

# Craft Third Level Spells

## **Animal Magnetism** (Alteration)

Level: 3  
Range: 30' + 10'/level  
Components: V, S  
Duration: 5 rounds +1 round/level  
Casting Time: 1 Action  
Area of Effect: 20'+10'/level  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

A practitioner is able to endow a single target creature with a magical field which causes all creatures within the area of effect (of the same basic species) to be drawn toward the target creature, much in the same way that metal is attracted to a lodestone. The spell will affect target creatures of up to 5+1 hit dice. A successful saving throw vs. Fortitude will totally negate this spell.

If the spell successfully affects the target creature it will then attract all surrounding creatures of the same species, causing them to move at their normal movement rate (and locomotion) toward the target creature. All like creatures in the area of effect will be attracted. For purposes of this spell, hybrids are considered an individual species, so half-Orcs would only attract other half-Orcs, not other Orcs and/or Humans. Affected creatures are allowed a saving throw to avoid the attraction. A successful saving throw against the attraction means that the spell is unable to attract that individual creature toward the target creature. Creatures that are physically unable to become "stuck" to the target will stick to whatever physical object is blocking their path, such as walls, floors, doors, etc. If any creatures become "stuck" to the target creature, it and whatever is stuck to it become entangled with each other, effectively reducing their normal movement rate to 0. Creatures being drawn toward the target are totally unable to attack, but may attack from the mass with one attack form per round if the attack does not require melee combat (e.g., breath weapon, gaze, etc.). If the combat form requires physical contact, a "stuck" creature is only entitled to attack once per round and only if it is first attacked by someone striking at it while it is entangled. Attacks on entangled creatures are at +4 to hit, and the creature(s) are penalized -3 on the return attack. Also, creatures so entangled lose all armor class bonuses for dexterity.

## **Attraction** (Abjuration)

Level: 3  
Range: Special  
Components: V, S  
Duration: 1 round/2 levels  
Casting Time: 1 action  
Area of Effect: 100 ft./level  
Saving Throw: None  
Spell Resistance: Yes

The wizard is able to cause all creatures in the path of the area of effect to move directly toward his person. Range is zero, and centered on the caster himself. They will halt 5 feet from the caster and remain there until the end of the spell. They are however, free to take any other action they wish. The range of the attraction is 30 feet per level of the caster. *Attraction* occurs at the normal speed of the creature being attracted.

The caster can designate a new direction each round, but use of this power is the caster's principal action in the round. The caster can, choose to do something else instead of using the *attraction*.

## **Auric Sight** (Divination)

Level: 3  
Range: 0  
Components: V, S  
Duration: 5 rounds + 1 round/level  
Casting Time: 1 Action  
Area of Effect: 60 foot radius around caster  
Saving Throw: None  
Spell Resistance: No

This spell causes all auras in the area of effect to become visible to the practitioner. They can see by this light, but others can not. Each aura will "light" an area five feet around the being or object it is associated with, including the caster.

Any living creatures will possess an aura, as will magic items that possess intelligence. Items of great evil or good will also give off an aura. Lessor undead (Skeletons, Zombies) will possess broken auras that will not give enough light to see by, greater undead (Wraith, Vampire) will have visible auras. Common objects will only possess auras if long associated with a strong person or part of some great event. These auras will not shed enough light to see by.

With time and practice the practitioner will be able to divine useful information from the auras of creatures and objects. The following things can be learned from various creatures and things. The caster wishing to learn something must make a spellcraft check at the DC indicated.

### **From living creatures or undead DC 20:**

General emotional state (angry, expectant...)  
Relative level  
Magic use and kind (mana, clerical, earth)

### **From intelligent magic items DC 25:**

Relative power  
Created purpose  
Type of magic (alteration, divination, etc.)

### **From common objects DC 30:**

Prevalent emotions at the time the aura was set  
Length of time since the significant event (rough estimate) Or:  
Nature of major wielder (as with creatures)  
Whether object is currently used.

## **Call Woodland Beings** (Conjuration/Summoning)

Level: 3  
Range: 300'/level  
Components: V, S, M  
Duration: Special  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: Will Neg.  
Spell Resistance: Yes

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time.

## Craft Third Level

Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. Will (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and are willing to listen to the caster, and aid if they can. However, if the caller or members of the caller's party ask the creatures to perform an act against the ethics of that creature(s) they will depart with all due haste. They are by no means compelled to stay. If the actions requested are sufficiently repulsive (DM's call) to the creature(s) they will return with reinforcements and attack the caster and his party, or if they feel they are of sufficient strength they will attack then and there. If the caster requests that the summoned creatures engage in combat on his behalf, they will do so only if the creatures to be fought are of a dangerous nature to the summon creature(s). Under no circumstances will the creature(s) fight their own or an allied kind.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, priests of the Vala add 1% per level of the caster.

The material components of this spell are a pine cone and eight holly berries.

Creature Type Called	-----Type of Woodlands-----		
	Light	Moderate/Sylvan	Dense/Virgin
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1 dryad	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	--	5%	25%
1 unicorn	--	15%	20%

### **Calm** (Enchantment/Charm)

Level: 3

Range: 0

Components: V, S

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: 30 foot radius

Saving Throw: Will negates, see text

Spell Resistance: Yes

This spell causes all persons in the area of effect to cease all hostile actions. The area of effect is centered on the caster and moves with them. Any persons coming into, or brought into, the area of effect will be affected, even if they enter after the spell has been cast. Creatures in the area of effect will stop fighting as long as the caster remains neutral, any offensive action by the caster negates the spell effect the second the action is started. No initiative bonus will be gained. The spell is also negated if one of the casters allies outside of the area of effect takes offensive action against those within the circle. Such persons must be readily associated with the caster. Allies inside the area of effect are likewise under its charm.

Persons under the effect of the spell retain their free will,

except that they cannot take offensive action. They need not be reasonable or are they required to listen to anything the caster says. They remain in command of their voice and wit and can, if they wish, shout down the caster. To leave the area of effect with hostile intent they must make a will save. If failed they cannot leave the area of effect to initiate offensive action. They can leave the area before the duration's end if the caster moves away from them, or they give up the urge to fight and depart intending to leave the scene.

### **Cloudburst** (Alteration)

Level 3

Range: 30"/level

Components: V, S

Duration: 1 minute per level

Casting Time: 1 action

Area of Effect: 60 foot diameter cylinder up to 180 feet high

Saving Throw: None (special)

Spell Resistance: No

The caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain. The resulting condensation not only causing a true downpour of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench everything in the area of effect within one round. The rain will fall at the rate of an inch a minute.

All normal fires within the area of effect will be extinguished by a *cloudburst*, small ones instantly, medium to large fires within 3-10 rounds. Magical fire will likewise be extinguished in the following manner; Permanent magical fire will relight in 1-2 rounds, small re-kindible fires such as a **flame tongue** will be affected only during the actual *cloudburst*. Spells such as *produce fire* and *burning hands* will be negated. Large area spells such as *fireball*, *flame strike*, or *wall of fire* will convert the *cloudburst* into a cloud of steam with four times the size of the *cloudburst* and be extinguished. Creatures in the steam will take 1-3 points damage every round. The cloud of steam will persist for 2-5 round in calm conditions. Light winds will halve the duration, strong winds will cut it to a single round. Elemental fire such as a Phoenix's immolation will cause the rain to vaporize within one foot of the immolation effect. adding steam to the rain.

In arid regions rate of rainfall will be halved, humid regions like rain forest will double the duration of the spell. Freezing temperatures will cause the *cloudburst* to fall as sleet or snow.

### **Comfort 2** (Enchantment/Charm)

Level: 3

Range: 30 feet

Components: V, S

Duration: 18 hours

Casting Time: 1 Action

Area of Effect: 12 creatures

Saving Throw: None

Spell Resistance: Yes

This spell sustains all recipients for the full duration without sleep, food, or water. They will not become fatigued, and gain a +4 to all saves vs. *fear*. The spell will revive any persons that are fatigued, tired, hungry or thirsty, and allow a second save with bonus to those affected with *fear*. At the spell's end all recipients will return to the physical state they were in before the spell was

cast. Should an attempt be made to use the spell more than three times in a row, all recipients will fall into an exhausted slumber for 12 hours, and wake ravenous. While sleeping they will be unarousable and once up must eat before they do anything else.

**Control Fertility 2** (Alteration)

Level: 3  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: None

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or Improving fertility as desired.

The target creature must have sex organs for the spell to work. The spell will restore damaged sex organs. It will not reverse a castration or hysterectomy. The spell will not correct the effects of a curse.

When used on a female to halt fertility it stops the menstrual cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This is permanent until reversed.

When used on female to improve fertility it will repair any damage to the sex organs as long as they are present, damage from disease, congenital malformation, or physical damage is corrected returning her to full sexual function. Such healing is permanent. If the female is already in good condition it will bring the female into estrus and ready to get pregnant, improving her chances of getting pregnant, if inseminated promptly, to 100%. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell is permanent until reversed.

When used to improve fertility it will repair any damage to the sex organs as long as they are present damage from disease, congenital malformation, or physical damage is corrected returning him to full sexual function. Such healing is permanent. If the male is already in good condition it will double sperm production. This will last for a month.

The material component is a fertile egg, for the reverse an egg shaped cinder.

**Cure Disease** (Abjuration)

Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: Fortitude (harmless)  
Spell Resistance: Yes

This spell enables the caster to cure most diseases by placing his hands upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. The spell is

also effective against parasitic monsters such as Green Slime, Rot Grubs, and others. The spell will not prevent a reoccurrence of a disease if the recipient is again exposed.

**Curse** (Abjuration)

Level:3  
Range: 30'  
Components: V, S  
Duration: Special  
Casting Time: 1 action  
Area of Effect: One person  
Saving Throw: Special  
Spell Resistance: Yes

the *curse* spell must have a stated condition for its ending, or the spell will not work. The caster must be within 30 feet of the victim and the victim must be able to hear the curse pronounced. Whether or not they pay attention does not matter. The wording of a curse must contain the malediction, and the condition of its ending. I.e. "*Bread and meat will taste as foul rot in thy mouth until the debt to the Sister's of Mercy be repaid*". The stated malediction may not permanently harm the victim in any fashion (lose of hit points, fatal disease) and the condition must be something the victim has a reasonable chance to fulfill. It does not have to be something that they would want to fulfill. A successful saving throw vs. spell will cause the curse to fail, but it will be made at a -3 if the victim has harmed the caster within that day. The curse cannot be dispelled, but *remove curse* will negate it.

**Dark Vision** (Alteration)

Level: 3  
Range: Touch  
Components: V, S  
Duration: 2 hours + 1 hour/level  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Spell Resistance: Yes

The practitioner enables the recipient to see in normal darkness up to 60 feet without any light. Creatures under the effect of the spell are not blinded by light. Dark vision does not function in lighted circumstances, and is unnecessary in any case. Invisible creatures are not detectable by dark vision.

**Dissension's Feast** (Enchantment/Charm, Alteration)

Level: 3  
Range: Touch  
Components: V, S  
Duration: 5 turns+2 turns/level  
Casting Time: 2 turns  
Area of Effect: Special  
Saving Throw: Will Negate  
Spell Resistance: Yes

This spell must be cast by a practitioner during the preparation of a meal. The spell is cast on any one quantity of food; thus the practitioner could cast the spell on the batter of a wedding cake, or a quantity of onions as they are diced for both a salad and a stew. The spell effects 10 pounds of food per level of the caster. Anyone who eats the affected food is subject to the

## Craft Third Level

effects of the spell.

The effects of the spell will begin one turn after the food has been eaten. At that time creatures who have eaten the affected food are allowed a saving throw. Success indicates that a creature is not affected.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After five minutes tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled. Even normally calm persons will feel compelled to vent their frustrations violently.

Creatures maintain no alliances while under the effect of *dissension's feast*. A couple who are normally madly in love will find themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food.

At the end of the spell duration the compulsion fades away leaving the affected creatures in what ever emotional state they have worked themselves into. The survivors, should they review the circumstances will have no idea why they became so angry.

### **Dissipation** (Abjuration)

Level: 3

Range: 50' + 10'/level

Components: V, S

Duration: Immediate

Casting Time: 3

Area of Effect: 125,000 cuft.

Saving Throw: Special (Fortitude Negates)

This spell will cause any cloud of vapor or gas, whether natural or magically created to dissipate. The spell will also dispel any wall spell (*wall of ice, wall of stone, wall of iron*, etc.). It will also force elementals back to their home plane, and dissipate creatures of a vaporous nature. This effect will not kill a Vampire in vaporous form, but will force it to return to its lair to rest. While spell effects and gas clouds receive no save, living creatures are entitled to a saving throw vs. Fortitude to avoid the effects.

### **Detect Lie** (Divination)

Level: 3

Range: touch

Components: V, S

Duration: 1 minute/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Will Negates (Special)

Spell Resistance: Yes

A practitioner that casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a Will saving throw which will negate the spell. However the spell DC is adjusted by the caster's Wisdom bonus in addition to the normal DC.



### **Enlarge Animal** (Alteration)

Level: 3

Range: 180'

Components: V, S

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: One animal

Saving Throw: Fort negates

Spell Resistance: Yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

### **Fly** (Alteration)

Level: 3

Range: Touch

Components: V, S

Duration: 30 minutes +10 minutes/level

Casting Time: 1 Action

Area of Effect: Creature touched

Saving Throw: None

Spell Resistance: Yes

The target affected is able to fly with a maneuverability class of "Good" at their own land movement speed. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM.

#### **Maneuverability**

	<b>Good</b>
Minimum forward speed	None
Hover	Yes
Move backward	Yes
Reverse	-5 ft.
Turn <sup>1</sup>	90°/base size
Turn in place	+90°/-5 ft.
Maximum turn	Any
Up angle	Any
Up speed	Half
Down angle	Any
Down speed	Double
Between down and up	0

**Fool's Gold** (Alteration/Illusion)

Level: 3  
Range: 10 feet  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: 10 cu in/level  
Saving Throw: Special  
Spell Resistance: No

This spell will change an amount of material equal to the area of effect into gold for a period of time. The amount of time the gold will last depends on the material that is started with.

- Soft Goods ,or wood -- 1 minute/level
- Base metals or stone -- 10 minutes/level
- Lessor precious metals -- 1 hour/level
- Gemstones or greater metals -- Permanent

The material will not alter in shape or form, cloth will remain cloth, flour will remain a powder, wood will show a grain, etc.

The result will not detect as magic, but a *true sight* or similar spell will reveal the *fools gold* for what it is. A *dispel magic* will cause it to revert to its normal form.

Any creature is entitled to a save vs. Will when viewing the *fools gold* for the first time. The spell DC save is modified by +1 for every other level the caster has.

**Greater Night Wards** (Abjuration)

Level: 3  
Range: 0  
Components: V, S, M  
Duration: 6 hours + .5 hours/level  
Casting Time: 1 turn  
Area of Effect: 100 sqyds + 2 sqyds/level  
Saving Throw: Special  
Spell Resistance: Yes

This spell prevents creatures of 2 or fewer hit dice from entering the area of effect. Such creatures are allowed a Will saving throw; success indicates that they can overcome the spell effect and are able to enter the area of effect. In any case the caster will awaken and be alert to the intrusion. Creatures within the area of effect when it is cast may leave and enter freely. The spell will not prevent creatures from hurling missiles or spells into the area of effect.

The material component of the spell is flour or salt that must be spread on the edge of the circle during the casting. This forms the border of the circle.

**Haste** (Alteration)

Level: 3  
Range: 60 yds.  
Components: V, S  
Duration: 3 rds. + 1 rd./level  
Casting Time: 1 Action  
Area of Effect: 40-ft. Cube, 1 creature/level  
Saving Throw: None  
Spell Resistance: Yes

When this spell is cast, each affected may move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make

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

A *hasted* creature gains a +1 bonus on attack rolls and a +2 bonus to initiative, AC, and Reflex saves. Any condition that makes you lose your Dexterity bonus also makes you lose *haste* bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.

This spell is not cumulative with itself or with other similar magic. *Haste* cannot be cast on an unwilling subject and will fail in that case.

**Hypochondria** (Enchantment/Charm)

Level: 3  
Range: 90'  
Components: V, S  
Duration: Special  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: Will partial  
Spell Resistance: Yes

This spell can be cast in two forms. It requires a ranged touch attack. The first is much like the other neuroses spells. The victim will become obsessed with his state of health, believing it to be constantly on the verge of utter collapse. He will rush to the cleric or healer at the least sign of illness, his idea of a sign. In other words any sniffle, ache, or pain is a life threatening disease that demands immediate attention (one could argue that the spell is more of a curse on the victim's cleric/healer than on the victim himself), the victim will take to his bed and not move until assured, once again, that a complete cure has been affected. This will last for 2 to 5 days before the victim is subject to another "attack". In this form the spell is permanent until dispelled.

In the second form, the practitioner causes the victim to believe that they have been overtaken by a given ailment. The practitioner chooses the malady to be suffered. Unlike a real disease this one cannot be cured. It is all in the victim's mind. The disease will last for 1 day +1 day per level of the caster. The only cure possible is a *dispel magic* spell. There is a chance that they will contract the disease for real. That is an additional Fortitude save DC of 6. In this case the normal cures for disease will work.

In either form the victim is entitled to a saving throw vs. Will. A successful save indicates the target is merely sickened for rounds equal to the caster level.



## Craft Third Level

### **Inflict Disease** (Abjuration)

Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 minute  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

The caster must touch the intended victim, and the victim must fail a saving throw vs. Fort. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

*Debilitating:* The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

*Fatal:* This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

### **Invisibility Purge** (Abjuration)

Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 turn  
Area of Effect: 100 sqft +10 sqft/level  
Saving Throw: None  
Spell Resistance: No

All invisible creatures who enter an area enchanted with *invisibility purge* will instantly become visible. Invisibility-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as **potion of invisibility** do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible. Invisible creatures or objects within the area of effect when the *invisibility purge* is cast become visible;

The spell does not negate spells or powers of invisibility, rather causes them to not function in the area of effect. Should a creature that is under the effect of an *invisibility* spell, or item, or ability leave the area of effect they will again become invisible. Creatures who are invisible in their natural state, or who have no visible form (such as Invisible Stalkers) are not affected by this spell.

The material component of the spell is flour or salt that must be spread on the edge of the area to be enchanted during the casting. This forms the border of the area of effect.



### **Item** (Alteration)

Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 4 hrs./level  
Casting Time: 1 Action  
Area of Effect: 2 cu. ft./level  
Saving Throw: Special  
Spell Resistance: No

By means of this spell, the wizard is able to shrink one item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now shrunken composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. fortitude. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

Second casting of the spell on the same object will render it into a flat cloth image of the itemed object. This second casting also extends the duration of the spell by a factor of ten. The spell cannot be cast on living creatures, or undead.

This spell in conjunction with the *enchant an item* spell can be used to create or add to a **cloak of useful items**. When used in this fashion the spell is permanent until it is removed from the cloak.

### **Moment Reading** (Divination)

Level: 3  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 3 minutes  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

This spell allows the practitioner to determine the "tenor of the now", in other words, to learn the "force" that is dominant at the time. To cast the spell the practitioner must stand motionless for the full casting time in order to become in tune with their surroundings.

In game terms when the spell is cast, the DM will give the player a short phrase describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (enemy about to attack), "peace and tranquility" (area is safe in spite of appearances), "betrayal" (spy or traitor in the party). The reading will always be accurate and contain some useful information.

The spell has no specified area of effect. The result of *moment reading* will always concern the practitioner and anyone else in his immediate vicinity. The result is always personally applicable to the practitioner. For example, even if the practitioner is in a nation close to war, this condition will not appear in the reading unless the practitioner is personally involved, in the path of an invading army for instance.

One casting of the spell tends to "taint" subsequent castings of the same spell by the same person unless they are separated by a minimum of 12 hours. If a second spell is cast within this time the same reading will result regardless of the actual situation.

**Neutralize Poison** (Abjuration)

Level: 3  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 Action  
 Area of Effect: Creature touched or 1 cuft or substance/2 levels  
 Saving Throw: None  
 Spell Resistance: Yes

The spell detoxifies any sort of venom in the creature or substance touched. Note that an unwilling subject requires a successful attack roll to be touched. This spell can prevent death in a poisoned creature if cast before death occurs. The effect is permanent only with respect to poison existing in the touched creature or substance at the time of the touch. Creatures or objects that generate new poison are not permanently detoxified.

**Nondetection** (Abjuration)

Level 3  
 Range: Touch  
 Components: V, S, M  
 Duration: 1 hr./level  
 Casting Time: 1 Action  
 Area of Effect: 1 creature or item  
 Saving Throw: None  
 Spell Resistance: Yes

By casting this spell, the caster makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and various detect spells. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *nondetection* caster must roll a saving throw vs. Will DC 30. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

**Poison** (Necromancy)

Level: 3  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 Action  
 Area of Effect: 1 creature  
 Saving Throw:  
 Spell Resistance: Yes

The spell requires a touch and the victim is allowed a Fort saving throw. If the latter is unsuccessful. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. unless the poison is magically neutralized or slowed.

The poison can also be cast on an item of food, such as an apple. The food remains toxic unless the poison is neutralized.

**Polymorph Others** (Alteration)

Level: 3  
 Range: 5 yards/level  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 Action  
 Area of Effect: 1 creature  
 Saving Throw: Fortitude Negate  
 Spell Resistance: Yes

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course while a creature with a lower intelligence can be polymorphed in form into something with a higher intelligence, it will not gain that creature's mental ability. The reverse, polymorphing a higher intelligence creature into one of significantly lower intelligence, results in a creature much more intelligent than appearances would lead one to believe.

The polymorphed creature must make a special intelligence check to see if it retains its personality (see following). The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural armor class, physical movement abilities, and attack routines. Magical abilities are not included. Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for only one round after which they can resume their normal form. They are not required to make additional saves. As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

If slain the polymorphed creature reverts to its original form (it's still dead though).

When the polymorph occurs the creature's equipment, if any, melds into the new form. Magic items of a protective nature or those that require only thought or word to activate will still function, provided they need not be held or presented in any manner. A change in form that is very similar, such as human to elf, will not alter the items on the body. As a general rule, any change that would require the item to alter, in order to fit, will cause the item to meld. The creature retains its mental abilities, including spell use, provided the new form can perform the proper verbal and somatic components.

When the physical change occurs, there is a chance that the subject's personality and mentality change into that of the new form. A will save must be made on a DC of 20. The chance for assumption of the new form is checked according to the intelligence class of the creature as shown below:

Intelligence Class	Ability Range	Time Between Checks
Non-intelligent	0	No save
Animal intelligence	1	Once / day
Semi-intelligent	2-4	Once / three days
Low intelligence	5-7	Once / week
Average intelligence	8-10	Once / month
Very intelligent	11-12	Once / 6 months
Highly intelligent	13-14	Once / year
Exceptionally intelligent	15-17	Once / 2 years
Genius or higher	18-20	Only once

## Craft Third Level

The change is checked for when the spell takes effect and according to the chart there after. A creature that assumes the personality of creature of higher Intelligence class will gradually increase its Intelligence to the lowest score in that class. Creatures of higher Intelligence polymorphed to lower Intelligence creatures will gradually lose mental capacity until they reach the highest score for the proper class.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed. Once this change takes place the creature acquires the new form's full range of magical and special abilities, if any.

A *dispel magic* spell will undo the physical changes of the Polymorph spell, and require the creature to again make the mental changes if any. A creature that has assumed the new personality will be quite upset as they believe themselves to be polymorphed. Creatures that have spent over one third of their original expected life-span in a single polymorphed form will become that creature in every respect, the change is no longer magical, cannot be dispelled and upon the creature's death they remain in the new form.

A successful Fortitude save against the spell negates it.

### **Polymorph Self** (Alteration)

Level: 3

Range: Self

Components: V

Duration: 2 turns/level

Casting Time: 1 Action

Area of Effect: personal

Saving Throw: None

Spell Resistance: No

When this spell is cast the practitioner is able to assume the form of any creatures save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. The practitioner gains the physical mode of locomotion and breathing, any purely physical advantages (sight, hearing, etc.) and the physical attack forms of the creature. The caster's Hit Points, Attack Rolls and Saving Throws remain the same, unchanged by the spell.

When the polymorph occurs the casters equipment, if any, melds into the new form. Magic items of a protective nature or those that require only thought or word to activate will still function, provided they need not be held or presented in any manner. A change in form that is very similar, such as human to elf, will not alter the items on the body. As a general rule, any change that would require the item to alter, in order to fit, will cause the item to meld. The caster retains their mental abilities, including spell use, provided the new form can perform the proper verbal and somatic components. There is no risk of changing personality and mentality.

The caster can change his form as often as desired for the duration of the spell, each change requiring a round. The caster can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 Hit Points. The caster also will return to his own form when slain or when the effect is dispelled, but no Hit Points are restored in these cases.



### **Reduce Animal** (Alteration)

Level: 3

Range: 180'

Components: V, S

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: One animal

Saving Throw: Fort negates

Spell Resistance: Yes

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

A Small creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

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

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

Multiple magical effects that reduce size do not stack. *Reduce animal* counters and dispels *enlarge animal*.

Reduce animal can be made permanent with a permanency spell.

### **Remove Curse** (Abjuration)

Level: 3

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Spell Resistance: Yes

Upon casting this spell, the practitioner is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain curses, those made by immortals, curses with special conditions, and the like may not be countered by this spell, or may only be countered by a caster of a certain level. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a Will saving throw and, if successful, the spell fails and the practitioner must gain a level before attempting the remedy on this creature again.

**Repulsion** (Abjuration)

Level: 3  
 Range: Special  
 Components: V, S  
 Duration: 1 round/2 levels  
 Casting Time: 1 action  
 Area of Effect: 100 ft./level  
 Saving Throw: None  
 Spell Resistance: Yes

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Range is zero, and centered on the caster himself. *Repulsion* occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creatures continue to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The reverse of the spell, *attraction* causes creatures affected to come toward the caster in like manner. They will halt 3 feet from the caster and remain there until the end of the spell. They are however, free to take any other action they wish. The range of the *attraction* is 10 yards per level of the caster.

**Restoration, Lesser** (Conjuration)

Level: 3  
 Range: Touch  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: 3 rounds  
 Area of Effect: creature touched  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

**Rigid Thinking** (Enchantment/Charm)

Level: 3  
 Range: 60 yards  
 Components: V, S  
 Duration: 1 round/level  
 Casting Time: 1 Action  
 Area of Effect: 1 creature  
 Saving Throw: Will Negate  
 Spell Resistance: Yes

*Rigid thinking* can only be cast upon a creature with an intelligence of 3 or greater. The creature is allow a Will saving throw to avoid the effects.

The creature affected by *rigid thinking* is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creatures mind simply cannot decide on another course of action, it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a Kobold will ignore

the arrival of a Beholder, and a thief picking a lock will pay no heed to the arrival of the guard.

The affected creature does not mechanically repeat the action; he is not an automation. I.e. he will not continue to fire his bow if he runs out of arrows, but will choose another means to attack the same target to the exclusion of all other activities.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect will repeat the spell as often as they are able, then turn to other means of meeting the same goal.

The spell expires when the creature accomplishes his goal, or when the duration of the spell has ended.

**Seduction** (Enchantment/Charm)

Level: 3  
 Range: 0  
 Components: V, S  
 Duration: Special  
 Casting Time: 1 Action  
 Area of Effect: One person  
 Saving Throw: Will Negates  
 Spell Resistance: Yes

This spell causes one person of the opposite sex to become enamored of the caster. They will be willing to do anything for the caster, give them all they own, defend them, leave proven companions, etc. The caster must be careful not to abuse this willingness and generosity. If they are circumspect in their demands and reward the charmed person with their sexual attention, the paramour will bear no ill will toward them when the spell wears off. Should they take blatant advantage of the situation with great demands, and or jilt the paramour they will be bitter, and seek revenge for the caster's actions.

The duration of the spell is a function of the charmed creature's Wisdom and is tied to the saving throw. The spell may be broken if a successful save is made, and this save is checked on a periodic basis according to the creature's Wisdom. If the caster harms or attempts to harm the paramour or a *dispel magic* spell is cast on the creature the *seduction* is broken.

Wisdom Score	Time Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17 to 18	3 days
19 to 20	2 days
21 or more	1 day

**Sleep 2**

Level: 3  
 Range: 30 yards  
 Components: V, S  
 Duration: 5 minutes/level  
 Casting Time: 1 action  
 Area of Effect: Special  
 Saving Throw: None  
 Spell Resistance: Yes

When the practitioner casts the *sleep 2* spell he causes a comatose slumber to come upon one or more creatures (other than

## Craft Third Level

undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the spell must be within 40 feet of each other. The number of creatures that can be affected is a function of hit dice or levels. The spell affects 4d8 hit dice or levels of creatures. Creatures with 6 hit dice, or 6 levels are unaffected. The center of the area is determined by the caster. The creatures with the least hit dice or levels are affected first, and partial effects are ignored.

Slapping or wounding awakens affected creatures, but normal noise does not. Awakening requires one round. Magically sleeping opponents can be attacked with substantial bonuses, and killed in one round.

### *Sleeping Limb* (Enchantment/Charm)

Level: 3  
Range: 90'  
Components: V, S  
Duration: 1 round/level  
Casting Time: 1 Action  
Area of Effect: 1 person  
Saving Throw: None  
Spell Resistance: Yes

This spell requires a ranged touch attack. It causes a random limb of the target creature to go completely numb and useless. The affected limb will not respond to any attempt to move it or bring it under voluntary control. The limb will not support the victim or hold any object. It will have no pain sensation for the duration of the spell. The DM determines the limb deaden at random. The spell can be cast multiple times on a single target, but not in excess of the number of limbs possessed. At the end of the spell duration the feeling will rush back to the affected limb causing 1 round of pain for each turn of numbness. This pain will not prevent the limb being used, but will cause a -2 to all physical checks, and attack rolls.

### *Slow* (Alteration)

Level: 3  
Range: 90 yds. + 10 yds./level  
Components: V, S  
Duration: 3 rds. + 1 rd./level  
Casting Time: 1 Action  
Area of Effect: 40-ft. Cube, 1 creature/level  
Saving Throw: Fortitude Negates  
Spell Resistance: Yes

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of -4 AC, an attack penalty of -4, and all Dexterity bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell are + 4 on the spell DC.



### *Squeaking Floors* (Evocation)

Level: 3  
Range: 90'  
Components: V, S  
Duration: 1 hour/level  
Casting Time: 1 Action  
Area of Effect: 10 foot square/level  
Saving Throw: None  
Spell Resistance: No

A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on or touches it. The spell affects a square whose sides equal the casters level times 10 feet.

The squeaks can be heard in a 100 foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt or any other solid material. Listeners automatically know the direction of the sounds.

Characters who successfully move silently reduce the radius of the noise to 50 feet. Those able to fly or otherwise avoid direct contact with the affected surface will not activate the *squeaking floor*.

### *Suggestion* (Enchantment/Charm)

Level: 3  
Range: 90'  
Components: V  
Duration: 1 hr. + 1 hr./level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: Will Negate  
Spell Resistance: Yes

When this spell is cast by the wizard he influences the actions of the chosen recipient by the utterance of a few words, phrases or a sentence or two, suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion. It must be spoken in a language that the spell recipient understands.

The suggestion must be worded in such a manner as to make the action 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 was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's 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 course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM. Undead are not subject to suggestion.

**Summon Animals 1** (Conjuration/Summoning)

Level: 3  
Range: 1 mile radius  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

The caster calls up to eight animals that have 4 hit dice or less, of what even sort the caster names when the summoning is made. The animals will take 1 round. Waterborne animals can only be summoned while in the water.

The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell.

**Summon Monster 3** (Conjuration/Summoning)

Level: 3  
Range: Close (25 ft. + 5 ft./2 levels)  
Components: V, S  
Duration: 4 rounds +1 round per level  
Casting Time: 1 Action  
Area of Effect: One summoned creature  
Saving Throw: None  
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

**Undetectable Lie** (Divination)

Level: 3  
Range: touch  
Components: V, S  
Duration: 1 minute/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Will Negates (harmless)  
Spell Resistance: Yes

A practitioner prevents the magical detection of lies spoken by the target creature for the spell duration.

The target creature also gains a+5 bonus on social skills.

**Water Breathing** (Alteration)

Level: 3  
Range: Touch  
Components: V, S  
Duration: 1 hr./level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell, i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

The spell also enables water-breathing creatures to survive comfortably in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.



