must succeed a Fortitude save (DC 10 + spell level) or take 1 point of Death damage. You can damage yourself in this way, and you typically leave wilted plants whenever you make great use of magic. If you wish to suppress the defiling power, or if there is scant nearby life, such as in a typical city

or desert, you must succeed a Concentration check (DC 15 + spell level), or else you take 1d6 points of damage from the casting. Note that the damage you might cause to yourself in this way does not force you to make a Concentration check to keep your spell.

Grand Summoning: You have a specific powerful entity that you must summon whenever you cast spells. The spell lists you know actually represent the spell lists available to your chosen entity, and at most you can only cast 1st level or lower spells. At 7th, 13th, and 20th level, you gain the ability to cast spells of one level higher on your own.

You automatically get access to one Summon [element] or Summon [outsider] list for free at 1st level, and whenever you summon the entity, it is of the most powerful level available to you, but with full hit points. Summoning this creature requires a full-round action and costs 1 MP, regardless of how powerful the entity is. You can always communicate with your chosen entity as if you had a common language. While the entity is present, you must spend a standard action each round concentrating, allowing you to move up to your base speed, but only move actions. For the purposes of Concentration checks, this counts as a 1st level spell. If your concentration ends or is disrupted, the summoned entity disappears.

While the summoned entity is present, it uses your MP to cast any spells it knows (determined by your spell lists), or it may attack as normal. If the summoned entity is reduced to 0 hit points, it is dismissed, and you become fatigued, unable to summon the same entity again until you rest. You may spend a feat slot to gain access to another summonable entity, so you will not be helpless if your summoned entity is killed, but you can still only have a single chosen entity summoned at a time.

Living Sacrifice: You must kill something for your spells to work. All your material components would be either living creatures that you kill while casting the spell, or recently dead creatures you killed yourself. Usually these

creatures are very small, and you need to deal no more than 1 point of damage for every 4 levels of the spell you cast. Simple insects will suffice for spells below 4th level. If you have no creature available, you can deal damage to yourself by cutting or stabbing yourself, dealing 1 point of damage with each spell you cast. If you find the skull of a murderer or savage predator, it can function as a focus so you don't need material components.

Rune Magic: For each type of spell list you know, and for each element, creature, or outsider you have access to, you have one small runic object, usually a stone, piece of wood, or bone. By learning spell lists, you imbue a small amount of magic into these runes, and your spellcasting partially relies on them. If you lose the runes, your effective caster level is reduced by ½ for each rune you need and don't have for a specific spell. Remember that a fractional caster level rounds down.

People who do not have access to a particular spell list can cast '0'- and 1st-level spells of the chosen schools if they have the necessary runes, but 1st-level spells cost 2 MP, cantrips 1 MP. Only someone able to cast a given spell list can create a rune for it, but runes are essentially free to make.

Spell song: A common motif for spellcasting, these adaptations would fit the revised bard listed in Chapter Two nicely. Verbal components consist of choral melodies, single notes, or short lines of sung verse. Somatic components are sweeping gestures of the arm that accentuate the movement of the song, and do not have any sort of specific finger motions. Spells require no material components, and only require a focus if you use some sort of instrument with your performances. To successfully cast a spell, you must succeed a Perform check (DC 10 + twice spell level). If you fail, you must continue singing for another round to complete the spell. If you give up, the spell is wasted just as if it had been disrupted.

You can use functionally identical rules if your spellcasting requires dancing instead of

singing, though of course verbal components would be minimal while somatic components would be heavily emphasized.

Wild Spellcraft: Your magic is chaotic and unreliable, randomly failing from time to time. Whenever you cast a spell, make a d20 roll, with no modifiers. On a natural 1, the spell fails, perhaps causing some sort of random magical mishap. As balance, however, perhaps your personal magical aura is not conducive to incoming spells, and thus all spells cast against you have a similar chance of failure.



PRESTIDIGITATION

Universal

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Cantrip only (not a spell list)

This special cantrip is available free to all six basic mage classes (every base spellcaster except the ranger). It works exactly like the core spell.

ABJURE [CREATURE]

Abjuration

Classes: Bard, Black Mage, Green Mage, Ranger, and White Mage.

Range: Touch

Target: Creature or object touched

Multitargeting: No

Saving Throw: Will negates (harmless; and see below)

Spell Resistance: Yes (harmless)

Level	Duration	Deflection Bonus	Resistance Bonus
0	1 minute	+1	+1
1	1 min/level	+2	+2
2	10 min/level	+3	+3
3	10 min/level	+4	+4
4	1 hour/level	+5	+5
5	1 hour/level	+6	+6
6	1 hour/level	+7	+7
7	1 hour/level	+8	+8
8	1 hour/level	+9	+9
9	1 hour/level	+10	+10

You can use these spell lists to protect a single subject against the attacks from a specific type of creature, whether by natural attack, weapon, or spell. The deflection bonus increases the subject's AC from any attacks used by the creature, including missile weapons. The resistance bonus improves the subject's saving throws against any spells, spell-like effects, supernatural abilities, or even magic items used by the creature.

The subject cannot be grabbed, grappled, or otherwise physically held by the creature, unless the creature succeeds at a Will save. This Will save must be repeated every round that the creature attempts to hold the creature, or the subject will be able to escape. The subject can escape even if swallowed; she will come back out the creature's mouth in this case.

Warding: Optionally, you can ward an area so creatures of the chosen type cannot enter. Creatures can attempt a Will save to overcome the ward, and if the caster doesn't overcome the creature's spell resistance, the creature can pass into the ward. A given creature can only make one attempt to enter, and if it fails, it cannot try again. A creature that is blocked by a ward cannot make any ranged attacks or cast any spells into the warded area, though it can make indirect attacks, such as causing an avalanche.

Binding: Finally, you can direct a ward spell inward so that it traps any creature of the appropriate type inside it. Creatures can enter it normally, but cannot exit thereafter unless they succeed a Will save or if their spell resistance overcomes the binding. a creature that is trapped in a binding ward spell cannot make any ranged attacks or cast any spells targeting outside the binding area.

ABJURE [element]

Abjuration

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage & White Mage.

Range: Touch

Target: Creature or object touched

Saving Throw: None

Spell Resistance: Yes

Level	Duration	Damage Protection	Side Effect Protection
0	1 minute	+2 to saves against element	None
1	1 min/level	Elemental Resistance 6 (maximum 120)	None
2	10 min/level	Elemental Resistance 12 (maximum 240)	Low intensity
3	1 hour/level	Elemental Resistance 18 (maximum 360)	Low intensity
4	1 hour/level	Elemental Resistance 18 (maximum 360)	Medium Intensity
5	1 hour/level	Elemental Resistance 24	Medium Intensity
6	1 hour/level	Elemental Resistance 18/Absorption 6	High Intensity
7	1 hour/level	Elemental Immunity	High Intensity
8	1 hour/level	Elemental Immunity/Absorption 6	Extreme Intensity
9	1 hour/level	Elemental Immunity/Absorption 12/Attunement	Extreme Intensity

You can use these spell lists for one of two possible effects – protecting against elemental creatures, or protecting against elemental damage. You must choose the effect at the time of casting and you cannot change it after the spell is cast. This spell functions as if two levels lower for the purposes of related elements (see the elemental relation chart in the Chapter One). Thus, *abjure air 4* also functions as *abjure ice 2*, *abjure lightning 2*, *abjure sonic 2*, and *abjure void 2*. If the original spell isn't at least 2nd level, it has no benefits for related elements.

Abjure Elemental Creature Version

This version works exactly like Abjure [Creature] above, except that it targets elementals. The spell provides protection against the element and all related elements equally. Thus, Abjure Water (Creature) would protect against Acid, Ice, Mud, and Steam elementals equally well.

Elemental Damage Protection Version

You gain elemental resistance (negating damage), elemental absorption (negating damage and healing an equal amount of damage), or possibly

elemental immunity or attunement to the chosen type of element. You also gain some resistance to elemental side effects if the spell is at least 2nd level.

Elemental Resistance: Elemental Resistance reduces the amount of damage that the subject takes from an elemental type in one round. If the subject is subjected to multiple attacks of that type in one round, the resistance only stops a total amount of damage equal to its value. For the lower level versions, there is a listed maximum damage that can be absorbed over the course of the spell, so that over a long period of time the spell might be overcome despite the resistance. After 4th level, though, there is no maximum.

Elemental Absorption: Elemental Absorption works much like resistance. Instead of merely stopping the damage, however, the damage is changed into curative energy. (If the subject is undead, construct, or object, it is still either healed or repaired, since this is not a Life effect.) A subject with elemental absorption can only be healed up to its normal hit point total. Any excess healing is wasted.

Whenever this spell provides elemental absorption, it also provides at least some elemental resistance. For example, *abjure fire 5* provides fire absorption 12 and fire resistance 12. First damage is absorbed, and then any damage beyond 12 is negated. Thus, at least 36 points of fire damage must be dealt in one round in order to harm the target, because damage 1-12 would be absorbed as healing energy, damage 13-24 would be totally negated from resistance, and damage 25-36 would be balanced out by the healing from the energy absorption.

A creature with Elemental Absorption can choose to forgo her saving throw against the protected element if she wishes, hoping to heal more. If she is mistaken about the strength of the attack, she may regret this tactic, however. It is possible for a purely elemental mage to heal someone by protecting them with this ward, then evoking the appropriate elemental attack

upon them, though this is more expensive than simple healing.

Elemental Immunity: The subject is totally immune to damage from attacks based on the element.

Elemental Attunement: A creature with elemental attunement can freely move her normal movement rate, in any lateral direction (half speed upward, double speed downward), through the element for the duration, even if it is a solid. A creature that is underwater when the spell ends may drown. If the creature is fully encased in a solid object, it is shunted to the nearest open space, taking 1d6 points of damage for every 10 feet traveled thus.

Special Note on Weapon Protection: The Biomatter element does bludgeoning damage, Crystal does piercing damage, and Metal does slashing damage. The *Abjure* lists for these elements protect both against elemental damage and against weapons that do these damage types. Related elements function as if two levels earlier, so *abjure earth 4* will negate the first 12 points of damage each round from both piercing and slashing weapons. If a weapon has two damage types (such as a morning star, which is both bludgeoning and piercing) it functions as whichever type will deal the most damage.

Side Effect Protection

In addition to damage resistance, if the spell is at least 2nd-level, the subject can ignore elemental side effects (detailed in Chapter One). The more powerful the spell, the greater type of side effects this spell resists.

ABJURE MAGIC

Abjuration

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Dispel Magic skill, 5 ranks or higher

Range: Touch

Target: Creature or object touched

Saving Throw: Will negates

Table 6-1: Abjure Magic

Level	*Duration A	Non-detection	Spell Immunity	†Duration B	Spell Resistance	Spell Turning	Antimagic
0	1 minute	+3	1 list (1st level)	1 minute	12	–	–
1	1 min/level	+6	1 list (2nd level)	1 min/level	14	1 level	–
2	10 min/level	+9	1 list (3rd level)	1 min/level	16	1d2 + 1 levels	–
3	1 hour/level	+12	2 lists (4th level)	1 min/level	18	1d2 + 2 levels	–
4	1 hour/level	+15	2 lists (5th level)	1 min/level	20	1d3 + 3 levels	–
5	1 hour/level	+18	3 lists (6th level)	1 min/level	22	1d3 + 4 levels	Touched target
6	1 hour/level	+21	3 lists (7th level)	5 min/level	24	1d4 + 5 levels	10 ft radius
7	1 hour/level	+24	4 lists (8th level)	10 min/level	26	1d4 + 6 levels	15 ft radius
8	1 hour/level	+27	4 lists (9th level)	10 min/level	28	1d6 + 6 levels	20 ft radius
9	1 hour/level	+30	5 lists (9th level)	1 hour/level	30	1d6 + 8 levels	30 ft radius

Spell Resistance: Yes (harmless)

You can use this spell list in any of five possible ways – non-detection, resistance bonus against spells, spell resistance, spell turning, or creating an antimagic field. You must choose the effect at the time of casting and you cannot change it after casting.

***Non-detection:** The subject is difficult to detect through any form of divination or scrying. If the attempt requires a Scry check, the is increased by the amount on the table above. Otherwise, the spellcaster attempting to detect the warded creature must succeed a level check (DC 10 + the modifier above), or else her divining attempt has not effect.

***Spell Immunity:** You pick one or more spell lists (depending on the spell level). The subject is totally immune to any spell from that list, up to spells of the level listed. For example, *abjure magic 3* can stop spells of up to 4th level from any two chosen spell lists. The protection covers both spells and spell-like abilities, but not any extraordinary or supernatural abilities that emulate the spells. This protects only the subject (and any of her gear), so an area effect spell will affect everything around the subject.

If you cast this spell on a target that is currently under the effect of a spell from the chosen spell list, it gets a new saving throw, with a bonus equal to the spell level of *abjure magic*.

†Spell Resistance: The subject gains the SR given above. If the subject is a creature (or otherwise sentient, as with an intelligent magic

item), it may voluntarily lower the SR to accept a spell.

†Spell Turning: The subject gains spell turning protection against a certain number of spell levels, as given on the table above. The duration of the spell is either as given on the table, or until all of the spell levels have been reflected, whichever comes first. This effect is otherwise identical to the *spell turning* spell in the core rules.

†Antimagic: You create an area of antimagic, centered on the creature or object touched. The size of the antimagic field depends on the level of the spell. [*/† = Duration in *Table 6-1*]

ABJURE [outsider]

Abjuration

Classes: Black Mage, Grey Mage, and Red Mage.

Components: V, S, M

As *Abjure [Creature]*, except that these lists protect against one type of outsider.

alter reality

Conjuration (Creation)

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Caster level 10+

Components: XP

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Level	XP Cost	Max. Spell Level	Remove Mind Affecting	Create Item	Inherent Ability
0	–	'0'	'0'	10 gp	–
1	50	'0'	1st	50 gp	–
2	100	1st	2nd	125 gp	–
3	150	2nd	3rd	250 gp	+1
4	200	3rd	4th	500 gp	+1
5	250	4th	5th	1,250 gp	+1
6	300	5th	6th	2,500 gp	+2
7	350	6th	7th	5,000 gp	+2
8	400	7th	8th	12,500 gp	+2
9	500	8th	9th	25,000 gp	+3

Alter Reality lets you duplicate most spells and create effects not allowed by any other spell list, but at a high price.

Duplicate Spell: You can duplicate the effect of any single spell. The maximum spell level you can duplicate is given on the table above, as well as the XP cost to cast it. The spell does not have to be one that is normally accessible to you. (If the game master has banned any spell lists, you cannot duplicate the effects of a banned spell unless the game master allows it.) The spell operates normally, except that any spell save DCs are at the level of the *alter reality* spell you are casting.

If the spell you are duplicating has an XP cost, use either that cost or the cost on the table above, whichever is higher. The '0'-level version of this spell is equivalent to Prestidigitation.

Remove Mind Affecting: You can automatically remove any mind-affecting spell or effect of the *alter reality's* spell level or lower. All such effects are instantly removed from the character with no chance of failure.

Create Item: You can instantly create any item, even a magic item, up to the maximum gp value given above. The XP cost to create the item is 1 XP per 10 gp of the total value of the item.

Inherent Ability Bonus: You can instantly increase the inherent ability bonus on one of the character's ability scores. Each bonus point costs 2,500 XP. Alter Reality cannot give a character more than a total +6 bonus to any

one ability score, no matter how many times it is cast.

Other Effects: You can attempt to wish for just about anything with an *alter reality* spell. The game master is the final arbiter as to whether your attempt will work or not. The more greedy your wish, the less likely it will succeed, and the worse the side effects will be. In general, other effects will cost ten times as much XP as Duplicate Spell. Several examples are:

You wish for a *staff of power*. Rather than getting the staff, the game master decides that you *teleport* into the presence of the current owner of such a staff. Such a teleportation is at least a 5th-level spell, so the spell fails outright if you are using a '0'- to 4th-level *alter reality* spell. If it succeeds, the spell costs at least 2,500 XP (ten times the cost of duplicating a 5th level spell).

You wish that someone would love you. The game master places them under a *domination* spell of the same level (but at ten times the XP cost, of course).

animate object

Transmutation

Classes: Black Mage, Green Mage, Grey Mage, and White Mage.

Level	Creature	Dancing Weapon
0	Tiny (½d10)	Tiny, caster's BAB
1	Small (1d10)	Small
2	Medium (2d10)	Medium, add Int bonus to attack
3	Large (4d10)	Large, +1 enhancement bonus
4	Large (6d10)	Huge, add Int bonus to damage
5	Huge (8d10)	Gargantuan, +2 enhancement bonus
6	Huge (12d10)	Colossal
7	Gargantuan (16d10)	Caster level = BAB, +3 enhance bonus
8	Gargantuan (24d10)	Flanking
9	Colossal (32d10)	All combat abilities, +4 enhance bonus

Prerequisites: Infuse Object with [element] (any).

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

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. You can cast this spell in one of two ways – to create a creature out of random objects, or to animate a weapon to fight on its own.

Creature: You can direct most objects as animated objects (*MM*). The animated object can be a single object (such as a rope or chest) or a mass of raw material (such as water or a group of rocks). You cannot animate an object carried or worn by a creature. The object can move, attack, or perform a designed function (a rope can untie itself or a chest can open itself).

Dancing Weapon: Alternately, you can animate a weapon to attack on its own. The weapon does not stray from your side, staying within 5 ft of you at all times. At '0' level, it attacks using your base attack bonus and does only base damage, does not flank, and cannot do any special attacks (such as disarming or sneak attacks).

At 2nd level, you can add your Intelligence bonus to all attacks done by the weapon. At 3rd level, the weapon attacks as if it had a +1 enhancement bonus, or it uses its own magical bonus, whichever is better. At 4th level, you add your Intelligence bonus to damage as well as attack rolls. At 5th level, the enhancement bonus increases to +2. At 7th level, the weapon has a base attack bonus equal to your spellcaster level (assuming it is better than your normal BAB) and has an enhancement bonus of +3. At 8th level, the weapon can flank enemies. At 9th level, it has a +4 enhancement bonus and can use any combat maneuver you can (such as disarming or sneak attacks).

astral projection

Transmutation

(some versions Language dependent)

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Range: Personal

Target: You

Saving Throw: Will negates (most are harmless)

Spell Resistance: Yes (most are harmless)

Level	Type of Projection	Duration	Language Dependent?
0	Speak to Soul	1 round	yes
1	Speak to Soul	1 round/level	yes
2	Speak to Travelling Soul	1 minute/level	yes
3	Speak to Departed Soul	1 minute/level	yes
4	Join with Travelling Soul	See description	varies
5	Dream Touch	10 minutes/level	partial
6	Seek out the Dreamer	10 minutes/level	partial
7	Astral Projection	See description	no
8	Astral Projection	See description	no
9	Astral Travel	See description	no

Astral Projection allows you to send your spirit outside of your body. This spell list leaves your physical body vulnerable, so care must be taken when you cast these spells.

Suspended Animation: While using any type of astral projection, your soul leaves your body and leaves it in a state of suspended animation, referred to as a trance. (This is not the same sort of trance that an elf enters rather than sleeping.) Your body is not harmed by the passage of time, lack of food, or even lack of air, but it is very vulnerable to hostile actions. You are defenseless, both physically and mentally (you always fails any saving throw, for example) while in the trance. If your body is killed while you are in the trance, you die. If someone successfully uses the Dispel Magic skill on your physical body (or on the body of a creature you have entered), the spell ends instantly and your soul rejoins your body.

Speak to Soul: When you cast this spell, your soul leaves your body and enters a sleeping or otherwise unconscious target. You must touch your target and you cannot enter the

mind of an elf in trance. For the duration of the spell, you can converse with your target normally without waking them up. You cannot read the target's mind, influence their dreams, or otherwise control their mind; you can only converse with them. You can end this spell instantly if you desire.

Speak to Travelling Soul: You may treat this spell as *Speak to soul*, with an extended duration, or you may target another character that is under the effects of an astral projection spell. In the later case, you touch the body of the projecting character and your soul travels to join her. You can converse with that character no matter where her soul is currently (even if it is on another plane). You cannot sense anything that she does, though she can describe her surroundings to you. You can end this spell instantly if you desire.

Speak with Departed Soul: By touching and entering the body of a dead creature, you can contact its soul and attempt to talk to it. While the spell is in effect, you may go in and out of the trance at will. While you are out of the trance, you may converse with other characters, telling them the responses you have gotten and planning out further questions. You may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires.

The creature's knowledge is limited to what it 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. You cannot contact the soul if it has returned to life (in a cloned body, by reincarnation, or any other method).

Join with Travelling Soul: You can only use this spell on another character that is already under the effects an astral projection spell. Your body goes into the trance and you join with the other character's soul. Thus, if the other character is using *Speak to soul*, you join them in speaking to the same sleeping or unconscious creature. If they are using *astral projection*,

your soul joins them and you can journey to another plane with them. This spell is language dependent only if the spell you join is language dependent. The duration of this spell is exactly as long as the duration of the spell you join.

Dream Touch: You can enter and control the dreams of a sleeping or otherwise unconscious creature that you touch. If you share a common language with the creature, you may attempt to speak with them, but you do not have to speak with them at all. If you do not speak to the creature, it will not know that someone has invaded its dreams. Elves are immune to this spell.

You may observe the dreams of the creature. On a successful Sense Motive check (DC 20) you can figure out the meaning of the dream; there is a 50% chance that this information will be useful to you.

You may also attempt to control the creature's dreams. The creature gets a Will save to resist this; if it saves you cannot control its dreams. You can attempt to find out one specific piece of information from the creature's dreams per two caster levels. You must make a successful Sense Motive check (DC 15) for each piece of information.

Alternately, you can twist the creature's dreams into a nightmare. If the creature fails its Will saving throw, it gains no rest from the sleep at all – no hit points or magic points are regained. Worse yet, the torments of the dream deal 1d10 hit points to it. If the creature makes its Will save, its mind expels you and you are stunned for 1d10 rounds.

Seek out the Dreamer: This spell works as *dream touch*, except you may enter the dreams of any creature in your line of sight (including through Scrying). The creature gets a Will save; if it succeeds, you cannot enter its dreams. It also gets another Will save if you attempt to control its dreams.

Astral Projection: Your soul leaves your body on the Material Plane and enters the Astral Plane. Your body enters the trance for as long as you choose. While in the trance, an

astral copy of you and all that you wear or carry is created on the Astral Plane. You can travel anywhere on the Astral Plane for as long as you desire.

Since the Astral Plane touches on many other planes, you can travel astrally to any of these other planes as you will. You then leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

When on the Astral Plane or another plane, your astral body is connected at all times to your material body by a silvery cord. If the cord is broken, you are killed, astrally and materially. 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, reviving you from the trance. 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.

The 8th-level version of this spell allows you to bring back inanimate objects from other planes when you return to the Material Plane.

Astral Travel: This spell works the same way that 7th-level *astral projection* does, except that when you enter another plane and form a new physical body, your body on the Material Plane disappears. You then exist only on the other plane and the spell ends. If you are slain on that plane, you are simply dead.

Note: *If your setting does not have an astral plane, you might travel through a spirit realm, or a dreamscape, or the elemental plane of air, or simply turn intangible and exist in the same plane as always.*

Banish [element]

Abjuration

Classes: Black Mage, Grey Mage, and Red Mage.

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

This spell is functionally similar to *Banish [Outsider]*, except that it banishes elemental creatures.

Banish [outsider]

Abjuration

Classes: Black Mage, Grey Mage, and Red Mage.

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

Level	Max. HD	Range
0	1	Close (25 ft + 5 ft/2 levels)
1	2	Close (25 ft + 5 ft/2 levels)
2	4	Close (25 ft + 5 ft/2 levels)
3	6	Close (25 ft + 5 ft/2 levels)
4	8	Close (25 ft + 5 ft/2 levels)
5	10	Medium (100 ft + 10 ft/level)
6	12	Medium (100 ft + 10 ft/level)
7	14	Medium (100 ft + 10 ft/level)
8	16	Long (400 ft + 40 ft/level)
9	20	Long (400 ft + 40 ft/level)

This spell list allows you to force one or more extraplanar creatures (outsiders or elementals) out of your home plane. It can always target at least one creature. If you attempt to *banish* multiple creatures, you can banish up to 2 HD of creatures per caster level, with no one creature having more HD than the spell level allows.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, you gain +1 on your caster level check to overcome the target's SR (if any) and +2 on the saving throw DC. For example, if this spell were cast on a demon that hated light and was vulnerable to water and iron weapons, you might use iron, a vial of water, and a torch in the spell. The three items would add +3 to your check to overcome the demon's SR and add +6 to the spell's DC.

At the game master's option, certain rare items might work twice as well (each providing

+2 against SR and +4 on the spell's DC). These items are usually magic items, such as a *demonbane* sword.

BIND [ELEMENT]

Conjuration (Calling)

Classes: Grey Mage and Red Mage.

Prerequisite: Summon [Element]

This spell is functionally similar to Bind [Outsider], except that it binds an elemental creature.

BIND [OUTSIDER]

Conjuration (Calling)

Classes: Grey Mage and Red Mage.

Prerequisite: Summon [Outsider]

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

Effect: One specific summoned creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Level	Max. HD
0	1HD
1	3HD
2	6HD
3	9HD
4	12HD
5	15HD
6	18HD
7	21HD
8	24HD
9	27HD

Though Summon [Element] can provide a useful ally, Bind [Outsider] is much more dangerous, since the being is brought physically into the material plane.

Unless you can successfully Ward (see Abjure [Outsider]) the outsider, or you can subdue it in combat, it might kill you if it is hostile. The outsider

that is called by this spell is *not*, in any way, under your control.

If you trap the outsider in the proper Ward, you can bargain with it, gaining a service in exchange for its freedom. Optionally, friendly outsiders might bargain without being coerced, if you present a task they would be willing to perform. As soon as the outsider fulfills your request, or when the caster dies or frees the outsider, the outsider can return instantly to its home plane.

You can either summon a random outsider or a specific outsider by name. Summoning an

outsider by name can be dangerous, since there is no guarantee that information about it is accurate, meaning your Wards might be useless. Also, if the name belongs to an outsider too powerful to be summoned by the spell, it will not be summoned but it will be alerted. If it can travel to the material plane on its own, it may do so with the intention of making sure you never annoy it again.

CHARM [CREATURE]

Enchantment (Charm) [Mind-Affecting]

Classes: Bard, Black Mage, Green Mage, Ranger, and White Mage.

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

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

Multitargeting: Yes

Saving Throw: Will negates

Spell Resistance: Yes

Level	Duration
0	1 minute
1	1 min/level
2	10 min/level
3	1 hour/level
4	1 hour/level
5	1 hour/level
6	1 day/level
7	1 day/level
8	1 day/level
9	1 week/level

This spell list makes one or more creatures of the type specified regard you as a trusted friend and ally. If any of the creatures is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell affects up to 2HD per level. Each spell list only works on the specified creature type, so Charm Animal will not work on a blink dog, for instance. (See the Spells that Target [Creature] Types section in Chapter One, however, for further information.)

The spell list does not enable you to control the *charmed* creature as if it was an automaton, but it perceives your words and actions in the most favourable 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 normally do (retries are not allowed). A *charmed* creature never obeys suicidal or obviously harmful orders, but it might believe

you if you assured it that the only chance to save your life is for him to hold back an onrushing red dragon for “just a few seconds”. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell.

Note also that you must speak the person’s language to communicate your commands, or else be good at pantomiming. Unintelligent creatures can only understand simple commands like “don’t hurt me” or “kill that bad creature”.

A single character cannot *charm* more than 4 HD per level at a single time. She must relinquish control of presently controlled creatures if she wishes to *charm* more creatures. This limit applies to all types of creatures, no matter how many Charm [Creature] lists the character knows.

command [creature]

Enchantment (Compulsion) [Language-dependent, Mind-affecting]

Classes: Black Mage, Green Mage, Ranger, and White Mage.

Prerequisite: Compel [Creature]

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

Target: One creature

Multitargeting: Yes

Spell Resistance: Yes

Level	Duration	Saving Throws
0	1 round	Initial Will negates
1	1 round/level	Every round Will negates
2	1 round/level	Initial Will negates
3	1 min/level	Initial Will negates
4	10 min/level	Initial Will negates; Every 10 minutes Fortitude partial
5	1 hour/level	Initial Will negates; Every hour Fortitude partial
6	1 day/level	Initial Will negates; Every day Fortitude partial
7	1 day/level	Initial Will negates; Every day Fortitude partial
8	1 week/level	Initial Will negates; Every week Fortitude partial
9	1 month/level	Initial Will negates; Every month Fortitude partial

You can command a creature to do your bidding. Your commands become longer and harder to avoid as the spell level increases. Higher level versions of this spell (4th level and above) are often referred to as *geas* or *quests*.

‘0’ Level: You give the subject a one-word command, which she obeys to the best of her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from -1 to -4, at the game master’s discretion). Typical *commands* are “Flee,” “Die” (which causes the subject to feign death), “Halt,” “Run,” “Stop,” “Fall,” “Go,” “Leave,” “Surrender,” and “Rest.” (A *command* of “Suicide” fails because “suicide” is generally used as a noun, not as a command.)

1st Level: As above, but with an extended duration. 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.

2nd Level: As the 1st-level version, except that the creature gets only the initial saving throw to escape the spell.

3rd Level: As the 2nd-level version, with a greater duration.

4th Level: You place 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 be able to understand you. (With Animals, Plants, or Vermin, for example, you will usually have to use some other magic to speak to the creature.) While you 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 creature must follow the given instructions until the *command* 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 (such as “Wait here” or “Defend this area against attack”), the spell remains in effect until the duration ends. Note that a clever recipient can subvert some instructions. For example, if you order the recipient to protect you from all harm,

it might place you in a nice, safe dungeon for the duration of the spell.

A creature that does not act to complete the task, for whatever reason (even if this is against its will) must make a Fortitude save every 10 minutes or suffer a -2 penalty to all ability scores, to a maximum of -8. Abilities are not reduced below 1. The ability penalties disappear 10 minutes after the creature resumes the task, or when the duration ends.

5th Level: As the 4th-level version, except that the penalties for disobeying are harsher. The creature automatically suffers a -2 penalty to all ability scores every hour, to a maximum of -8. Abilities are not reduced below 1. Additionally, the creature must make a Fortitude save every hour or suffer 1d6 damage. The ability penalties disappear 1 hour after the creature resumes the task, or when the duration ends.

6th Level: As the 5th-level version, with yet harsher penalties. The creature automatically suffers 2d6 damage every day that it disobeys. Additionally, it must make a Fortitude save every day or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. She heals damage at one-tenth her normal rate and cannot benefit from any magical healing effects. These effects end 1 day after the creature attempts to resume following the *command*.

7th Level: As the 6th-level version, with still harsher penalties. The creature automatically suffers 3d6 damage every day that it disobeys. It must make a Fortitude save every day or sicken, as above. Additionally, a sickened creature must make a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume following the *command*.

8th Level: As the 7th-level version, with a longer duration. The penalties are still applied on a daily basis.

9th Level: As the 7th-level version, with a much longer duration. The penalties are still applied on a daily basis.

companion [creature]

Enchantment (Charm) [Mind-Affecting]

Classes: Bard, Black Mage, Green Mage, Ranger, and White Mage.

Prerequisite: Charm [Creature]

Magic Point Cost: 1

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

Target: One creature of the appropriate type

Multitargeting: No

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Companion [Creature] does not grant the character a list of spells per se. Instead, it allows you to win the loyalty of a creature, provided that you truly mean it no harm. The spell functions only if you actually wish to be the creature's friend. If you are not willing to treat the creature as a friend (for example, you intend to eat it, or to use it to set off traps), the spell fails. A creature's loyalty, once gained, is natural (not magical) and lasting.

Animal-like Intelligence: If the creature has an Intelligence of 1-2, it can learn up to 3 tricks or tasks per point of Intelligence. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex.

Unintelligent Companions: Creatures without an Intelligence score are usually difficult to control. Vermin or Plants are allowed to learn 2 tricks or tasks. Mindless Undead, such as skeletons or zombies, can generally follow any simple command of up to 3 words, like "Kill all intruders." Constructs can usually follow more complex commands. If no details are given in the creature description, assume that 10 word commands can be followed. All mindless creatures will try to keep following their last command until they are given a new command, it is physically impossible for them to continue, or they die or are destroyed.

Intelligent Companions: Any companion with an Intelligence of 3 or higher can think on its own. You should treat such companions like you would any other friend (at least if you want to keep the creature as a companion). The companion will be able to act on its own with little or no direction. The companion is not under any continuing magical compulsion, so suicidal actions or actions contrary to its nature will not be taken. Commands to that effect will also strain and possibly end the companion relationship.

Companion Limits: If you have only one type of Companion available, you can have up to 1 HD per spellcasting level of creatures on an adventure with you. You can have an additional 1 HD per level of creatures at your home base.

If you have more than one type of Companion, you can have up to 2 HD per level of creatures accompanying you on your adventures. No single creature can have more HD than you do. You can have up to 2 HD per level of creatures, which can consist of any combination of different creature types you have the Companion [Creature] list for. A 5th-level mage *could not* have 10 HD of animal companions, 10 HD of aberration companions, and 10 HD of undead companions.

New or Advanced Companions: You may dismiss animal friends to enable you to befriend new ones. You must take some care where you dismiss them, however. Abandoning an animal at the bottom of a deep dungeon, for example, is not something a friend would do.

Alternately, if your game master is willing, your companions can instead progress in power with you. (A companion still cannot have more HD than you have caster levels.) If the creature gains levels like a character, it can simply gain a share

of experience earned (typically half of a PC share). If it does not gain levels, it can instead increase in HD as if they were levels.

A typical starting Companion Animal is a wolf. It starts with 2 HD. If your game master allows, it could gain experience and go up in 'levels,' each level giving it another HD. The maximum HD for a normal wolf is 5 HD. If your game master is willing, however, you could have it become a dire wolf at 6 HD; it could then progress up to 18 HD.

If your game master has alternate rules for companion advancement from another d20 supplement, she may use those rules instead. Be sure to discuss this with your game master before you take a Companion Creature list so that you know how your companions will advance, if at all.

compel [creature]

Enchantment (Compulsion) [Mind-affecting; Suggestion Language-Dependent]

Classes: Bard, Black Mage, Green Mage, Ranger, and White Mage.

Target: One object or creature (*see description*)

Multitargeting: Yes

Saving Throw: Will negates

Spell Resistance: Yes

You can cast this spell list in one of four versions: attract, hold, repel, or suggestion. You must choose which type of compulsion it is when you cast the spell. You can affect a maximum number of HD equal to twice your level.

Table 6-2: Compel [Creature]

Level	Range	Attract/Repel Duration	Hold Duration	Suggestion Duration
0	Close (25 ft + 5 ft/2 levels)	1 minute	1 round	1 minute
1	Close (25 ft + 5 ft/2 levels)	1 min/level	1 round/level	10 minutes
2	Close (25 ft + 5 ft/2 levels)	10 min/level	1 round/level	10 min/level
3	Close (25 ft + 5 ft/2 levels)	10 min/level	1 minute/level	1 hour/level
4	Medium (100 ft + 10 ft/level)	1 hour/level	1 minute/level	1 hour/level
5	Medium (100 ft + 10 ft/level)	1 hour/level	1 minute/level	1 day/level
6	Medium (100 ft + 10 ft/level)	2 hours/level	10 min/level	1 day/level
7	Long (400 ft + 40 ft/level)	2 hours/level	10 min/level	1 week/level
8	Long (400 ft + 40 ft/level)	1 day/level	10 min/level	1 week/level
9	Long (400 ft + 40 ft/level)	1 day/level	10 min/level	1 month/level

Attract: You cause an object to emanate magical vibrations that attract either the entire creature type or one sub-group of it. For example, you could use Compel Humanoid to attract all humanoids, all goblinoids, or just hobgoblins.

Creatures of the type desire to touch or to possess the object. The compulsion to touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x10 minutes later if the creature remains in range. If this save fails, the affected creature attempts to return to the object.

Hold: The creature freezes in place, standing helpless. She is aware and breathes normally (and can hold her breath if she wants) but cannot take any physical actions, even speech. She can, however, execute purely mental actions (such as casting a spell with no components).

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

Repel: You cause an object to emanate magical vibrations that repel either the entire creature type or one sub-group of it. For example, you could use Compel Humanoid to repel all humanoids, all goblinoids, or just hobgoblins.

Creatures of the type feel an overpowering urge to avoid the affected item. A compulsion forces them to flee the item, shunning it and never willingly returning to it while the spell is in effect. A creature that fails its saving throw moves as fast as it can to get at least 60 ft away from the repelling item, and if it is unable to get that far away, it will cower and try to hide from the item. This repulsion persists even if you approach the creature, but if you come within 10 ft of one of the creatures, or if you attack it, that creature is freed from the repulsion effect and can act normally.

One of the most common types of repulsion is to use a holy symbol to drive off undead.

Suggestion: You influence the actions of the enchanted 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 stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The suggested course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, *etc.*) at the discretion of the game master. Some sample suggestions follow.

Dance: Your suggestion urges your listeners to jump up and dance. Unless they make their saves, the targeted creatures do just that. While a creature can still act, it suffers a penalty on all checks, attack rolls, damage rolls, and AC (as given on the table above) as long as it dances. The creature's movement rate is also reduced in half, since it is dancing at the same time. Additionally, if the creature dances for an hour or more, it suffers 1d6 subdual damage for every full hour of dancing.

A creature is immune to this spell only if it cannot move, or if it has no moving parts, such as most oozes. Thus, a gelatinous cube would be immune, but a snake would not, since it can still move its body to the beat.

Debauchery: Your suggestion urges

creatures to eat, drink, and be merry. This version cannot be used on Hostile creatures, or creatures that are already attacking you. The creature will follow the following urges in order, if it can.

The creature's first urge will be to consume any alcohol or food present, followed by more rampant physically pleasurable acts. Rules for alcohol consumption are available in *Natural 20 Press's Tournaments, Fairs, & Taverns*. A creature that overeats will be nauseated and is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. It can only take a single move (or move-equivalent) action every round. The nausea persists for 1d6 hours. A creature that is physically active for more minutes than its Constitution must make checks to resist fatigue just as if it were running.

If the creature does not feel any of the above urges, it cannot be targeted by this version of the spell. Constructs, for example, are immune to debauchery, as are some undead.

Discord: This suggestion is usually used in combat. It commands creatures that are attacking you (or who are simply hostile to you) to attack each other. It has no effect if only one attacker or hostile creature is present. Every round, enchanted creatures have a 50% chance of attacking each other, rather than you or their comrades. Creatures will attack their nearest comrade, using their best abilities and tactics.

Forget: A fairly complicated suggestion, this grants the target a +4 bonus to his save unless he willingly wants to forget what recently happened. If the target fails, he will forget an amount of time into the past up to the duration suggestion normally lasts. This effect is permanent unless dispelled.

Sing: If the creatures affected have a voice, even if they do not usually talk, they sing, singing along with you if you sing also. Their words match yours only if they understand your language, but they sing (or roar, or croak, or squeak, etc.) along in any case. Affected creatures cannot use their voice for anything

else, including casting spells with verbal components. They also cannot use their mouths for any action such as a bite attack or a breath weapon. Creatures with no voice are immune to this version of the spell.

Sleep: A *sleep* suggestion causes a comatose slumber to come upon one or more creatures. Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakenng a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.

If you concentrate on the spell, affected creatures must make another Will save to awaken when they are slapped or wounded. Once they have awoken, they will fall back asleep again one minute later unless they are obviously in danger (*i.e.*, they are currently being attacked) or they make another successful Will save.

create [element] object

Conjuration [Creation]

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Components: Possibly XP

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

Effect: Elemental matter, up to 1 cu. ft/level

Saving Throw: None

Spell Resistance: No

Level	Solid or Liquid Duration	Gas or Energy Duration	Side Effects
0	1 min/level	1 round/level	Low
1	10 min/level	1 round/level	Low
2	1 hour/level	1 min/level	Low
3	1 day/level	10 min/level	Medium
4	Permanent	1 hour/level	Medium
5	Permanent	1 day/level	Medium
6	Instantaneous	Permanent	High
7	Instantaneous	Permanent	High
8	Instantaneous	Instantaneous	Extreme
9	Instantaneous	Instantaneous	Extreme

You create an object composed of elemental matter. The volume of the item cannot exceed a cube with dimensions of one foot per spellcaster level (half a foot at level 0). You must succeed at an appropriate skill check to make a complicated item, such as a Craft (weaponsmithing) check to make a sword.

Attempting to use any created object (unless it has an instantaneous duration) as a material component causes the spell to fail. Items with a limited or permanent duration are magical and can be dispelled; items with an instantaneous duration are real objects.

Any item you create is made entirely out of the element of the spell. You can create objects of more than one material (such as a sword with a leather pommel) by using more than one spell (Create Metal Object and Create Biomatter Object, in this case). There are also a number of special applications and cases for this spell:

Energy Objects: Force objects are solid (though they still use the energy duration) and can be either transparent or translucent. The other forms of energy usually appear either in flame or ball (like ball lightning) forms. Death and Shadow are usually black, Life is usually white, Fire is usually red & orange, Lightning is usually yellow or blue, and Light can be any colour except black.

Food & Drink: You can create food & drink with Biomatter, Life, or Water. If the created food & drink are consumed before the duration ends, any and all consumers are still nourished by the food. Anything that is consumed cannot be dispelled, either. Any remaining food & drink disappears in both cases, however.

Metal: You can create a metallic object (such as a sword or armor) with both Metal and Earth.

Weapons: You can form a weapon out of pure elemental energy. The weapon appears in your hand and cannot be set down or given to another person; attempting to do so ends the spell. These energy weapons use the gas or energy duration no matter what element is used. Since the spell only lasts as long as you hold the weapon, “permanent” and “instantaneous”

durations are really “until you drop the spell”.

The weapon can either be a touch or ranged touch (out to Close range, 25 ft +5 ft/2 levels), and does 1d8 damage. Since it is an energy weapon, the wielder’s Strength bonus is not added to damage. Melee weapons typically take on the form of a long blade, and missiles take on the form of a ball or an arrow. Every time you attack with the missile version, a new missile appears in your hand (until the duration ends or you end the spell).

XP Component: 1 XP per 10 gp of value if the object is permanent; see *Chapter One, Conjunction (Creation) spells* for more information.

CURSECRAFT

Transmutation

Classes: Bard, Black Mage, Red Mage, and White Mage.

Prerequisite: Infuse Creature with Air, Sonic, or Void.

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

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Level	Ability Score	Check Penalty	Other
0	-1	-	-
1	-2	-1	Bless/Curse Water
2	-4	-2	Cursed Item
3	-6	-3	Blindness or Deafness
4	-8	-4	Random Action
5	-10	-5	Mark of Justice
6	-12	-6	Sleep
7	-14	-7	Polymorph
8	-16	-8	House or 1 person/level
9	-18	-9	Hamlet, castle, or 10 people/level

You can either bestow or remove a curse. A curse cannot be Dispelled; it can only be removed by a counter *cursecraft*, *disjoin*, or *alter reality* spell of the same spell level or higher.

The most common types of curses are described below. You may also invent your own curse, but the game master has final say on

whether the curse will work and what spell level it will be.

Ability Score Penalty: You impose a curse penalty on one ability score of your choice (to a minimum score of 1). Alternately, you may divide up the penalty between ability scores as you choose (again, with a minimum score of 1).

Check Penalty: You impose a curse penalty on all attack rolls, saving throws, ability checks, and skill checks.

Bless/Curse Water: You transmute a single flask of water (1 pint) into either holy or unholy water.

Cursed Item: You can imbue a curse onto a magic item. You must have the appropriate feat to create the item. If you wish to imbue a higher level curse (such as *sleep*), you must cast this spell at that level (6th, in this case).

Blindness or Deafness: You can either cause or remove blindness or deafness. You can also remove or restore the sense of smell, though this version is rarely used.

Random Action: Each turn, your target has a 50% chance to act normally; otherwise, she takes no action.

Mark of Justice: You draw an indelible mark on the subject and state some behaviour on the part of the subject that will activate the mark. (This version of the spell takes 1 minute to cast, and can only be cast on a willing or, more likely, restrained subject.) If it is activated, the subject is cursed. If you wish to use a higher level curse (such as *polymorph*) you must cast this spell at that level (in this case, 7th).

Sleep: The subject falls into a deep magical slumber. The subject cannot be awakened by any means until the curse is lifted. The subject does not need food, drink, or even air while in this magical slumber, though other forms of damage will still affect her.

Polymorph: This curse works exactly like a *Polymorph* spell, except that it can only be removed as a curse and the subject will not return to its normal form after death. See the *Polymorph* spell list for details.

House or 1 person/level: You place a curse either on a house or on a group of people. A curse on a house (which must fit within a 40 ft cube) affects anyone in the building as long as they are in the building. Each member of a cursed group must have their curse lifted individually. You can place any curse on the building or group (including a weak curse, such as -1 on an ability score) but the spell is still cast at 8th (or 9th) level.

Hamlet, castle, or 10 people/level: You place a curse on a group of building (up to 1 building per level, each of which must fit within a 40 ft cube), a single building of any size, or a group of people. A curse that affects a group of buildings will also affect the outdoor area between them, as long as no more than 40 ft separates adjacent buildings.

DISEASE

Transmutation

Classes: Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Prerequisite: Infuse Creature with Acid, Biomatter, Death, Life, Steam, or Water.

Range: Touch

Target: Creature(s) touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Level	Type
0	Minor Disease: Sniffles
1	Minor Disease: Cold
2	Minor Disease: Flu
3	Serious Disease
4	Magical Disease
5	Minor Disease Touch
6	Serious Disease Touch
7	Fatal Disease or Minor Disease Vector
8	Magical Disease Touch
9	Serious Disease Vector

You can cause or remove diseases. You choose which you are going to do when you cast the spell.

Cause Disease: Pick one disease from those available at the spell level. If you touch the victim, and they do not make their saving throw, the disease takes effect immediately, with no incubation period.

Remove Disease: You can cure any and all diseases up to the severity level of the spell. For example, *disease 2* could cure flu, a cold, and the sniffles simultaneously. *Disease 3* or higher level spells can also destroy parasites, including green slime and rot grubs.

Sniffles: The sniffles are a minor disease. Naturally occurring sniffles are Inhaled, DC 11, incubation 1d4 days, damage 1 Str. This spell can also cause similar minor diseases that do 1 Dex, 1 Int, 1 Wis, or 1 Cha damage. If you are causing a disease, you can pick any of these versions.

Cold: The common cold is a more powerful, but still minor disease. Naturally occurring colds are Inhaled, DC 12, incubation 1d3 days, damage 1d3 Str. This spell can also cause similar minor diseases that do 1d3 Dex, 1 Con, 1d3 Int, 1d3 Wis, or 1d3 Cha damage. If you are causing a disease, you can pick any of these versions.

Flu: The flu is the most powerful of the minor diseases. Naturally occurring flu is inhaled, DC 14, incubation 1d3 days, damage 1d3 Con. If you are causing a disease, you inflict either the flu or a similar disease with similar effects (such as food poisoning, Ingested, DC 13, incubation 1 day, damage 1d3 Con).

Serious Disease: Serious diseases are covered in *DMG*. The most common types are blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, and slimy doom. If you are causing a disease, you may choose any of these diseases.

Magical Disease: This category includes both demon fever and devil chills. Similar diseases can be created by increasing the severity of any of the serious diseases in one of two ways. A disease similar to devil chills requires that the victim make three successful Fortitude saving throws in a row to recover, instead of the normal two. Alternately, a disease

similar to demon fever requires the victim to make a second saving throw when damaged or 1 point of temporary ability damage is permanent drain instead.

Fatal Disease: This category includes mummy rot. No one recovers from a fatal disease; it can only be magically cured. Similar diseases cause 1d3 Con damage and 1d3 damage to one other ability score. This type of disease always causes Constitution damage, since they are always fatal. If you are causing a disease, you may choose any of these diseases.

Touch: You gain a touch attack for 1 round per spellcaster level. If you are causing disease, pick one available disease. You can attempt to infect one creature each round. If you are removing diseases, you can remove all diseases (up to the severity level of the spell) on one creature per round.

Vector: The creature you infect can pass on the disease to any living creature (except you). Anyone who comes within Close range (25 ft +5 ft/2 levels) of the vector must make a Fortitude save or immediately catch the same disease. The DC of the secondary victims' save goes down by 1 each day until the vector recovers, is cured, or the DC becomes 0. The vector can recover only after three successful Fortitude saving throws in a row. The vector can be cured only by *disease 7* or higher for a minor disease, or *disease 9* if it is a serious disease. The secondary victims can recover and be cured normally and do not spread the disease themselves.

Disjunction

Evocation

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Dispel Magic skill, 10 ranks or higher

Magic Point Cost: 5 + normal Dispel Magic cost

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

Area: 30 ft radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Disjunction does not grant you a list of spells per se. Instead, it allows you to target spells normally immune to Dispel Magic or to disenchant permanent magic items. You pay 5 magic points along with the normal Dispel Magic cost to use Disjunction. A use of Disjunction follows all the rules of Dispel Magic, except as follows.

Spells Affected: You can dispel enchantments, transmutations, curses, and petrification that are unaffected by Dispel Magic. This includes instantaneous transmutation spells, such as the *flesh to stone* effect of the Paralysis spell list. You cannot affect these spells if you cannot cast a spell of that level. For example, you could not affect a *curse 5* spell if you cannot cast 5th level spells.

Targeted Dispel: Against a creature or object, the only change is the greater range of spells you can affect.

If you target a cursed item, you break its effects on a creature on a successful check. The DC of the check is 5 higher than usual (DC 25, if no caster level is given). The object does not gain a saving throw against the effect. The user can then discard the item without further harm.

If you target a permanent magic item, you can disenchant it on a successful check. The DC of this check is 10 higher than usual. Disenchanted items lose all magical abilities; you cannot simply remove the curse from an otherwise useful item. The object gains a Will save against this effect and is unaffected if it saves.

If you target an artefact (even a minor one) the DC of your check is increased by 20, rather than 10. Additionally, you must succeed at a Will save (DC 25) or permanently lose all spellcasting abilities if you do destroy it. Worse yet, you have a 95% chance of attracting the attention of some powerful being who has an interest in or connection with the device.

Area Dispel: The types of spells you can target is increased, though you can still

only dispel one spell per creature or object. Additionally, you can target all permanent magic items in range. If they are affected, their magic abilities are suppressed for 1d4 rounds, with no saving throw.

You can target an *antimagic field* (see the *abjure magic* spell list) with an area casting of disjunction. If you do not affect the field, nothing within its range is affected.

Counterspell: Disjunction does not affect the Counterspell ability.

DOMINATE [CREATURE]

Enchantment (Compulsion) [levels 0-4
Language-Dependent; Mind-Affecting]

Classes: Black Mage, Green Mage, and White Mage.

Prerequisite: Compel [Creature], Command [Creature], Telepathy [Creature]

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

Target: One creature

Multitargeting: Yes

Saving Throw: Will negates

Spell Resistance: Yes

Level	Duration	Secondary Saves	Language Dependent
0	1 minute	0	Yes
1	1 minute/level	0	Yes
2	10 minutes/level	-1	Yes
3	1 hour/level	-1	Partial
4	1 day/level	-2	Partial
5	1 day/level	-3	No
6	1 week/level	-4	No
7	1 month/level	-5	No
8	Permanent	-6	No
9	Instantaneous	-8	No

You can control the actions of any one creature of the appropriate type. You establish at least a partial telepathic link with the subject's mind. For the '0'- to 2nd-level versions, you must share a common language with your subject, or the spell fails entirely. For the 3rd- and 4th-level version, if no common language is shared, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand

still.” For the 5th- and higher level versions, you establish a full telepathic link.

You can generally force the subject to perform as you desire, within the limits of her abilities. Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders give a second saving throw with a bonus of +10. Higher level spells become harder and harder to resist, so the subject also suffers a penalty on these secondary saving throws, as given on the table above.

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.

ENERVATE & RESTORE

Transmutation

Classes: Grey Mage, Red Mage, and White Mage.

Prerequisite: Infuse Creature with Death or Life.

Range: Touch

Target: Creature touched

Duration: Instantaneous (most versions)

Saving Throw: Will negates

Spell Resistance: Yes

You can either enervate the subject’s ability scores or levels, or restore them to their proper levels. Levels or Constitution points lost when a character is brought back to life are not restored by this spell list.

Level	Enervate
0	1d3 ability score penalty (1 min/level)
1	1d6 + 1/2 levels (max +5) ability score penalty (10 min/level)
2	1d3 temporary ability score damage
3	1d6 + 1/2 levels temporary ability score damage
4	1d4 temporary negative energy levels (1 hr/level)
5	1 point permanent ability damage
6	1d4 negative energy levels
7	1d3 permanent ability damage
8	1d6 + 1/2 levels permanent ability damage
9	2d4 negative energy levels

Level	Restore
0	remove 1d3 ability score enhancement penalty
1	dispel all ability score enhancement penalties
2	restores 1d4 temporary ability score damage
3	restores 1d6 + 1/2 levels temporary ability damage; restores 1d4 negative energy levels
4	dispels all temporary ability damage; 1 point permanent ability damage; 1d6 + 1/2 negative energy levels
5	restores 1d6 + 1/2 permanent ability damage; restores all negative energy levels and 1 drained level
6	restores all permanent ability damage and 1d3 drained levels
7	restores 1d6 drained levels
8	restores 1d6 + 1/2 drained levels
9	restores all drained levels

Ability Score Enhancement Penalty: You cause or remove an enhancement penalty to an ability score. If you cause the penalty, the duration is not instantaneous (see the spell list above).

Temporary Negative Levels: You inflict temporary negative levels on the subject. This spell is not instantaneous and cannot permanently drain levels.

Enervate: You inflict the enhancement penalty, ability damage, or negative energy levels for the spell level in question (see the list above).

Restore: You cure all enhancement penalties, ability damage, negative energy levels, and drained levels, cumulative to the spell level you are casting Restore at. For example, a *restore 3* spell dispels all ability score enhancement penalties, restores 1d6 + 1/2 spellcasting levels temporary ability score damage, and restores 1d4 negative energy levels. Similarly, *restore 9* removes all damage to both ability scores and levels of all types (except for levels or Constitution lost bringing the subject back to life).

enthrall [creature]

Enchantment (Charm) [Mind-Affecting, Sonic]

Classes: Bard.

Targets: Any number of creatures, or a single creature

Multitargeting: Yes

Duration: Special (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Level	Range	Maximum Duration	Enchantment Saves
0	Close (25 ft + 5 ft/2 levels)	1 minute	-1
1	Close (25 ft + 5 ft/2 levels)	1 min/level	-2
2	Close (25 ft + 5 ft/2 levels)	10 min/level	-3
3	Close (25 ft + 5 ft/2 levels)	10 min/level	-4
4	Medium (100 ft + 10 ft/level)	10 min/level	-5
5	Medium (100 ft + 10 ft/level)	1 hour/level	-6
6	Medium (100 ft + 10 ft/level)	1 hour/level	-7
7	Long (400 ft + 40 ft/level)	1 hour/level	-8
8	Long (400 ft + 40 ft/level)	1 hour/level	-9
9	Long (400 ft + 40 ft/level)	1 hour/level	-10

You can enthrall one or more creatures. The creatures give you their undivided attention, ignoring their surroundings. An enthralled creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the spell. Other affected creatures will get new Will saves, unless they could not see or otherwise detect the attack. For example, a creature on the edge of the area of effect, hidden behind a curtain or door, could perhaps be attacked without anyone noticing.

The spell either affects every creature of the spell's type, up to a maximum of 1 HD for each level you possess. The enchantment save penalty produced by the spell does not apply either to the initial saving throw for *Enthrall [Creature]* or for any re-saves.

You can attempt to make the subjects friendlier to you with a Perform or Diplomacy check (see NPC Attitudes, *DMG*). You reduce

the DC you need to roll by the enchantment save penalty of the spell. For example, if you try to improve the attitude of a Hostile group of orcs with a *enthrall humanoid 5* spell, a Perform check of 14 or higher will make them Unfriendly, 19 makes them Indifferent, 29 makes them Friendly, and 44 makes them Helpful. These effects persist after the spell ends and are not considered magical. This effect automatically fails if one of the enthralled targets is attacked during the spell, unless the attack is not detected.

You can also attempt to cast an enchantment spell (but no other type of spell) while maintaining this spell. If you succeed at a Concentration check, you cast the spell and continue playing. If you do not succeed, the *Enthrall [Creature]* spell ends after the other spell is cast.

You may also attempt to lead a group of enthralled creatures like the classical Pied Piper. You must move at half normal movement and you must make a Concentration check (DC 10 + spell level) every minute of movement. If you try to move at your full normal movement rate, you must then make a Concentration check every round. All enthralled creatures will move at the same rate as you, or as fast as they can if they can't keep up. If a creature falls behind (outside the area of effect), the spell ends for it. All of the affected creatures receive a new Will save if you lead them into danger.

The spell lasts as long as you concentrate, up to the maximum duration of the spell. The effects of the spell linger for 1d3 rounds after the spell ends, as the creature's attention slowly returns to the world around it.

evoke [element]

Evocation

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Duration: Instantaneous

Saving Throw: Reflex half (except Evoke Force: No save)

Spell Resistance: Yes

Table 6-3: Evoke Black [Element] (except Evoke Force)

Level	Touch or Ray Versions	Damage	Level	Missile Version	Damage per Missile
0	Touch, close range ray	d3	0	1 missile, close range	d3
1	Touch, close range ray	d6+1/level (max +5)	1	1 missile, medium range	d6+1/level (max +5)
2	Touch, close range ray	3d6+1/level (max +10)	2	2 missiles, medium range	d6+1/level (max +10)
3	Touch, medium range ray	5d6+1/level (max +15)	3	3 missiles, long range	d6+1/level (max +15)
4	Touch, medium range ray	7d6+1/level	4	4 missiles, long range	d6+1/level
5	Touch, long range ray	9d6+1/level	5	5 missiles, line of sight	d6+1/level
6	Touch, long range ray	11d6+1/level	6	6 missiles, line of sight	d6+1/level
7	Touch, line of sight ray	13d6+1/level	7	7 missiles, line of sight	d6+1/level
8	Touch, line of sight ray	15d6+1/level	8	8 missiles, line of sight	d6+1/level
9	Touch, line of sight ray	17d6+1/level	9	9 missiles, line of sight	d6+1/level

Elemental Side Effects: The '0'- through 4th-level versions of Evoke Black [Element] have no elemental side effects. The 5th- through 9th-level versions have low intensity side effects; these side effects apply only to subjects that are hit by the spell.

Table 6-4: Evoke Force

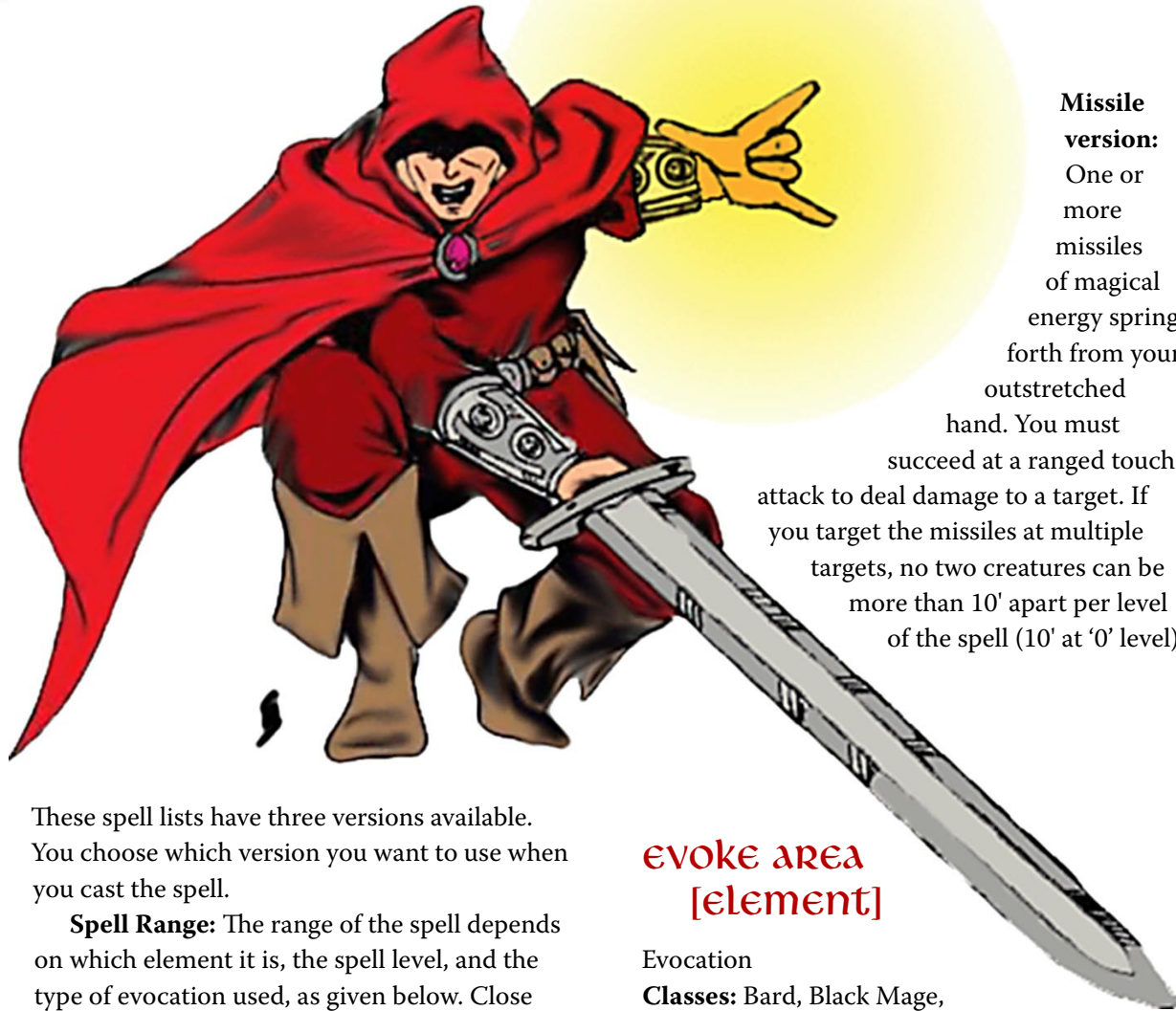
Level	Touch or Ray Versions	Damage	Level	Missile Version	Damage per Missile
0	Touch, close range ray	d3	0	1 missile, close range	d3
1	Touch, close range ray	d4+1/level (max +5)	1	1 missile, medium range	d4+1/level (max +5)
2	Touch, close range ray	2d4+1/level (max +10)	2	2 missiles, medium range	d4+1/level (max +10)
3	Touch, medium range ray	3d4+1/level (max +15)	3	3 missiles, long range	d4+1/level (max +15)
4	Touch, medium range ray	4d4+1/level	4	4 missiles, long range	d4+1/level
5	Touch, long range ray	5d4+1/level	5	5 missiles, line of sight	d4+1/level
6	Touch, long range ray	6d4+1/level	6	6 missiles, line of sight	d4+1/level
7	Touch, line of sight ray	7d4+1/level	7	7 missiles, line of sight	d4+1/level
8	Touch, line of sight ray	8d4+1/level	8	8 missiles, line of sight	d4+1/level
9	Touch, line of sight ray	9d4+1/level	9	9 missiles, line of sight	d4+1/level

Elemental Side Effects: Force spells have no elemental side effects. However, they also have no saving throw. The spell attack roll may still miss and spell resistance affects a force spell.

Table 6-5: Evoke White [Element] or Evoke Biomatter

Level	Touch or Ray Versions	Damage	Level	Missile Version	Damage per Missile
0	Touch only	d4	0	1 missile, close range	d4
1	Touch, close range ray	d8+1/level (max +5)	1	1 missile, close range	d8+1/level (max +5)
2	Touch, close range ray	2d8+1/level (max +10)	2	2 missiles, medium range	d8+1/level (max +10)
3	Touch, close range ray	3d8+1/level (max +15)	3	2 missiles, medium range	d8+1/level (max +15)
4	Touch, medium range ray	4d8+1/level	4	3 missiles, long range	d8+1/level
5	Touch, medium range ray	5d8+1/level	5	3 missiles, long range	d8+1/level
6	Touch, medium range ray	6d8+1/level	6	4 missiles, long range	d8+1/level
7	Touch, medium range ray	7d8+1/level	7	4 missiles, long range	d8+1/level
8	Touch, long range ray	8d8+1/level	8	5 missiles, line of sight	d8+1/level
9	Touch, long range ray	9d8+1/level	9	5 missiles, line of sight	d8+1/level

Elemental Side Effects: The '0'- through 3rd-level versions of these spell lists have no elemental side effects. The 4th- through 7th-level versions have low intensity side effects. The 8th- and 9th-level versions have medium intensity side effects. These side effects apply only to subjects that are hit by the spell.



Missile version:

One or more missiles of magical energy spring forth from your outstretched hand. You must succeed at a ranged touch attack to deal damage to a target. If you target the missiles at multiple targets, no two creatures can be more than 10' apart per level of the spell (10' at '0' level).

These spell lists have three versions available. You choose which version you want to use when you cast the spell.

Spell Range: The range of the spell depends on which element it is, the spell level, and the type of evocation used, as given below. Close range is 25 ft + 5 ft/2 levels. Medium range is 100 ft + 10 ft/level. Long range is 400 ft + 40 ft/level. Line of Sight range is anything the caster can see; the character can even target through a focus that she is Scrying with (see the Scry skill in Chapter Three).

Touch version: This version imbues your hand with a powerful [Element] charge that you can use to damage an opponent. Your successful melee touch attack does elemental damage as given on the appropriate chart on page 75. You can retain this charge until you successfully hit a target, or you drop the charge to do some other action with your hands (such as attacking with a weapon or casting another spell).

Ray version: A ray of elemental energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. Whether you hit or miss, you only get one shot.

**evoke area
[element]**

Evocation

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Prerequisite: Evoke [Element]

Duration: Instantaneous

Saving Throw: Reflex half (except Evoke Area Force: No save)

Spell Resistance: Yes

These spell lists have five versions available. You choose which version you want to use when you cast the spell.

Spell Range: As with Evoke [Element], the range depends on which element it is, the spell level, and which version of the spell is used. Close range is 25 ft + 5 ft/2 levels. Medium range is 100 ft + 10 ft/level. Long range is 400 ft + 40 ft/level. You cannot learn Evoke Area [Element] until you have learned the Evoke [Element] list for the same element.

If an area effect spell does enough damage to breach a barrier, it continues through and does

Table 6-6: Evoke Area Black [Element] (except Evoke Area Force)

Level	Damage	Fan, Line, or Cone Versions	Sphere Burst or Cylinder Versions
0	d3	10' fan	–
1	d6+1/level (max +5)	15' fan	close range; 5' sphere
2	3d6+1/level (max +10)	20' fan, close line	medium range; 10' sphere
3	5d6+1/level (max +15)	30' fan, medium line	long range; 20' sphere, 15' cylinder
4	7d6+1/level	40' fan, medium line, close cone	long range; 25' sphere, 20' cylinder
5	9d6+1/level	50' fan, medium line, close cone	long range; 30' sphere, 25' cylinder
6	11d6+1/level	60' fan, long line, close cone	long range; 35' sphere, 30' cylinder
7	13d6+1/level	70' fan, long line, medium cone	long range; 40' sphere, 35' cylinder
8	15d6+1/level	80' fan, long line, medium cone	long range; 45' sphere, 40' cylinder
9	17d6+1/level	90' fan, long line, medium cone	long range; 50' sphere, 45' cylinder

Elemental Side Effects: The '0'- through 3rd-level versions of these spell lists have no elemental side effects. The 4th- through 7th-level versions have low intensity side effects. The 8th- and 9th-level versions have medium intensity side effects. These side effects apply to any and every thing in the spell area; unattended objects are especially vulnerable to these side effects.

Table 6-7: Evoke Area Force

Level	Damage	Fan, Line, or Cone Versions	Sphere Burst or Cylinder Versions
0	d3	10' fan	–
1	d4+1/level (max +5)	15' fan	close range; 5' sphere
2	3d4+1/level (max +10)	20' fan, close line	medium range; 10' sphere
3	5d4+1/level (max +15)	30' fan, medium line	long range; 20' sphere, 15' cylinder
4	7d4+1/level	40' fan, medium line, close cone	long range; 25' sphere, 20' cylinder
5	9d4+1/level	50' fan, medium line, close cone	long range; 30' sphere, 25' cylinder
6	11d4+1/level	60' fan, long line, close cone	long range; 35' sphere, 30' cylinder
7	13d4+1/level	70' fan, long line, medium cone	long range; 40' sphere, 35' cylinder
8	15d4+1/level	80' fan, long line, medium cone	long range; 45' sphere, 40' cylinder
9	17d4+1/level	90' fan, long line, medium cone	long range; 50' sphere, 45' cylinder

Elemental Side Effects: Force spells have no elemental side effects. However, they also have no saving throw. Spell resistance still affects a force spell.

Table 6-8: Evoke Area White [Element] or Evoke Area Biomatter

Level	Damage	Fan, Line, or Cone Versions	Sphere Burst or Cylinder Versions
0	d4	10' fan	–
1	d8+1/level (max +5)	15' fan	–
2	2d8+1/level (max +10)	20' fan	close range; 5' sphere
3	3d8+1/level (max +15)	25' fan, close line	medium range; 10' sphere
4	4d8+1/level	30' fan, close line	medium range; 15' sphere
5	5d8+1/level	35' fan, close line	long range; 20' sphere, 15' cylinder
6	6d8+1/level	40' fan, medium line	long range; 20' sphere, 15' cylinder
7	7d8+1/level	45' fan, medium line, close cone	long range; 25' sphere, 20' cylinder
8	8d8+1/level	50' fan, medium line, close cone	long range; 25' sphere, 20' cylinder
9	9d8+1/level	60' fan, long line, close cone	long range; 30' sphere, 25' cylinder

Elemental Side Effects: The '0' through 2nd level versions of these spell lists have no elemental side effects. The 3rd through 5th level versions have low intensity side effects. The 6th through 8th level versions have medium intensity side effects. The 9th level version has high intensity side effects. These side effects apply to any and every thing in the spell area; unattended objects are especially vulnerable to these side effects.

damage to any creatures or objects behind the barrier, to the limit of the spell area. If it does not breach the barrier, it stops and the area of effect is limited.

Fan Version: A thin sheet of elemental energy shoots from your fingertips. You must hold your hands with your thumbs touching and your fingers spread. The sheet of energy is about as thick as your thumbs. Any creature in the area takes damage as above. The fan version has elemental side effects one class more intense (none becomes low, low becomes medium, etc.); see below for more information. These side effects hit only those creature or objects that are touched by the fan, however.

Line Version: A line is 5' wide if it goes out to close range, 10' wide if it goes out to medium range and 20' wide if it goes out to long range. The line begins at your fingertips, and does elemental damage to all creatures out to end of the area.

Cone Version: A cone originates at your hand and extends out in a cone to the end of the area of effect. It does elemental damage out to end of this area.

Sphere Burst Version: You point your finger and determine the range (distance and height) at which the sphere 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 sphere of elemental energy 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.

Cylinder Version: A ray of elemental energy projects from your pointing finger to the centre of your target area. If it impacts on a material body or solid barrier prior attaining the prescribed range, it does damage as a ray. If it breaches the object (or kills it, if it is a creature) it continues on to the target area. Otherwise, the spell ends at the barrier. As with the sphere

burst, you must "hit" an opening to go through a narrow passageway. The cylinder's height is always twice its radius.

fast healing

Transmutation

Classes: Bard, Green Mage, and Ranger.

Range: Touch

Target: Creature touched

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Level	Duration	Fast Healing Rate	Ability Damage Rate
0	-	-	-
1	1 round/level	1 hp/round	-
2	2 rounds/level	1 hp/round	-
3	2 rounds/level	2 hp/round	1/minute
4	3 rounds/level	2 hp/round	1/minute
5	3 rounds/level	3 hp/round	1/ 5 rounds
6	4 rounds/level	3 hp/round	1/ 5 rounds*
7	4 rounds/level	4 hp/round	1/ 3 rounds*
8	5 rounds/level	4 hp/round	1/ 3 rounds*
9	5 rounds/level	5 hp/round	1/ 2 rounds*

You give the subject (which can be any creature, including constructs and undead) the Fast Healing ability. Fast Healing works like natural healing, except that it does not restore hit points lost from starvation, thirst, or suffocation. The subject cannot regrow or reattach lost body parts (unless it already has that ability). Fast Healing does not stack with Regeneration.

Ability Damage: At higher spell levels, Fast Healing can restore temporary ability damage. At 6th level and above, it can even restore permanent ability damage.

figment

Illusion (Figment)

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Infuse Object with Fire, Light, or Shadow; or Infuse Creature with Fire, Light, or Shadow.

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

Effect: Figment that cannot extend beyond four

10 ft cubes + one 10 ft cube per spell level and one 10 ft cube per spellcaster level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Level	Senses Fooled	Duration
0	Visual only, flat, obvious illusion	Concentration
1	Visual only	Concentration +1 rnd
2	Visual, minor sounds but no speech	Concentration +2 rnds
3	Visual, sound, smell, & thermal	Concentration +3 rnds
4	As 3rd, plus Scent ability	1 round/level
5	As 4th, plus Blindsight	2 rounds/level
6	As 5th, plus tremorsense	1 minute/level
7	As 6th, plus <i>see illusion</i> (Sight list)	2 minutes/level
8	As 7th, plus touch & taste	10 minutes/level
9	Fool all senses except <i>true vision</i>	1 hour/level

You create an illusion of an object, creature, or force, of your own design. At '0' level, it is both flat and obviously an illusion, but higher level spells are believable figments. Higher level spells fool more and more senses, up to the 9th level version, which fools everything except *true vision* (off the Sight spell list).

The '0'- to 3rd-level versions require your full concentration to maintain. The higher level spells only require a free action to direct them each round. As long as you can take actions, you can continue to direct one Figment spell (until the duration ends). You can also end a Figment before the duration ends as a free action.

infuse creature with [element]

Transmutation

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Range: Touch

Target: One creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Level	Duration
0	1 minute
1	1 min/level
2	10 min/level
3	10 min/level
4	1 hour/level
5	1 hour/level
6	1 hour/level
7	1 hour/level
8	1 hour/level
9	1 hour/level

Infuse Creature with [Element] can have one of four different effects on a creature – enhancing its body, giving it greater movement, providing natural armor, or providing natural weaponry. You choose the effect at the time the spell is cast and it

cannot be changed once it is cast. A creature can have more than one Infuse Creature with [Element] spell cast on her at a time, but effects of the same type (such as a bonus to natural armor, to Dexterity, or to ground movement) do not stack.

Level	Single Ability Bonus	Two Abilities Bonus	Ignore Side Effects
0	+2	+1	–
1	+2	+1	–
2	+3	+2	Low Intensity
3	+4	+2	Low Intensity
4	+5	+2	Medium Intensity
5	+6	+3	Medium Intensity
6	+7	+3	High Intensity
7	+8	+4	High Intensity
8	+10	+5	Extreme Intensity
9	+12	+6	Extreme Intensity

Body

You infuse a creature's body with elemental energy. She gains an enhancement bonus to one or two of her ability scores. If the spell affects two ability scores, each gains a lesser bonus. See Table 1-4: *Elemental Relations and Related Ability Scores* to see which ability or abilities are affected. For example, *infuse creature with shadow* 6 would increase the creature's Constitution and Dexterity by +3 each, while *infuse creature with fire* 6 would increase only the creature's Dexterity, but by +7.

The higher spell levels also allow the creature to ignore elemental side effects up to a certain level. Higher intensity side effects are unaffected. It does not affect side effects from related elements.

Movement

The creature gains an enhancement bonus to one type of movement. This can give the creature a new movement type. The type of movement affected depends on the Element of the spell.

Burrow: Crystal, Earth, Lava, or Mud.

The creature can only burrow through sand or soil, unless it could already burrow through rock. The creature does not create a usable tunnel behind it, again, unless it could do so already.

Climb: Biomatter, Death, Metal, or Void.

The creature gains an enhancement bonus on all of her Climb checks (given on the table below) and can always choose to take 10. If she chooses an accelerated climb she can move double the normal speed, but suffers a -5 penalty on Climb checks. Creatures cannot use the run action while climbing.

Fly: Air, Force, Life, or Sonic. The creature gains the listed maneuverability, unless it already has a higher maneuverability. The cantrip version of this spell has the effects of the core spell *feather fall* (*Player's Handbook*). If the spell ends, the creature is in flight at the time, and does not have natural flying abilities, then she will *feather fall* for 1d6 rounds. If she has not safely touched down when the *feather fall* ends, she will then fall normally. The *feather fall* effect does not occur if this spell is dispelled.

Ground: Fire, Light, Lightning, or Shadow.

The creature's jumping distance will increase with its new, higher movement rate (see the Jump skill description) and the creature no longer has limits on how far it can jump. The creature also gains an enhancement bonus to her Jump checks and can always choose to take 10.

Swim: Acid, Ice, Steam, or Water. The creature gains an enhancement bonus to all

Table 6-9: Infuse Creature with [Element] (Movement)

Level	Skill Bonus	Burrow	Climb	Fly	Ground or Swim
0	–	+5 ft	+5 ft	<i>Feather Fall</i>	+10 ft
1	+2	+5 ft	+10 ft	+20 ft, Clumsy	+20 ft
2	+4	+10 ft	+15 ft	+40 ft, Poor	+30 ft
3	+6	+10 ft	+20 ft	+60 ft, Average	+40 ft
4	+8	+15 ft	+25 ft	+80 ft, Good	+50 ft
5	+10	+15 ft	+30 ft	+100 ft, Good	+60 ft
6	+12	+20 ft	+35 ft	+120 ft, Good	+70 ft
7	+14	+20 ft	+40 ft	+120 ft, Perfect	+80 ft
8	+16	+25 ft	+45 ft	+150 ft, Perfect	+90 ft
9	+18	+25 ft	+50 ft	+180 ft, Perfect	+100 ft

Swim checks and can always choose to take 10. The creature can also breathe underwater for the duration of the spell. This spell does not protect against the effects of pressure.

Natural Armor

You infuse a creature's skin with elemental energy. She gains an enhancement bonus to her natural armor, which stacks with the creature's natural armor. At 1st level, the spell gives a bonus to saving throws against the element, and at higher levels it gives elemental resistance. See *Abjure [Element]* for the effects of elemental resistance.

Level	Enhancement Bonus	Elemental Resistance
0	+1	–
1	+1	+2 Saves
2	+1	6
3	+2	6
4	+2	12
5	+3	12
6	+3	18
7	+4	18
8	+4	24
9	+5	24

Natural Weaponry

You infuse a creature's natural attacks with elemental energy. She gains an enhancement bonus to attack and, at higher spell levels, to damage. Her attacks also do elemental damage and, at higher spell levels, elemental burst

damage. Elemental burst damage is dealt only if the attack is a successful critical hit. If the attack form has a critical multiplier of $\times 3$, the burst damage is increased by one die, or by two dice if the critical multiplier is $\times 4$.

Level	Enhancement Bonus	Elemental Damage
0	+1 attack	+1
1	+1	+1
2	+1	+1d6
3	+2	+1d6
4	+2	+1d6, +1d10 Burst
5	+3	+1d6, +1d10 Burst
6	+3	+2d6, +1d10 Burst
7	+4	+2d6, +1d10 Burst
8	+4	+2d6, +2d10 Burst
9	+5	+2d6, +2d10 Burst

infuse object with [element]

Transmutation

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Target: One object, up to 100 lbs per level.

This spell list is similar to Infuse Creature with [Element], except that affects a single object instead of a creature. It can have one of six effects, which must be chosen when the spell is cast and cannot be changed thereafter.

Armor: You infuse a shield or suit of armor with elemental power. You could also infuse a set of clothing, but its bonuses would not stack with any armor worn. The bonuses are the same as the Natural Armor ability of Infuse Creature with [Element], except that the enhancement bonus is to the armor or shield bonus, rather than natural armor.

Grenade: You infuse a small object with unstable elemental energy. You can throw the object as a ranged touch attack. The grenade does damage to everything in a 10 ft radius (5 ft at '0' level). The 3rd and higher spell level versions also inflict elemental side effects on everything in the area of effect.

Level	Damage	Range Increment	Side Effects
0	d4	5'	–
1	d8+1/lvl (max +5)	10'	–
2	d8+1/lvl (max +10)	20'	–
3	d8+1/lvl (max +15)	30'	Low
4	d8+1/lvl	40'	Low
5	d8+1/lvl	50'	Low
6	d8+1/lvl	60'	Medium
7	d8+1/lvl	70'	Medium
8	d8+1/lvl	80'	Medium
9	d8+1/lvl	90'	High

Movement: The object you infuse can move at your direction, or at the direction of a person you designate. You can also give it an ongoing command, such as to walk in a constant direction, but it cannot think on its own, avoid obstacles, or follow even simple directions. The types of movement and the speeds are the same as the Movement ability in Infuse Creature with [Element], above. A larger object can be affected with multiple castings, which need not be from the same caster. A flying ship could thus be created by enough mages working in concert. An object might grow temporary limbs for the duration so that it can walk or climb, or it might simply fly.

Level	Bonus
0	+2
1	+4
2	+6
3	+8
4	+10
5	+12
6	+14
7	+16
8	+18
9	+20

Skill Enhancement:

You can infuse a tool with elemental energy that will enhance the user's skills. Such tools can include thieves' tools, a climber's kit, boots (for Move Silently or Jump), a cloak (for Hide), etc. Each element can improve any skills for its ability score or scores. This, Infuse Object with Shadow could improve any Constitution or Dexterity skill, such as Concentration or Open Lock. Only one skill can be improved per casting of the spell. This is an enhancement bonus.

Strengthen: You strengthen the internal structure of an object with elemental energies. The object's hit points increase (per inch of

thickness) and its Break DC also increases. Additionally, the object can ignore elemental side effects up to a certain level (as the Body ability above). Thus, for example, Infuse Object with Fire could be used to make paper fire resistant.

Level	Hit Points/Inch & Break DC	Ignore Side Effects
0	+1	–
1	+2	–
2	+3	Low Intensity
3	+4	Low Intensity
4	+5	Medium Intensity
5	+6	Medium Intensity
6	+7	High Intensity
7	+8	High Intensity
8	+9	Extreme Intensity
9	+10	Extreme Intensity

Weapon: You infuse a weapon (or group of missiles) with elemental power. The bonuses are the same as the Natural Weaponry ability above. Both ends of a double weapon are affected. Up to 50 arrows or bolts can be affected at once; the missiles are dormant until fired (or the duration ends), and function once only. If a missile launcher (such as a bow) is affected, all missiles that it fires are infused with the element.

instill emotion in [creature]

Enchantment (Compulsion) [Mind-affecting]

Classes: Bard, Black Mage, Green Mage, Ranger, and White Mage.

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

Multitargeting: Yes

Saving Throw: Will negates

Spell Resistance: Yes

You can arouse one of eight emotions in a subject (or in multiple subjects, at higher levels). The emotions are paired as opposites that cancel each other out: courage vs. fear, depression vs. rage, friendliness vs. hostility, and humor vs. sadness. Equal levels of emotion cancel each other; a lower level of emotion is subtracted

from the higher. For example, low friendliness reduces high hostility to moderate hostility.

Level	Single Creature	15 ft Burst
0	Low emotion 1 rnd/level	–
1	Medium emotion 1 rnd/level	–
2	High emotion 1 rnd/level	–
3	Extreme emotion 1 rnd/level	Low emotion 1 rnd/level
4	Medium emotion 1 min/level	Medium emotion 1 rnd/level
5	High emotion 1 min/level	High emotion 1 rnd/level
6	Extreme emotion 1 min/level	Extreme emotion 1 rnd/level
7	Medium emotion 10 min/level	Medium emotion 1 min/level
8	High emotion 10 min/level	High emotion 1 min/level
9	Extreme emotion 10 min/level	Extreme emotion 1 min/level

Emotion-based extraordinary, spell-like, and supernatural abilities can also be cancelled (but not reduced; the effect is all or nothing) for the duration of the spell. For example, barbarian Rage can be countered by high depression (or extreme depression, for a 15th or higher level barbarian). The bardic ability of Inspire Courage can be cancelled by medium fear (since it is a morale effect).

Low and medium levels of emotion are not especially harmful and may even have beneficial effects. High levels of emotion are harmful and extreme levels are potentially fatal, though never directly. Any conditions caused by these emotions (such as fatigue or nausea) are described in the *DMG*.

Courage: Fear opposes courage. Low courage gives a +1 morale bonus to all attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks. Medium courage increases the morale bonus to +2. High courage gives a +2 morale bonus, but the creature must make a successful Will saving throw to retreat, surrender, or flee. Extreme

courage increases the morale bonus to +3, but the subject cannot retreat, surrender, or flee under any circumstances.

Depression: Rage opposes depression. Low depression gives the subject a -2 morale penalty to Strength and Constitution and a -1 morale penalty on Will saving throws. Medium depression has the same morale penalties and also makes the subject attack only if she is attacked. High depression increases the morale penalties to -4 on Strength and Constitution and -2 on Will; additionally, the subject will not act and moves at only ½ normal speed. Extreme emotion increases the morale penalties to -6 Strength and Con and Constitution, and -3 on Will; the subject will not act or move, has no Dexterity bonus to AC, and has a -2 penalty to AC.

Fear: Courage opposes fear. Low fear causes a -1 morale penalty to all attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks. Medium fear increases the morale penalty to -2. High fear causes the subject to flee if possible, or have a -2 morale penalty if she must fight. Extreme fear causes the subject to flee if possible, gives a -2 morale penalty to saves, and gives the subject a 50% chance of dropping any items held; if the subject cannot flee, she instead cowers (no Dexterity bonus to AC, a -2 penalty to AC, and cannot act).

Friendliness: Hostility opposes friendliness. Friendliness improves the attitude of a creature or group of creatures (see the *DMG*). This attitude can be the attitude of the subject towards you, or towards another person, group, or thing (such as the king, a church, or an inn). Low friendliness increase the reaction by 1 step; medium by 2 steps; high by 3 steps; and extreme by 4 steps. If the reaction is increased beyond Helpful, the subject becomes a Comrade, and will take any risk (even risking death) to help out the object of the spell. Low friendliness cannot cause the Comrade reaction.

Hostility: Friendliness opposes hostility. Hostility worsens the attitude of a creature or group of creatures (see the *DMG*). This attitude

can be the attitude of the subject towards you (though this option is rarely chosen), or towards another person, group, or thing (the usual application). Low hostility decreases the reaction by 1 step; medium by 2 steps; high by 3 steps; and extreme by 4 steps. If the reaction is increased below Hostile, the subject becomes an Enemy, and will take any risk (even risking death) to harm the object of the spell. Low hostility cannot cause the Enemy reaction.

Humor: Only living subjects can be affected by humor. Sadness opposes humor. Low humor distracts the subject and gives her a -4 penalty to Listen and Spot checks. Medium humor distracts like low humor, and also fatigues the subject from laughing (or exhausts her, if she is already fatigued). High humor makes the subject fall prone with manic laughter. Extreme humor makes the subject take 1d6 points of subdual damage each round from laughter until the subject falls unconscious.

Rage: Depression opposes rage. Low rage gives the subject a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, but also gives a -1 penalty to AC. Medium rage has the same bonuses as low rage, but the subject will also attack the nearest enemy if possible. High rage increases the morale bonuses to +4 Strength and Constitution and +2 to Will saves, increases the AC penalty to -2, and makes the subject attack the nearest enemy regardless of danger. Extreme rage increase the morale bonuses to +6 Strength and Contitution and +3 to Will saves, increases the AC penalty to -3, and makes the subject attack the nearest creature, friend or foe.

Sadness: Only living subjects can be affected by sadness. Humor opposes sadness. Low sadness makes the subject cry so hard she has a -4 penalty on search and spot checks. Medium sadness works like low sadness and also forces the subject to make a Will save each round to take any actions; if the save is failed, the creature cannot act. High sadness works like medium sadness and also makes the subject nauseated (from stomach cramps caused by the

crying). Extreme sadness makes the subject curl up in a ball and cry; she is completely helpless in this position.

INVISIBILITY

Illusion (Figment; *mislead* Figment, Glamer)

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Infuse Creature with Fire, Light, or Shadow.

Range: Touch

Target: See text

Saving Throw: Fortitude partial

Spell Resistance: Yes

Level	Type	Duration
0	Disappear	10 minutes/level
1	Invisible Object	10 minutes/level
2	Invisibility	1 minute/level
3	Faerie Invisibility	1 minute/level
4	Improved Invisibility	1 minute/level
5	Mislead (Close range)	1 round/level
6	Stalk	1 minute/level
7	Mislead (Medium range)	1 minute/level
8	Imperceptible	10 minutes/level
9	Mislead (Long range)	10 minutes/level

You make the subject invisible for the duration of the spell. At higher levels, the subject becomes virtually undetectable.

Disappear: As the 2nd-level *invisibility* spell, except that it only affects you and lasts for exactly 2 rounds.

Invisible Object: As the 2nd-level *invisibility* spell, except that you can only target a single object, up to 10 pounds/level in weight.

Invisibility: The creature or object (up to 100 pounds/level) you touch becomes invisible, even to darkvision. Any gear carried by a creature also vanishes. If you are the subject, you can see yourself automatically. If you cast it on another subject, you cannot see it unless you have other, magical assistance (such as *see invisible* or *see illusion* from the Sight spell list).

Items dropped or put down by an invisible subject become visible; items picked up disappear if tucked into the clothing or pouches

worn by the creature. Light does not become invisible, though its source will. Any part of an item more than 10 ft from the subject becomes visible, such as a trailing rope.

The subject is not silenced and is detectable by all senses except sight. The subject can be spotted even by sight when she interacts with other objects – such as moving behind a curtain or walking through a puddle.

The spell ends if the subject attacks or casts a spell at an enemy. Actions directed at inanimate objects do not break the spell. The subject can cause harm indirectly without breaking the spell, such as by summoning an elemental, cutting the ropes on a bridge, activating a trap, etc. Area effect spells break the invisibility spell only if they affect the enemy.

Faerie Invisibility: As the 2nd-level *invisibility* spell, except that you can become invisible again after you attack. Resuming invisibility takes a standard action. Time spent visible still counts as part of the duration of the spell. You cannot be in a threatened square when you resume invisibility.

Improved Invisibility: As the 2nd level *invisibility* spell, except that the spell does not end if the subject attacks.

Mislead: This spell targets you only. You become invisible (*improved invisibility* at 5th level, *stalk* at 7th level, and *imperceptible* at 9th level). Simultaneously, an illusory double of you is created (which is a Figment one spell level lower than the *mislead* spell – so 4th, 6th, or 8th level figment). You can direct the figment with a free action, though it must remain within the range listed on the table. The Figment initially appears superimposed over you, so that your invisibility is not obvious.

Stalk: As *improved invisibility*, except that the subject's movements are silent and she cannot be seen by the *see invisible* spell, although she can still be seen by *see illusion* (see the Sight spell list for the description of each spell).

Imperceptible: As *stalk*, except that the subject also have no scent and cannot be

detected by Blindsight. She cannot be seen with *see illusion*, but *true vision* will still detect her.

Life & Death

Transmutation

Classes: Grey Mage, Red Mage, and White Mage.

Prerequisites: Infuse Creature with Death or Life; Enervate & Restore.

Duration: Instantaneous (unless otherwise noted)

Saving Throw: Fortitude partial

Spell Resistance: Yes

Level	Life	Death
0	+2 death saves 1 rnd/level	-2 death saves 1 rnd/level
1	+4 death saves 1 min/level	-4 death saves 1 min/level
2	Burial Blessing	Death Knell
3	Play Possum, 1 hr/level	Death Touch 1d6 hp/level
4	Death Ward 10 min/level	Death Touch 1 HD/level
5	Life (1 day/level)	Death, 3d6+1 hp/level
6	Life Circle 1d4 HD/level	Death Circle 1d4 HD/level
7	Life (10 years/level)	Death, 10d6+1 hp/level
8	Life Circle 1d8 HD/level	Death Circle 1d8 HD/level
9	Life (1,000 years/level)	Death 1/rnd for 4 rounds

You can control Life & Death. These spells only affect living creatures.

Death Saves: You either impose a saving throw penalty against death spells and effects, or give a bonus against the same, for one creature within Close range (25 ft + 5 ft/level).

Burial Blessing: Your touch protects one dead creature. As long as the spell is in effect, the protected creature cannot rise as undead.

Death Knell: Your touch kills one dying creature (with -1 to -9 hit points). If the subject fails its save, it dies, and you gain 1d8 temporary hit points, a +2 Strength bonus, and a +1 spellcaster level bonus. (You do not gain

access to any new spell lists from this temporary bonus.) These effects last for 10 minutes per HD of the target creature.

Play Possum: The creature you touch appears to be dead. All tests, including magic, will indicate that the subject is dead. The subject does not have to eat, drink, or breathe for the duration. The subject can still hear, smell, and feel, but cannot see. The subject can tell when she is hurt, but she does not feel pain while playing possum. The subject can “come back to life” and resume playing possum as a free action.

Death Touch: Your touch can kill a creature if it currently has the hit points you roll or less (for the 3rd level version) or HD equal to your spellcasting level or less (for the 4th-level version). The creature is unaffected if it has more hp or HD than the spell can affect. If the subject can be affected, it still has a Fortitude save. If the save fails, the creature dies and you gain the same bonuses as with Death Knell. If it makes its save, there is no effect.

Death Ward: The subject you touch is immune to all death spells and effects for the duration. The subject can still be killed by other means.

Life: You bring the subject you touch back to life. Subjects that do not wish to return are immune to the effects of this spell.

The 5th-level version can only resurrect a subject if she has been dead no more than 1 day per spellcaster level. The subject loses 1 level (or 1 point of Constitution, if she was 1st level). The subject returns with 1 hit point per HD and at least 1 point in all ability scores. Normal poison and disease are cured, but magic diseases and curses are not. Missing body parts are not replaced, so the creature must be mostly whole to be resurrected.

The 7th-level version can resurrect a subject who has been dead for up to 10 years per spellcaster level. The creature can be restored if even a small portion is left – even the dust from a *disintegration* spell. The subject returns at full hit points and ability scores; magical diseases and fatal curses are also cured. The subject

does still lose 1 level or point of Constitution, however.

The 9th-level version can resurrect a subject who has been dead for up to 1,000 years per spellcaster level. You do not have to have any portion of the creature's body, as long as you know exactly whom you are resurrecting. The subject returns to life at full hit points and ability scores, and does not lose a level or point of Constitution.

Death: The subject you touch (at 5th level) or at Close range (25 ft + 5 ft/ 2 levels) must make its Fortitude save or die. Even if it saves, the creature still takes damage (3d6 + 1 hp/ level for the 5th-level version, 10d6 + 1 hp/level for 7th- and 9th-level). If it dies, you gain double the bonuses of Death Knell. The 9th-level version lasts for 4 rounds; you can attempt to kill 1 creature per round (which is a free action on rounds 2 through 4). A Death spell can only be counteracted by a Life spell of the same level or higher.

Life Circle: You can resurrect one or more creatures within a Close range burst (25 ft + 5 ft/ 2 levels). After you roll how many HD you can resurrect, you chose which creatures to revive in range (up to the total HD you roll; you do not have use all HD). The 6th-level version works as *life 5*, and the 8th-level version works as *life 7*.

Death Circle: This works exactly like Life Circle, except that you kill instead of resurrecting. If you kill more than one creature, your bonuses to hit points, Strength, and spellcaster level last 10 minutes per HD of all creatures killed.

mass compulsion [CREATURE]

Enchantment (Compulsion) [Mind-affecting; Suggestion Language-dependent]

Classes: Black Mage, Green Mage, and White Mage.

Prerequisite: Compel [Creature]

Target: One location (up to a 10-ft cube/level) or one creature/level (see description)

Multitargeting: Yes

This works exactly like Compel [Creature], except that you target a larger area or multiple creatures.

Attract/Repel: You make an entire area emanate magical vibrations that either attract or repel the entire creature type, or one sub-group of it.

Hold/Suggestion: You target multiple creatures, all of which fall under the compulsion. All creatures targeted must be within 30ft of each other.

mass projection

Transmutation (some versions Language Dependent)

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Prerequisite: Astral Projection

Range: Touch

Target: You plus one additional creature touched per two levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Mass Projection allows you and a group of creatures to send your spirits out of your bodies. (You cannot use the spectral hand version of the spell). All creatures to be affected must be holding hands (or the equivalent) at the beginning of the spell. The spell list is otherwise identical to Astral Projection.

paralysis & petrification

Transmutation

Classes: Black Mage, Grey Mage, and White Mage.

Target: One creature, or a cylinder of stone up to 3 ft in diameter and up to 10 ft long

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can cause or remove paralysis and, at higher levels, turn flesh to stone or stone to flesh.

Paralysis: The subject is paralyzed or held for the duration and cannot take physical actions.

Stone, permanent duration: The subject, along with its garments and possessions, is turned into enchanted stone. This effect is magical and can be dispelled. Alternately, this spell can reverse the same magical effect. Any damage done to the statue will still be present if the effect is dispelled.

Stone, instantaneous duration: You can either turn the subject into a mindless, inert statue, or turn stone into flesh. In either case, the effect is instantaneous and not magical (and thus cannot be dispelled). Turning a subject into stone does not kill it, and normal stone turned into flesh does not come to life (unless there is a spirit present to inhabit the flesh). This spell affects only creatures made of flesh or of stone.

Statue: The subject becomes a solid stone statue for the duration. Unlike Stone, however, the creature can still see, hear, and smell. It can also return to flesh and turn back into a statue as free actions. While in statue form, the subject gains hardness 8.

Disguised Stone: As Stone, except that you change the subject's form as you turn it into a statue. It retains the same approximate volume, but can take any shape, including that of a plain, unadorned stone. If the effect is reversed, the subject returns to its normal form.

Disguised Statue: As Statue, except that the subject can change form, as in Disguised Stone. The subject has a hardness of 12 when in statue form.

Table 6-10: Paralysis and Petrification

Level	Type	Duration	Range
0	Paralysis	1 round	Touch
1	Paralysis	1d4 rounds	Touch
2	Paralysis	2d6 rounds	Close (25 ft +5 ft/ 2 levels)
3	Paralysis	1d6+2 minutes	Medium (100 ft +10 ft/level)
4	Paralysis	1d6+4 minutes	Medium (100 ft +10 ft/level)
5	Stone	Permanent	Close (25 ft +5 ft/ 2 levels)
6	Stone	Instantaneous	Medium (100 ft +10 ft/level)
7	Statue	1 hr/level	Touch
8	Disguised Stone	Instantaneous	Long (400 ft +40 ft/level)
9	Disguised Statue	1 hr/level	Touch

POISON

Conjuration (Creation)

Classes: Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Prerequisite: Infuse Creature with Acid, Biomatter, Death, Life, Steam, or Water.

Duration: Instantaneous (most versions)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You can create, alleviate, neutralize, or even reverse the effects of poison.

Touch Damage: The numbers listed are the initial and secondary damage caused when you use Poison as a touch spell. You choose which ability score the poison affects.

Touch: You get a single melee touch attack.

Spit: You gain a single ranged touch attack.

You do damage one level lower than Touch would do; for example, *spit poison 5* would do 1d10 initial and 1d10 secondary damage.

Contaminate: You make a single item poisonous. This effect is permanent until the poison is used; the item can only poison a single subject. The item can be a drink, food, weapon, or surface (such as a doorknob). A weapon poisoned by this spell cannot accidentally poison its user. You do damage two levels lower than Touch would do; for example, *spit poison 5* would do 1d8 initial and 1d8 secondary damage.

Multiple Touch: You gain a melee touch attack for 1 round/level. Every unarmed attack you make during the duration is potentially poisonous. You do damage three levels lower than Touch would do; for example, *multiple touch poison 5* would do 1d6 initial and 1d6 secondary damage.

Breath Cone: You breathe a cone of poisonous gas. You do damage four levels lower than Touch would do; for example, *breath cone 5* would do 1d4 initial and 1d4 secondary damage to all targets.

Poison Save Bonus: The subject gains a bonus on all

Table 6-11: Poison

Level	Touch Damage	Venom Types	Antivenom
0	1d2, 1d2	Touch	+4 poison save, 1 minute/level
1	1d4, 1d4	Spit (close, 25 ft + 5 ft/2 levels)	+8 poison save, 10 minutes/level
2	1d6, 1d6	Contaminate (touch)	delay poison, 1 hour/level
3	1d8, 1d8	Multiple touch (1/round)	neutralize up to spell DC
4	1d10, 1d10	Breath cone (close, 25 ft + 5 ft/2 levels)	neutralize any poison
5	2d6, 2d6		reverse poisoning up to spell DC, 2d6
6	2d6, 2d6+1*		reverse any poison, 2d6+1*
7	2d6+1*, 2d6+1*		reverse any poison, 2d6+2*
8	2d8+1*, 2d8+1*		reverse any poison, 2d8+2*
9	3d6+1*, 3d6+1*		reverse any poison, 3d6+2*

fortitude saving throws against poison for the duration.

Delay Poison: For the duration, the subject is immune to the effects of poison. The subject will not be affected by any poisons she contacts until the duration expires. This spell does not cure any damage that a poison has done to the subject prior to casting.

Neutralize Poison: You instantly stop the effects of a poison in the subject's system. Temporary effects (such as paralysis) are ended and secondary damage is prevented. Damage that has already been inflicted is not reversed. The 3rd level version of this spell only affects poisons if their DC is less than or equal to 13 + your Intelligence modifier.

Reverse Poison: In addition to neutralizing a poison, this spell can reverse effects that the subject has already suffered. Roll the indicated dice; this is the amount of temporary ability damage that can be reversed. 6th or higher level versions of the spell can also reverse 1 or 2 points or permanent ability damage. This spell reverses only ability damage caused by poison.

The 5th-level version of this spell affects a poison only if its DC is less than or equal to 15 + your Intelligence modifier.

polymorph [creature]

Transmutation

Classes: Green Mage and Ranger.

Target: One creature

Multitargeting: Yes

Saving Throw: Fortitude negates

Spell Resistance: Yes

You change one subject into another type of creature. The new form of the creature cannot have more HD than the spell level allows. You can only change a creature into another creature of the same type (a human into an elf, a vampire into a ghoul,

or a bear into a lion, for example) unless you are a Polymorph Expert.

If you are a Polymorph Expert, you can change a creature into any creature type that you know. Thus, if a spellcaster knows Polymorph Animal, Polymorph Aberration, and Polymorph Humanoid, she could turn a human into a frog or a bear into a beholder. She could not *polymorph* a ghoul, however, since she does not know the Polymorph Undead list. You can still only target one creature per spell, however.

Upon changing, the subject regains lost hit points (and only lost hit points) as if it had rested for a day. If it changes back to its normal form, it does not gain any further healing. If slain, the polymorphed creature reverts to its original form, though it remains dead. (If the duration was instantaneous, however, it retains the new form even when slain.)

The changes that are made when a creature is *polymorphed* are described line by line, following the format in the *MM*.

Size and Type: The subject's size becomes that of the new form. The subject's type does not change with this spell.

Hit Dice: The subject retains its normal hit dice, levels, and hit points. If its Constitution score changes, however, its hit points will change appropriately (see below).

Initiative: Unchanged, unless the subject's Dexterity changes. Since the subject does not gain any of the feats of the new form, do not

Table 6-12: Polymorph [Creature]

Level	Duration	Range	Maximum HD	Disguise Bonus
0	1 minute	Touch	1	+3
1	1 min/level	Touch	2	+6
2	10 min/level	Close (25 ft + 5 ft/2 levels)	4	+8
3	1 hour/level	Close (25 ft + 5 ft/2 levels)	6	+10
4	1 day/level	Medium (100 ft + 10 ft/level)	8	+12
5	Permanent	Medium (100 ft + 10 ft/level)	10	+14
6	Permanent	Medium (100 ft + 10 ft/level)	12	+16
7	Permanent	Long (400 ft + 40 ft/level)	14	+18
8	Permanent	Long (400 ft + 40 ft/level)	16	+20
9	Instantaneous	Long (400 ft + 40 ft/level)	20	+22

include an Improved Initiative bonus unless the subject has that feat herself.

Speed: As the new form. If the new form can fly, the subject can fly if it is a natural ability (like a bird or dragon), an extraordinary ability (like a beholder), but not if it is a supernatural or spell-like ability (like an ogre mage). Any bonuses or modifications from class abilities are then added to the new scores.

AC: The subject gains the natural armor of the new form and may have its Dexterity adjustment changed. The subject may gain a bonus or penalty for its new size category. If the new form cannot wear armor, any armor the subject has is absorbed into its new form and is useless.

Attacks: The subject retains its base attack bonus. Its Strength and Dexterity bonus to attack may change. If the form has hands, the subject can use any weapons it has. If it does not have hands, any weapons are absorbed into its new form and are useless. The subject can use any of the creature's attack forms, unless they are supernatural or spell-like (such as a beholder's eye stalk attacks). Note that the subject has a -5 attack penalty on any and all secondary natural attacks unless it has the Multiattack feat; it does not gain this feat even if the new form normally has it.

Damage: As the new form, using the subject's new Strength bonus. If the subject is a monk (or otherwise has martial arts abilities), it can substitute its unarmed damage for the

creature's natural damage, if it is higher. This unarmed damage, as well as the damage of any unabsorbed weapons, will be scaled up or down if the subject's size has changed (see *DMG*).

Face/Reach: As the new form.

Special Attacks and Qualities: The subject gains all extraordinary abilities of the new form, but none of

the supernatural or spell-like abilities of the new form. Thus, a subject transformed into a behir would gain Improved Grab (extraordinary), but not its breath weapon (supernatural). The subject retains its own extraordinary, supernatural, and spell-like abilities. Note that the subject may not be able to use its abilities in its new form – a behir that is transformed into a blink dog could use Improved Grab, but it could not Swallow Whole or Constrict. In all such possible conflicts, logic (rather than a rules lawyer's opinions) should prevail.

Saves: The subject retains its base saves. The bonuses it gains from ability scores may change, however, and any extraordinary bonuses (but not supernatural or spell-like) from the new form may be added in, too. For example, if the subject is *polymorphed* into a halfling, it gains a +1 bonus on all saves.

Abilities: Intelligence, Wisdom, and Charisma remain the same. For Strength, Dexterity, and Constitution, subtract the racial modifications of the subject's race and add the racial modifications of the new race. (An average subject can simply be given the average stats of the new form.) For example, an elf with Strength 14, Dexterity 20, and Constitution 8 *polymorphed* into a hill giant first loses its racial modifications (+2 Dex, -2 Con), giving it Str 14, Dex 18, Con 10. It then gains the racial bonuses of a hill giant (+14 Str, -2 Dex, +8 Con), giving it final ability scores of Str 28, Dex 16, and Con 18.

Skills: The subject retains its original skills and gains no skills from the new form. Some of the skill bonuses may change if their relevant ability score changes. If the new form has race-specific skill bonuses (such as an octopus's +4 Hide bonus) then the subject does receive those bonuses.

Feats: The subject retains its original feats and gains no feats from the new form.

When the polymorph occurs, the creature's equipment, if any, also transforms to match the new form. If the new form is a creature that does not use equipment (including many aberrations and all animals, for example) the equipment melds into the new form and becomes non-functional. Material components and focuses melded this way cannot be used for spellcasting. If the new form uses equipment (such as almost all humanoids) the subject's equipment changes to match the new form and retains its properties.

The subject can cast spells, but it may lose access to components if they are melded into its form. Additionally, it needs a humanlike voice for verbal components and humanlike hands for somatic components.

The subject is effectively disguised as a 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. You can control the new form's minor physical qualities (such as hair colour, hair texture, and skin colour) within the normal ranges for a creature of that type. You can also control such things as height, weight, and gender, though these must also fall within the normal range available to the new form. You can change the subject into a member of its own species or even into itself.

Incorporeal creatures cannot be targeted unless you are on the ethereal plane, too. A Shapeshifter can take its natural form as a standard action, though it does not have to. Another casting of *polymorph* cancels the first entirely, unless its duration was instantaneous; the second then takes effect normally.

polymorph [element]

Transmutation

Classes: None.

Target: One object

Multitargeting: See text.

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

Table 6-13: Polymorph [Element]

Level	Duration	Range	Maximum Size Target	Dimensions of Change
0	1 minute	Touch	Tiny	Same size, rough shape changes.
1	1 min/level	Touch	Small	Same size, intricate shape changes.
2	10 min/level	Close (25 ft + 5 ft/2 levels)	Medium-size	One size category range, intricate shape changes.
3	1 hour/level	Close (25 ft + 5 ft/2 levels)	Medium-size	One size category range, intricate shape changes, minor substance changes.
4	1 day/level	Medium (100 ft + 10 ft/level)	Large	Two size category range, intricate shape changes, minor substance changes.
5	Permanent	Medium (100 ft + 10 ft/level)	Large	Two size category range, intricate shape changes, moderate substance changes.
6	Permanent	Medium (100 ft + 10 ft/level)	Huge	Three size category range, intricate shape changes, moderate substance changes.
7	Permanent	Long (400 ft + 40 ft/level)	Huge	Three size category range, intricate shape changes, major substance changes.
8	Permanent	Long (400 ft + 40 ft/level)	Gargantuan	Four size category range, intricate shape changes, major substance changes.
9	Instantaneous	Long (400 ft + 40 ft/level)	Colossal	Four size category range, intricate shape changes, alchemical substance changes.

You change one type of object into another, within the limits of size above. Depending on the level of the spell, you can make shape changes, size changes, and substance changes. You can only transform between elements if you are a Polymorph expert.

Shape Changes: A rough shape change will result in no detail finer than what can be achieved by hacking at something with a hatchet, ranging from simple cubes and spheres to very rough clubs. Average shape changes allow for details to within about an inch, letting you create blunt swords, smooth statues, or cups. Intricate shape change allows very fine details, as good as the human eye can perceive, though to make anything very intricate requires an appropriate Craft check.

Size Changes: This category is fairly obvious.

Substance Changes: A minor substance change is turning snow to solid ice, or wood to sawdust, even fruits to juice. A moderate substance change could change an apple into an orange, steel into copper, water into citric acid, or lead into fools' gold, but it cannot increase the material's value by any substantial amount. Major substance changes can turn clay to metal, fruit to meat, or water to strong acid (1 point of damage per minute). Alchemical changes can turn stone to slabs of beef, lead to polished gold, or stone to cherry-scented air.

POWER WORD

Conjuration (Creation)

Classes: Bard, Black Mage, Red Mage, and White Mage.

Prerequisite: Evoke Air, Sonic, or Void.

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

Saving Throw: None

Spell Resistance: Yes

As a stand-out from the other spell lists, Power Word only requires a verbal component, and none other.

With a single word, you can inflict a status effect on one or more creatures. You can affect up to 12 hp of creatures per spellcaster level (based on their current hit points), with no one

creature having more than half that total. Full descriptions of each status effect are given in the *DMG*.

Level	Word	Duration
0	Fatigue	1d4 +1 rnd/lvl (max +5)
1	Exhaustion	1d4 +1 min/lvl (max +5)
2	Knockdown	Instantaneous
3	Daze	1d4 +1 rnd/lvl (max +15)
4	Nausea	2d4 +1 min/lvl
5	Deaf	Permanent
6	Stun	4d4 +1 rnd/lvl
7	Blind	Permanent
8	Unconscious	4d4 +1 min/lvl
9	Kill	Instantaneous

Fatigue: The target cannot run or charge and has a -2 penalty to both Strength and Dexterity.

Exhaustion: The target moves at ½ speed and has a -6 penalty to both Strength and Dexterity.

Knockdown: The target is knocked prone or blown back 1d6 × 10 ft if flying. The target can get up normally.

Daze: The target cannot take actions, but can defend itself normally.

Nausea: The target cannot act, but it can move normally.

Deaf: The target has a -4 initiative penalty, a 20% chance of spell failure if the spell has a verbal component, and cannot make Listen checks.

Stun: The target loses its Dexterity bonus to AC, has a -2 penalty to its AC, and can take no actions.

Blind: The target has a 50% chance of missing in combat, loses its Dexterity bonus to AC, has a -2 penalty to AC, moves at ½ speed, has a -4 penalty to Strength and Dexterity checks, and cannot make Spot checks.

Unconscious: The target is knocked out and helpless and cannot be wakened.

Kill: The target dies. At least 7th-level magic is required to bring a target killed by this spell back to life.

PRESERVE & DECAY

Transmutation

Classes: Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

Prerequisites: Infuse Object with Acid, Biomatter, Death, Life, Steam, or Water.

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

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Level	Volume	Duration
0	1 cu. ft./level	1 day
1	2 cu. ft./level	1 day/level
2	5 cu. ft./level	2 days/level
3	10 cu. ft./level	1 week/level
4	20 cu. ft./level	1 month/level
5	50 cu. ft./level	3 months/level
6	100 cu. ft./level	1 year/level
7	200 cu. ft./level	10 years/level
8	500 cu. ft./level	100 years/level
9	1,000 cu. ft./level	1,000 years/level

You can purify and preserve Biomatter and Water, or you can corrupt and decay it.

Preserve: You remove all spoilage, rot, poison, or any other contamination from the target. Food and drink become pure and suitable for consumption. Wood or paper is restored and strengthened to its original condition (except for fire damage, which is not affected by this spell). The body of a fallen comrade can also be preserved by this spell list; a typical Medium creature fits in 10 cu. ft, and a typical Small creature fits in 4 cu. ft

The target is preserved for the duration of the spell, but can be re-contaminated. If only part of a volume of water is purified, it will quickly mix back together (though the whole may be less contaminated after this). The material will not rot during the duration, but any creature of Tiny size or larger, or with an Intelligence of at least 1, can affect it normally.

Decay: The target rots or decays as if the full duration of the spell had passed; the Decay is actually an instantaneous effect. Food and drink become poisoned if they are decayed 1 week or more (Ingested, DC of spell, 1d6 Strength initial,

1d6 Strength secondary); after 2 months of aging, most food becomes completely inedible. Paper crumbles after 100 years of decay and wood after 1,000 years. A body can also be aged by this spell, so that more powerful Life spells must be used to resurrect the person (see the Life & Death spell list).

REGENERATION

Transmutation

Classes: Bard, Green Mage, and Ranger.

Prerequisites: Fast Healing

Target: Living creature touched

Level	Body Part Restoration
0	–
1	Reattach finger, toe, ear, etc.
2	Reattach limb
3	–
4	Regrow finger, toe, ear, etc.
5	–
6	Regrow limb
7	–
8	Reattach head/vital organ
9	Regrow head/vital organ

You give the subject (that must be a living creature and cannot be immune to subdual damage) the Regeneration ability. Regeneration operates exactly like Fast Healing (including hit point and ability point regeneration rates), except as noted below.

Damage dealt to the subject is treated as subdual damage. The subject automatically heals subdual damage at a fixed rate per round (given on the table for Fast Healing). Acid, fire, lava, and one other Element (chosen by you at the time of casting) deal normal damage to the creature. Attack forms that don't deal hit point damage ignore Regeneration.

A Regenerating subject that has been rendered unconscious through subdual damage can be killed by a coup de grace. The attack cannot be of a type that automatically converts to subdual damage.

At higher spell levels, the subject can reattach or even regrow lost body parts. Body parts can only be reattached if they are lost

during the spell's duration. It takes a full-round action to reattach a body part.

Any missing body part will automatically be regrown (even if it was lost prior to the casting of the spell) in 2d10 rounds. If the spell ends before the body part is fully regrown, the game master will have to rule how useful the partial body part is. If the subject was regrowing a head or other vital organ when the duration ends, it dies.

sight

Transmutation

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Infuse Creature with Fire, Light, or Shadow.

Range: Touch

Target: Creature touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Level	Vision Type	Duration
0	Low-light Vision	1 min/level
1	Low-light Vision	10 min/level
2	Darkvision, 60 ft	1 hr/level
3	See Invisible	10 min/level
4	Improved Darkvision, 120 ft	1 hr/level
5	See Illusions	10 min/level
6	See True Form	10 min/level
7	True Darkvision	10 min/level
8	X-Ray Vision, 60 ft	10 min/level
9	True Vision	10 min/level

You grant the subject enhanced powers of vision.

Low-light Vision: The subject can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish colour and detail under these conditions.

Darkvision, 60 ft: The subject can see up to 60 ft in natural darkness. Darkvision is black and white only, but it is otherwise like normal sight.

See Invisible: The subject sees any objects or beings that are invisible, astral, or ethereal

as if they were normally visible. The subject cannot tell, in fact, that the object or being is not normally visible to others. Ordinary means of concealment (such as the Hide skill) operate normally, so the subject may still need to make a Spot check to see an object or being.

Improved Darkvision, 120 ft: The subject gains the Darkvision ability out to 120 ft. Additionally, the subject can see in magical darkness as well as normal darkness.

See Illusions: The subject gains the ability to see through illusion of all sorts. The subject cannot see visual figments (including invisibility), glamers, and patterns. The subject can see shadow illusions, but you can tell that they are shadows. This spell does not affect phantasms, since they only affect the mind. As with See Invisible, ordinary means of concealment are not affected by this spell. The subject does not get the ability to see astral or ethereal beings.

See True Form: The subject can see the true, original form of any magically transmuted creature or object (even if the transmutation had an instantaneous duration). She sees the true form superimposed over the current form.

True Darkvision: The subject gains Improved Darkvision out to its full normal range of vision. In most cases, only solid objects and particulates (such as smoke or fog) can block the subject's vision.

X-Ray Vision, 60 ft: The subject gains the fantasy version of X-ray vision. The subject can see through any or all objects in range, at her choice. The subject does not require light to see. This spell does not allow the invisible to be seen, true forms to be seen, see through illusions, *etc.*, unless the subject has other vision spells in place.

True Vision: The subject gains the effects of Low-light Vision, See Invisible, See Illusions, See True Form, and True Darkvision. Magic cannot hide the true appearance of any object from the subject, though mundane means still can.

spectral hand

Transmutation

Classes: Black Mage, Grey Mage, Red Mage, and White Mage.

Prerequisites: Astral Projection

Range: Personal

Target: You

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver touch range spells at a distance. On casting the spell, you imbue the hand with some of your 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; if you are healed before the spell ends, you cannot go above your normal maximum hit points when it does end.) You lose as many hit points as the hand gains.

The maximum spell level that you can cast through the spectral hand is given on the table above. The spectral hand gives you a bonus to your melee touch roll (also given above); using the *spectral hand* counts normally as an attack. The hand always strikes from your direction, but it can flank targets like a creature can. If the hand goes beyond spell range, goes out of your sight, or you are not directing it, it returns to you and hovers until you give it a new command (using a standard action).

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved

evasion (one-half damage on a failed save against an area spell and no damage on a successful save), your save bonuses, and an AC that varies by spell level. Your Intelligence modifier also applies to the hand's AC as if it were the hand's Dexterity modifier.

summon [element]

Conjuration (Summoning)

Classes: Bard, Black Mage, Green Mage, Grey Mage, Ranger, Red Mage, and White Mage.

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

Effect: One specific summoned creature

Saving Throw: None

Spell Resistance: No

Level	1 round/ level	1 min/ level	10 min/ level	1 hr/level
0	½ HD	–	–	–
1	1 HD	–	–	–
2	2 HD	1 HD	–	–
3	4 HD	2 HD	1 HD	–
4	6 HD	4 HD	2 HD	1 HD
5	8 HD	6 HD	4 HD	2 HD
6	10 HD	8 HD	6 HD	4 HD
7	12 HD	10 HD	8 HD	6 HD
8	14 HD	12 HD	10 HD	8 HD
9	16 HD	14 HD	12 HD	10 HD

Table 6-14: Spectral Hand

Level	Duration	Range	Max. Spell Level	Attack Bonus	AC	Hit Points
0	2 rounds	Close (25 ft + 5 ft/2 levels)	2nd	+0	20	1
1	1 round/level	Close (25 ft + 5 ft/2 levels)	3rd	+1	21	1d2
2	1 minute/level	Medium (100 ft + 10 ft/level)	4th	+1	22	1d4
3	1 minute/level	Medium (100 ft + 10 ft/level)	5th	+2	23	2d4
4	1 minute/level	Long (400 ft + 40 ft/level)	6th	+2	24	2d4
5	10 minutes/level	Long (400 ft + 40 ft/level)	7th	+3	25	3d4
6	10 minutes/level	Line of Sight	8th	+3	26	3d4
7	10 minutes/level	Line of Sight	Any	+4	27	4d4
8	1 hour/level	Line of Sight	Any	+4	28	4d4
9	1 hour/level	Line of Sight	Any	+5	29	5d4

This spell list summons a specific elemental that will attack your enemies or will perform other tasks. It appears where you designate and acts on your same initiative, starting next turn. If undirected, it will attack your enemies to the best of its ability. If you direct it, it can attack a particular enemy, or perform a non-combat action. Summoned elementals act normally on the last round of the spell and disappear at the end of their turn.

When you first summon an elemental, it will be Indifferent to you. Depending on how you treat the elemental, it may become either more hostile or friendlier over time. The magic of the summoning always compels it to attack at your direction, but an unfriendly elemental may quibble over other commands, or even actively seek to disobey. A hostile elemental cannot directly attack you, but it may lead you into danger or give information to your enemies.

An elemental will not become hostile if it is 'killed' in combat, since it does not really die. It does become hostile, however, if you make it do actions against its nature. For example, if you direct a fire elemental to go into swampy water to dry it out, it may shift a whole reaction category more hostile in an instant. If the same elemental is allowed to torch a wooden building, however, it will become a bit friendlier to you.

This spell can also be used to summon elemental spirits, presented in *Chapter Five*. If you want a more powerful creature, you can cast Bind [Element].

summon [outsider]

Conjuration (Summoning)

Classes: Grey Mage and Red Mage.

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

Effect: One specific summoned creature

Saving Throw: None

Spell Resistance: No

This spell functions much the same as Summon [Element], except that you summon an outsider of the chosen alignment.

Table 6-15: Summon [Outsider]

Level	1 round/ level	1 min/ level	10 min/ level	1 hr/level
0	1 HD	–	–	–
1	3 HD	–	–	–
2	6 HD	3 HD	–	–
3	9 HD	6 HD	3HD	–
4	12 HD	9 HD	6 HD	3 HD
5	15 HD	12 HD	9 HD	6 HD
6	18 HD	15 HD	12 HD	9 HD
7	21 HD	18 HD	15 HD	12 HD
8	24 HD	21 HD	18 HD	15 HD
9	27 HD	24 HD	21 HD	18 HD

telepathy [creature]

Enchantment (Telepathy) [Mind-affecting]

Classes: Black Mage, Green Mage, Ranger, and White Mage.

Targets: One creature

Multitargeting: Yes

Saving Throw: Will negates

Spell Resistance: Yes

Level	Range	Duration	Min. Intelligence
0	Close (25 ft + 5 ft/2 levels)	1 minute/level	6
1	Close (25 ft + 5 ft/2 levels)	10 minutes/level	6
2	Medium (100 ft + 10 ft/level)	10 minutes/level	3
3	Long (400 ft + 40 ft/level)	10 minutes/level	1
4	Line of Sight	10 minutes/level	0
5	Planar; close initial	10 minutes/level	0
6	Planar; medium initial	1 hour/level	0
7	Planar; long initial	1 hour/level	0
8	Anywhere; long initial	1 day/level	0
9	Anywhere; line of site initial	1 day/level	0

You forge a telepathic link with one creature. You can only form such a link if the creature meets the minimum Intelligence requirement for the spell level. The bond can be established

with an unwilling subject that fails its saving throw, allowing for the long-distance delivery of messages even to foes. An unwilling target can attempt another saving throw every round to end the link.

The creatures can communicate telepathically through the bond regardless of language. While connected telepathically you can cast any other enchantment spell on the target through the link, though the target receives a +4 bonus to his saving throw. If you charm or dominate the target, you can convince or force it to tell you its secrets over the link, which is the equivalent of mind-reading.

Planar Range: Once the telepathic bond is formed, it works over any distance (although not from one plane to another). Both you and your subject must be within the initial range when the spell is first cast.

Anywhere Range: Once the telepathic bond is formed, it works no matter where you and the subject go. The subject must still be within the initial range when the spell is cast.

teleportation

Transmutation (Teleportation)

Classes: None.

Target: Medium-size or smaller creature or object + 50 lbs. per level.

Saving Throw: Will negates

Spell Resistance: Yes

You teleport (instantly transport) the targeted creature or object. The distance you can travel

(or send the target) depends on how far away the target is. If you are scrying on the target, use the Line of Sight entry.

Planar: Any location on the same plane as you.

Interplanar: Any location on any plane.

If the target is teleporting beyond your line of sight, you must make an Intelligence check, with a difficulty class based on how familiar you are with the location. If you fail, you end up off course by 1d10 x 1d10% of the distance traveled. If you fail by 5 or more, you end up in an area that is visually or thematically similar to where you intended to go. If you fail by 10 or more, the spell gets “scrambled,” and you take 1d10 points of damage. Make another check to try to redirect yourself, and if you keep on failing by 10 or more, you keep on taking damage.

Very Familiar: DC 2

Studied Carefully: DC 4

Seen Casually: DC 7

Viewed Once: DC 10

Description: DC 14

False Destination: DC 20*

* At best, you can arrive at a similar location.

wall of [element]

Conjuration (Creation)

Classes: Bard, Black Mage, Green Mage, Grey Mage, Red Mage, and White Mage.

Prerequisite: Create [Element] Object

Components: Possibly XP

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

Saving Throw: See text

Table 6-16: Teleportation

Level	Distance – Touch Range	Distance – Close Range	Distance – Line of Sight
0	10 ft	-	-
1	Close (25 ft + 5 ft/2 levels)	-	-
2	Medium (100 ft + 10 ft/level)	10 ft	-
3	Medium (100 ft + 10 ft/level)	Close (25 ft + 5 ft/2 levels)	-
4	Long (400 ft + 40 ft/level)	Medium (100 ft + 10 ft/level)	10 ft
5	Planar	Medium (100 ft + 10 ft/level)	Close (25 ft + 5 ft/2 levels)
6	Planar	Long (400 ft + 40 ft/level)	Medium (100 ft + 10 ft/level)
7	Interplanar	Planar	Medium (100 ft + 10 ft/level)
8	Interplanar	Planar	Long (400 ft + 40 ft/level)
9	Interplanar	Interplanar	Planar

Table 6-17: Wall of [Element]

Level	Solid Element Duration	Other Elements Duration	Number of 5 ft Squares	Hemisphere Radius	Side Effects
0	10 minutes	1 round/level	1/ 4 levels	2 inches/level	Low
1	10 min/level	1 round/level	1/ 3 levels	3 inches/level	Low
2	1 hour/level	1 round/level	1/ 2 levels	4 inches/level	Low
3	Permanent	1 min/level	1/ 2 levels	4 inches/level	Medium
4	Permanent	1 min/level	1/level	6 inches/level	Medium
5	Instantaneous	10 min/level	1/level	6 inches/level	Medium
6	Instantaneous	1 hour/level	2/level	9 inches/level	High
7	Instantaneous	1 day/level	4/level	12 inches/level	High
8	Instantaneous	Permanent	8/level	18 inches/level	Extreme
9	Instantaneous	Instantaneous	16/level	24 inches/level	Extreme

The elemental side effects of an energy element Wall can extend only within the wall itself, up to 10 ft to either or both sides of the wall, the entire interior of a hemisphere or structure made by the spell, or 10 ft around the outside of a hemisphere

Spell Resistance: No

You create a wall of elemental matter. The wall is ¼ inch thick per spellcaster 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. The wall is either created in 5 ft by 5 ft squares or as a hemisphere. All squares made by a single spell casting must be continuous and touch each other on one entire face (including the sides, front, or back).

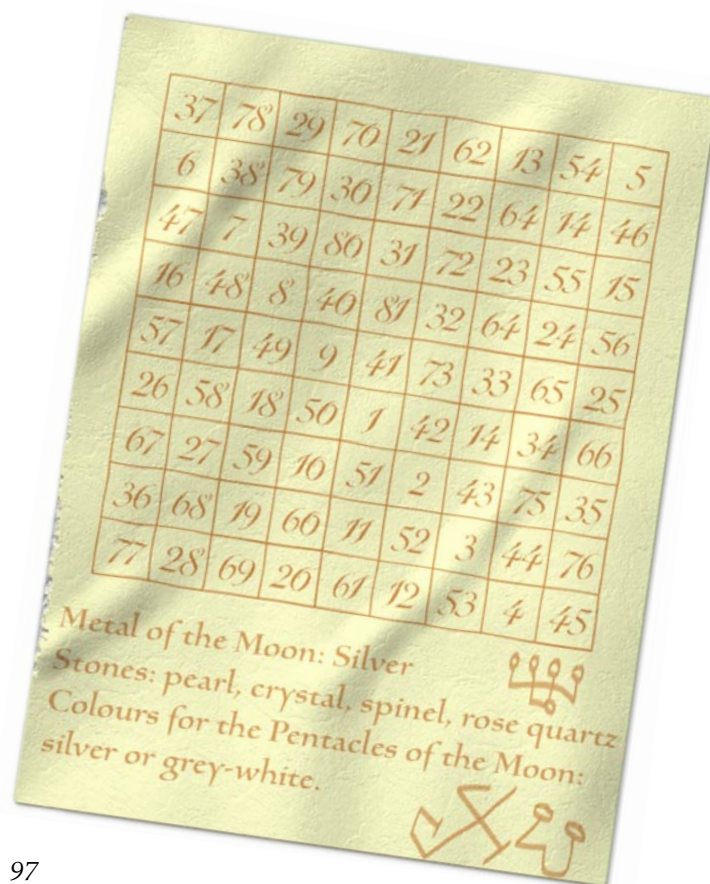
You can shape the wall to a great extent. You can create featureless vertical or horizontal walls, a hemisphere, or a featureless rectangular box. You can create more intricate shapes, but you must make a Profession (Engineering) check (DC 10 + spell level) to do so. If you succeed at the check, you can include doors, windows, buttresses, arrow slits, etc. These features reduce the spell's area by half. Very elaborate designs will take longer to cast (possibly even hours), unless you have blueprints drawn up ahead of time.

Some sample designs: If you use a horizontal wall as a bridge, it must be arched and buttressed if it is longer than 20 feet. A 10 ft by 20 ft room (with 10 ft high walls) uses 32 squares or 40 if you include a floor; double this if you wish to include such conveniences as doors and windows. A 20 ft by 20 ft room (with 10 ft high walls) uses 48 squares (64 with a floor); again, double this to add doors and windows. A 10 ft cubic cage would use 48 squares.

or structure. The side effects of a water or gas element Wall can extend throughout the interior of a hemisphere or structure.

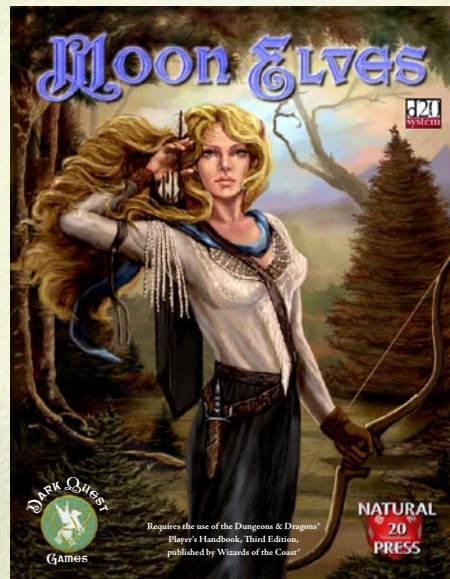
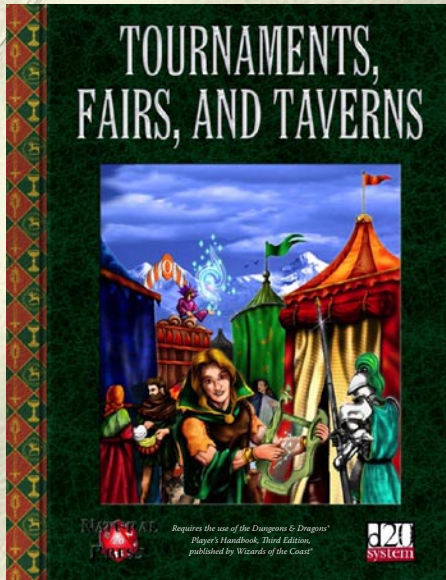
Wall of Ice uses the Solid Element duration if the temperature is below freezing. If the temperature rises above freezing, the duration drops to that of other elements.

XP Component: 1 XP per 10 gp of value for spells with instantaneous duration; see Chapter One, Conjunction (Creation) spells for more information.





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