

Craft Fifth Level Spells

2D Sight (Enchantment/Charm)

Level: 5
Range: 30 feet
Components: V, S
Duration: 1 hour+ 1 hour/level
Casting Time: 1 Action
Area of Effect: One person
Saving Throw: Will Negates
Spell Resistance: Yes

This spell causes the victim to lose all sense of depth for the duration of the spell. It will be impossible for them to judge distance or the actual size of any object that is on a similar plane as another. The victim will trip over small near objects they thought were far away and reach for large distant objects, thinking they near. They will walk into walls, knock things over, and Heaven help them if they encounter a *trompe l'oeil* painting. They will suffer a -6 penalty for any missile combat they attempt, in addition to penalties for range.

Anti-Plant Shell (Abjuration)

Level: 5
Range: 0
Components: V, S
Duration: 1 turn/ level
Casting Time: 1 Action
Area of Effect: 15 foot diameter hemisphere
Saving Throw: None
Spell Resistance: No

The *anti-plant shell* spell creates an invisible mobile barrier that keeps out all creatures or missiles of living vegetable material. The caster and any creatures in the shell are protected from attacking plants or vegetable creatures such as Shambling Mounds or Treants. Any attempt to force the barrier against such creatures shatters the barrier immediately.

Attraction (Abjuration)

Level: 5
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 counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the *attraction*.



Avoidance (Abjuration, Alteration)

Level: 5
Range: 30'
Components: V, S
Duration: Permanent until dispelled
Casting Time: 1 Action
Area of Effect: Up to 3-ft. cube
Saving Throw: Special

The caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a Hobbit attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The spell cannot be cast upon living things; any attempt to cast *avoidance* upon the apparel or possessions of a living creature entitles the subject creature to a Will saving throw.

Body Image Distortion (Enchantment/Charm)

Level: 5
Range: 30 feet
Components: V, S
Duration: 5 rounds + 1 round/level
Casting Time: 1 Action
Area of Effect: One creature
Saving Throw: Will Negates
Spell Resistance: Yes

This spell causes the target creature to lose its sense of body proportion. The victim will believe his limbs to be of different sizes, either longer, or shorter than they really are. Not even closing your eyes will help, as the victim's mental image is distorted as well. Any action taken by the victim requires a dexterity vs DC 25. Failure will indicate that the action failed, even something as simple as standing up or scratching an itch. Engaging in combat or spell casting is out of the question. Any combat rolls are at -8 and spell casting requires a DC 25 plus spell level to cast correctly if the spell has a somatic component. The affects will last the duration of the spell or until dispelled by the caster.

Break Enchantment (Abjuration)

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

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

Craft Fifth Level

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

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

Charm Many (Enchantment/Charm)

Level: 5

Range: 120 yards

Components: V, S

Duration: Special

Casting Time: 1 action

Area of Effect: Special

Saving Throw: Will Negates

Spell Resistance: Yes

This spell affects a number of creatures up to half the casters level. None can have more hit dice/levels than the caster themselves. The creature receives a save vs. will to avoid the effect. If the Creature receives damage from the caster's party in the same round the *charm* is cast an additional bonus of +1 per hit point lost is added to the victim's saving throw.

Of the spell is used on a single target they do not have the level limit. There is also a +2 circumstance bonus to the spell DC.

If the spell recipient fails his save, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automation, but any word or action of the caster will be viewed in the most favorable way.

The duration of the spell is a function of the charmed creature's intelligence 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 intelligence. If the caster harms or attempts to harm the creature or a *dispel magic* spell is cast on the creature the *charm* is broken.

Intelligence 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

Each creature will react individually even if charmed in mass.

Commune With Nature (Divination)

Level: 5

Range: 0

Components: V, S

Duration: Special

Casting Time: 10 minutes

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one

fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function.

Control Winds (Alteration)

Level: 5

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 40 yard/level radius

Saving Throw: None

Spell Resistance: No

By means of a control winds spell, the caster is able to alter wind force in the area of effect. For every three levels of experience the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows.

Wind Force	Miles Per Hour
Dead calm	0 mph
Calm	1-5 mph
Light winds	5-10 mph
Moderate winds	10-15 mph
Strong winds	20-25 mph
Severe Storm	25-35 mph
Half gale	35-50 mph
Full gale	50-70 mph
Hurricane force	70+ mph

Winds in excess of 19 miles per hour drive small flying creatures (eagle-sized and smaller) from the skies and severely affect missile accuracy, -2 per range category, and make sailing small craft difficult.

Winds in excess of 32 mph drive man-sized fliers out of the air and cause large ships difficulty, and damage. Missiles are at -4 per range category.

Winds in excess of 55 mph ground all flying creatures, will uproot small trees and cause damage to wooden structures, ships are in danger of floundering, creatures smaller than man-sized cannot walk unprotected. Missile combat is impossible.

Winds in excess of 73 mph will tear roofs off stone building, destroy wooden buildings, uproot even well grown trees, man-sized creatures can not walk unprotected, objects of mass can become airborne, ships are at the mercy of the sea and the gods.

An eye of 40 foot radius, in which the wind is calm, exists around the caster. The spell cannot be used underground.

Once the spell is cast the wind force increases (or decreases) by 3 miles per hour per turn until the maximum (or minimum) speed is attained. The caster can stabilize the wind at any time they wish, although the rate of change cannot be altered. The spell remains in force for one turn for each experience level of the caster. The caster must maintain control of the spell, and may not cast a second spell while doing so. When the spell is exhausted, or the caster quits control of it, the force of the wind returns to the

Craft Fifth Level

conditions that prevailed before the spell was cast at the same rate of change. Another caster can use a *control winds* spell to counter the effects of a like spell to the limits of their own ability.

Disavow Limb (Enchantment/Charm)

Level: 5
Range: 90'
Components: V, S
Duration: 1 day/level
Casting Time: 1 action
Area of Effect: 1 person
Saving Throw: Will Partial
Spell Resistance: Yes

This spell requires a ranged touch attack. The affected creature regards the target limb as a foreign object. 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. In addition the creature will believe the limb to be a foreign object, not a part of his body. The affected creature may seek to remove the affected limb, or attack it as a disease or invading creature. The worse the saving throw is failed the worse the reaction of the affected creature. A creature that fails by 2 or less will regard the limb as an inconvenience, by 3-5 means the limb is actively disliked, 6 or more indicates the creature fears the limb, and wishes to have it taken away. The caster chooses the limb they wish to affect when casting the spell, the head is not an option. No more than one such spell can effect any one creature. A second spell will either fail (if the saving throw is successful) or replace the first. The spell will last until the end of the duration, a *dispel magic* spell is cast, or the affected limb is removed. The victim is entitled to a saving throw vs. Will that will negate the effect if successful. On a successful save they suffer the effects of the *tingling limb* spell for one round per level of the caster..

Dreamquest (Enchantment/Charm)

Level: 5
Range: Special
Components: V, S, M
Duration: 1 hour
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

The practitioner can send a message to any known person, as a dream. The person that is to receive the message must be known to the caster by two of the following; by name, by means of a personal item, or an accurate picture. The picture can be a mental image, but it must be accurate. The target person must be sleeping in order for the spell to work.

The message is presented as a dream with the target as observer to, or participant in a scene. It can be as simple as the caster telling the message as a face to face encounter, or a elaborate as a play. The message does not have to be clear, it can be as obtuse as the caster wishes. As many other persons, real, or imagined may be included in a dream as the caster wishes. Only the target person will receive the message or be aware of it, even if other real persons are shown. The target person cannot be harmed or hurt in any manner in the dream, harm can be threatened, but

not accomplished. If harm is "done" the dreamer wakes at once remembering only a vague nightmare. Spells cannot be cast on the target person in the dream.

The target person can input on the dream, fully engaged in what ever is going on. Conversations can be held. The target person will awake from slumber when the dream is over, they will remember all of the dream.

The caster must burn incense (the material component) as they cast the spell, they will enter a meditative trance during the duration of the spell. If they are disturbed during the hour of the spell duration they will not come to harm but the *dreamquest* will be ruined. The target person will have only formless disturbing dreams, and will remember nothing of value.

Fabricate (Enchantment, Alteration)

Level: 5
Range: 15'/level
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 cu. yd./level
Saving Throw: None
Spell Resistance: No

The caster is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the caster otherwise has great skill in the appropriate craft. (Roll a craft check)

Casting requires one full minute per cubic yard (or foot) of material to be affected by the spell.

False Vision (Divination)

Level: 5
Range: 0
Components: V, S
Duration: 1d4 minutes. + 1 minute./level
Casting Time: 1 Action
Area of Effect: 30-ft. radius
Saving Throw: None
Spell Resistance: No

When this spell is cast, the caster is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent,

Craft Fifth Level

although the caster remains undetectable for the duration of the spell.

Feeblemind (Enchantment/Charm)

Level: 5
Range: 30'/level
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Will Neg.
Spell Resistance: Yes

The target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Insect Plague (Conjuration/Summoning)

Level: 5
Range: 360'
Components: V, S
Duration: 2 rds./level
Casting Time: 1 turn
Area of Effect: 180 ft. x 60 ft. cloud
Saving Throw: None
Spell Resistance: No

This spell causes a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud requires a concentration check DC 25 plus spell level. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage per level of the caster for each round they remain within, due to the bites and stings of the insects. (Damage reduction will prevent this. It penetrates DR/Magic) Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must will check at the spell DC; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

Item Flesh (Alteration)

Level: 5
Researched By: Fea
Range: 30'
Components: V, S, M
Casting Time: 1 Action
Duration: Permanent
Area of Effect: One creature
Saving Throw: Will Neg.
Spell Resistance: Yes

A version of the "item" spell that works on living creatures. This spell transforms average, live, people and monsters into small dolls one twelfth the size of the living creature. Each such doll resembles the former being in most respects and gives off no magical aura whatsoever. Unwilling victims are entitled to a Will save to negate the effects of the spell.

A second casting will render the doll into a flat cloth that can be added to a **robe of useful items**.

The spell can be ended by forcefully dropping the item on the ground or by a *dispel magic*. This restores the hapless victim to whatever state the doll was left in (no system-shock roll required).

Lostness (Enchantment/Charm)

Level: 5
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 Creature
Saving Throw: Will Negates

The *lostness* spell causes the target creature to lose any sense of direction. They cannot remember even the simplest of instructions, which was is north, or even how to find home. The only way a person afflicted with Lostness can get anywhere is for someone to lead them by the hand. Any attempt to get from point A to point B without such help requires that the victim make an Intelligence check DC 25 at each point of decision. Success means they have managed to remain concentrated on their goal, and can continue to advance. Any failure between the start and finish means they are hopelessly lost. They could be five steps from their own front door and not be able to find it. A person could get lost on their way to the restroom. A person will not be afflicted within their own home provided they have lived there for at least a year, and have not made changes in the room layouts in that time. A victim could conceivably live entirely within their own dwelling, and never leave to avoid the effect of the spell.

While permanent the effect of a *lostness* spell can be removed by a *remove curse* or a *dispel magic* spell.



Magic Jar (Necromancy)

Level: 5
Range: 30/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *magic jar* spell has two uses. The first is to enable the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature. The second is as a trap for free spirits and noncorporeal creatures.

When used the the first manner the special life force receptacle must be within range of the caster's body when the spell is cast. The caster's life force shifts into the receptacle in the round in which the casting is completed, allowing no other action. Note: The caster must make some provision for his body, the body remains in a state of suspension. Should harm come to it or should it be moved away from the *magic jar*, the caster will not be able to return to it, and will be trapped in the *magic jar*.

While in the *magic jar*, the caster can sense and attack any life force within a 10 foot/level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces the caster can sense a difference of four or more levels/hit dice and can determine whether a life force is positive or negative energy. An attempt to take over a host body requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails a saving throw vs. Will. Once a given target makes a successful Will save they will make any further Will saves against that *magic jar* spell. Failure to take over the host leaves the caster's life force in the *magic jar*.

If successful, the caster's life force occupies the host's body and the host's life force is confined in the *magic jar* receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge. The caster retains his own attack rolls, class knowledge, and training, and any adjustments due to intelligence or wisdom. If the host body is of the same basic form as the caster they can use spells. The host body retains its own hit points, physical abilities and properties.

The caster can shift freely from the host to the receptacle if within range. Each attempt to shift requires one round, the spell ends when the caster returns to his own body.

A successful *dispel magic* spell can force the caster back into the receptacle, and prevent any attacks for 1d4 rounds plus 1 round for every level of the caster of the dispel. A successful dispel cast against the receptacle forces the caster back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e. is dead). If the host body is slain beyond the range of the spell the caster dies, and the host's life force remains trapped in the receptacle. If the casters body is destroyed, his life force survives in either the receptacle or the hosts body. If the receptacle is destroyed, who ever is in it is slain. If the caster is in a host, they are stuck there, and their body dies.

In the second use of the spell the caster can attempt to trap the

life force of the free spirit in the receptacle. The save is the same as for taking over a host. Once trapped the spirit can be forced into a living body that contains no life force. Or the receptacle can be destroyed, slaying the spirit. The trapped spirit cannot attempt to enter a host on its own.

Minor Circle of Protection (Enchantment/Charm)

Level: 5
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: Special
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *minor circle of protection* can be used in one of two ways. First, to hold something in, the second, to keep something out. This must be decided before casting begins, as the manner and components differ depending on the use.

The first casting, to keep something in, is used when summoning potentially hostile spirits or extra-planer creatures. The circle is use as a focus for the summoning and contains the summoned creature. A *minor circle of protection* will contain any animal, no matter what size, any spirit of a once living being or extra-planer creatures up to 10 hit dice. For each hit die the creature has over 10 it has a 5% chance of overcoming the wards and escaping. The casting time is one turn for each hit die meant to be contained. It is possible to tailor the circle for lessor creatures that the 10 die maximum to cut casting time, but in that case any creature over the lower maximum can attempt to escape in a like manner, 5% for each hit die over the circle's maximum. The components are a circle drawn in some manner on the ground, it must be complete and perfect. The runes of power are placed in the border and any smudges requires that the entire effort be erased and started again. Incense worth 100 gp per hit die to be contained must be burnt during the casing.

The second casting, to keep something out, can be cast much quicker, but is not so sure in its protection. The spell can be cast in one round, as long as some manner of ceremonial barrier is drawn in the ground surface. This can be a line in the dirt, a circle of salt or ashes, any such material. The circle will hold at bay any creature under the caster's level. Creatures over the casters level have a 10% per level chance of breaking the wards. Anyone inside the circle when it is cast is also protected, provided they remain within the circle. Anyone leaving the circle will break the ward, negating the spell. Spellcasters inside the circle can cast spells out side the circle with out breaking the ward. Any offensive spell cast against the ward will negate it, but will itself be negated.

In either case the circle can be large enough to hold a house or as small as the caster desires. It must be large enough to hold the creature to be summoned, if that is its use. The circle will detect as magical to anyone attempting it.



Craft Fifth Level

Nightmare (Invocation, Illusion/Phantasm)

Level 5
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *nightmare* spell enables the caster to send a hideous and unsettling vision to the recipient, through a third party. The recipient is allowed a will saving throw to avoid the effect.

As the caster completes the spell, the person sending the spell falls into a deep trance-like sleep, and instantaneously projects the nightmare to the recipient unless the recipient is magically protected. If the recipient is awake, the nightmare sender can choose to remain in the trance-like sleep. If the sender is disturbed during this time, the spell is immediately canceled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A dispel evil spell cast upon the recipient stuns the caster of the nightmare for one round per level of the cleric countering this evil sending.

Paralyze (Alteration)

Level: 5
Range: 30 yards + 10 yards/level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 1-4 creatures
Saving Throw: Fortitude Negates

This spell will render one or more living creatures immobile for the duration of the spell. Paralyzed creatures are under a special state of preservation. Their bodies age only one day a year, likewise their physical requirements are so reduced. They are however totally aware of their surroundings and can see, hear, and feel normally. Unlike a held victim a paralyzed creature can be moved from one pose to another, this does require considerable effort. The duration is one week per the casters level if one creature is paralyzed. This duration is halved for each additional creature caught in the spell. Even if some targets successful save, the duration is still reduced for the remaining victims.

While it is conceivable to use these spell to transport living creatures as bulk cargo, it is not a pleasant way to travel or a nice thing to do. Any sane sentient will positively refuse such a transport method unless the certain alternative is death, and that might be preferred.



Pass Plant (Alteration)

Sphere: Plant
Level: 5
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
other deciduous	300 yards
other coniferous	240 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Project Image (Evocation)

Level: 5
Range: Special
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None

This spell allows the practitioner to project a visible image of themselves to any place or person they know. The image will appear life-sized, floating slightly off the ground or floor, and transparent. The practitioner can engage in two way communication with any person that can see the projected image. The practitioner must remain concentrated on the spell for the duration, any interruption will negate the spell and break the contact. Likewise the projected image can be dispelled from the recipient's end with a *dispel magic* spell.

Spells cannot be cast though the projected image in either direction. Gaze attacks will not function. Items that the practitioner picks up during the duration of the spell can be seen, but any power they possess cannot be used.

Craft Fifth Level

Repulsion (Abjuration)

Level: 5
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 caster 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 (Conjuration)

Level: 5
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

This spell functions like lesser restoration, except that it also dispels negative levels

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Scrying (Divination)

Level: 5
Range: See Text
Components: V, S, DF
Duration: 1 minute/level
Casting Time: 1 minute
Area of Effect: Magical sensor
Saving Throw: Will negates
Spell Resistance: Yes

You can see and hear some place, object or creature, which may be at any distance.

Place -- A place receives no saving throw. The caster must at least be aware of it. Success is determined by a spellcraft check the DC determined by the casters familiarity with the location.

Knowledge

	Spellcraft DC
None -- no knowledge of the location	30
Secondhand -- has heard of the place from someone else	25
Firsthand -- has seen the place or been there.	20
Familiar -- Goes to the place frequently.	15

On a successful spellcraft check you have a point of view on the place in question. You can see to the limits of your visual acuity. You can rotate your point of view. Changing the location of your point of view requires another spellcraft check. at "firsthand knowledge" or better.

Any failure of the spellcraft check ends the spell.

Object -- Similar to scrying a place, unless the object falls under the control of a creature, in which case it is scrying the creature.

Creature -- If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge

	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

Connection

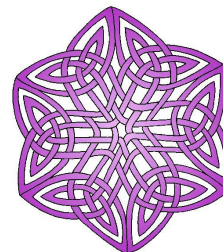
	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
1: You must have some sort of connection to a creature you have no knowledge of.	

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

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect evil*, *detect good*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Divine Focus -- A consecrated holy water font or a natural pool of water. depending on the religion.



Craft Fifth Level

Sleep of Doom

Level: 5
Range: 60 yards
Components: V, S
Duration: 48 hours.
Casting Time: 1 Action
Area of Effect: 45 degree cone in front of the caster 60 yards long.
Saving Throw: Will, Negates
Spell Resistance: Yes

Creatures targeted by the Sleep of Doom fall into a persistent coma like sleep lasting 48 hours. All creatures falling into the area of effect are targeted. A successful Will save will negate the spell.

Victims cannot be wakened by the usual shaking, even wounds will not rouse them. Only a *dispel magic* or the end of the spell duration will waken the victims. Victims will be groggy on waking. Consider them stunned for two minutes. Their bodily needs will likely be foremost in their minds, as hunger and the need for the bathroom will be immediate.

Spell Resistance (Abjuration)

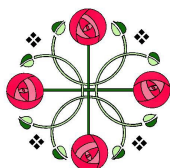
Level: 5
Range: Touch
Components: V, S
Duration: 1 minutes/level
Casting Time: 1 Action
Area of Effect: Creature Touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

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

Summon Animals 3 (Conjuration/Summoning)

Level: 5
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

By means of this spell the caster calls up to four animals that have up to 16 hit dice or less, 12 of 8 hit dice or less, or 16 of 4 hit dice or less, of what ever sort the caster names when the summoning is made. The animals will take 1 round to arrive. 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 5 (Conjuration/Summoning)

Level: 5
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 or more summoned creatures
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 5th-level list, 1d3 creatures of the same kind from the 4nd-level list, or 1d4+1 creatures of the same kind from a lower 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.

Teleport (Alteration)

Level: 5
Range: Touch
Components: V
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

When this spell is used the practitioner instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a chosen destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The caster can teleport a maximum of himself, regardless of weight, plus 250 pounds, plus an additional 150 pounds for each level over 10th. If the destination area is very familiar to the caster it is unlikely that there is any error in arriving, The caster cannot control facing. Lesser known areas increase the probability of error. Unfamiliar areas present considerable peril.

<i>Destination is:</i>	<i>Caster Arrives:</i>		
	<i>Low</i>	<i>On target</i>	<i>High</i>
Very familiar	01-02	03-99	00
Studied carefully	01-04	03-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the caster arrives one foot above the ground for every 1% they are under the lowest "on target" probability. Any low result will likely result in death. Should the targeting roll place the caster in a solid object they will die if the head or trunk is encased in solid matter, if only the casters legs are encased their can survive if a successful system shock roll is made. Their legs will be rendered useless however, and can only be restored by amputation and a *regenerate* spell or by means of a

Craft Fifth Level

wish. Any person teleporting with the caster will share the caster's results.

Transmute Mud to Rock (Alteration)

Level: 5
Range: 160 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 20-ft. cube/level
Saving Throw: None
Spell Resistance: No

This spell hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw (Reflex) to escape before the area is hardened to stone. Dry sand is unaffected.

Transmute Rock to Mud (Alteration)

Level: 5
Range: 160 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 20-ft. cube/level
Saving Throw: None
Spell Resistance: No

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a stone, for example, the stone affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance, but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

True Seeing (Divination)

Level: 5
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: No

When cast this spell confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. The invisible becomes visible,

illusion and apparitions are seen through, polymorphed, changed, or enchanted things are apparent for what they really are. Vision can be focused into the Ethereal Plane or the boarding areas of adjacent planes. *true seeing* does not penetrate solid objects.

Water to Dust (Alteration)

Sphere: Elemental (Water, Earth)
Level: 6
Range: 60 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 cu. yd./level
Saving Throw: Special
Spell Resistance: Yes

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful Fortitude saving throw or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Wind Weave (Conjuration/Summoning)

Level: 5
Range: 120 yards
Components: V, S
Duration: 1 round/level
Casting Time: 1 Action
Area of Effect: 120 yard radius
Saving Throw: None
Spell Resistance:

The *wind weave* creates a kind of quasi-elemental of air that is obedient to the casters will. The "Wind Weird" has no life force and is animated by the will of the caster alone. The Weird lasts for the duration of the spell and will not leave the area of effect. The area of effect moves with the caster should the caster move. The weird can be as soft as a summer zephyr or as strong as a *gust of wind* spell. It can weave around things or creatures, pick up light objects, such as hats, papers, etc., and blow them about.



