Chaotic Cleric

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Blessing Ally

Level: 1 Range: Self or touch Duration: 1 turn or more Casting Time: 1 action or more (see below) Save: N/A

The cleric beseeches the blessing of his god. If bestowed, this blessing can be a great boon to the success of his endeavors. The spell can be cast on the cleric himself, on an object, or on one of the clerics allies. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -1 penalty to the spell check, and casting the spell on a target with an opposite alignment or in allegiance to an opposed deity incurs a -2 penalty. The casting time reflects prayer and meditation as the cleric uses his holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to the judges discretion. Such circumstances include casting in the temple of the clerics god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a penalty ranging from -1 to -4.

Spell Results

1-11: Failure.

12-13: The ally receives a +1 bonus to all attack rolls for 1 round.

14-17: The ally receives a +1 bonus to all attack rolls for 1 turn.

18-19: The ally receives a +1 bonus to all attack rolls, damage rolls, saving throws, and skill checks, and spell checks for 1 turn.

20-23: The ally receives a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.

24-27: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn.

28-29: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 5 of the ally receive the same blessing as long as they remain within the aura.

30-31: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 10 of the ally receive the same blessing as long as they remain within the aura.

32+: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 20 of the ally receive the same blessing as long as they remain within the aura.

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Blessing Object

Level: 1 Range: Self or touch Duration: 1 turn or more Casting Time: 1 action or more (see below) Save: N/A

The cleric beseeches the blessing of his god. If bestowed, this blessing can be a great boon to the success of his endeavors. The spell can be cast on the cleric himself, on an object, or on one of the clerics allies. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -1 penalty to the spell check, and casting the spell on a target with an opposite alignment or in allegiance to an opposed deity incurs a -2 penalty. The casting time reflects prayer and meditation as the cleric uses his holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to the judges discretion. Such circumstances include casting in the temple of the clerics god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a penalty ranging from -1 to -4.

Spell Results

1-11: Failure.

12-13: Failure

14-17: The cleric can bless a vial of liquid to create holy water. The holy water does 1d4 damage when splashed upon unholy creatures. It remains holy for 1 day, as long as it is used in the service of the clerics deity.

18-19: The cleric can create holy water (as result 14-17 above) or bless a small amulet. The amulet is considered holy and magical for the duration of the spell, which is 1 day. The amulet grants its wearer a +1 bonus to the saving throws, as long as it is used in the service of the clerics deity.

20-23: The cleric can create holy water (as result 14-17 above), a holy amulet (as result 18-19 above), or bless a weapon. A blessed weapon grants a +1 bonus to all attack and damage rolls or a +2 bonus to attack and damage rolls against unholy creatures. The weapon remains holy for 1 day and is considered magical.

24-27: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus, and holy weapons grant a +2 or +3 bonus. However, the cleric asks much of his deity and loses the ability to cast this spell for the remainder of the day.

28-29: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one month, and holy weapons grant a +2 or +3 bonus for one month. The cleric asks much of his deity and loses the ability to cast this spell again for 1d7+1 days.

30-31: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one year, and holy weapons grant a +2 or +3 bonus for one year. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 weeks.

32+: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus permanently, and holy weapons grant a +2 or +3 bonus permanently. The duration is increased to permanent as long as the object remains in the service of the clerics deity; if the object is used for an unholy purpose, its magic is revoked and forever lost. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 months.

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Blessing Self

Level: 1 Range: Self or touch Duration: 1 turn or more Casting Time: 1 action or more (see below) Save: N/A

The cleric beseeches the blessing of his god. If bestowed, this blessing can be a great boon to the success of his endeavors. The spell can be cast on the cleric himself, on an object, or on one of the cleric's allies. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -1 penalty to the spell check, and casting the spell on a target with an opposite alignment or in allegiance to an opposed deity incurs a -2 penalty. The casting time reflects prayer and meditation as the cleric uses his holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to the judge's discretion. Such circumstances include casting in the temple of the cleric's god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a penalty ranging from -1 to -4.

Spell Results

1-11: Failure.

12-13: A god's favor grants success to the cleric's efforts. He receives a +1 bonus to all attack rolls for 1 turn.

14-17: The cleric receives a +1 bonus to all attack rolls, damage rolls, saving throws, and spell checks for 1 turn.

18-19: The cleric receives a +2 bonus to all attack rolls, damage rolls, saving throws, and spell checks for 1 turn.

20-23: The cleric receive a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 5' also receive the same blessing, as long as they remain within the aura.

24-27: The cleric receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 10' receive the same blessing as long as they remain within the aura.

28-29: The cleric radiates an aura of exquisite holiness. All allies within 30' of receives a blessing that grants a +4 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus lasts for one hour.

30-31: At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. This can be an army, a mission to liberate a princess, a castle, a sea voyage to new lands, or other such endeavors. The judge's discretion governs this power. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. The bonus lasts for 7 days. This is such a mighty drain of strength the cleric loses the ability to cast this spell for the same 7 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.

32+: At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. Moreover, the blessing bestowed to an ongoing enterprise is permanent, as long as it is favored by the cleric's deity, until either the completion of the enterprise or its dissolution. Note that there is a reasonableness factor in the deity's granting of this blessing. Attempting to abuse the definition of a permanent enterprise risk a deity's wrath. The enterprise can be a pilgrimage to a distant shrine, an army with a certain holy goal, a mission to liberate a princess, a sea voyage to encounter new lands, or other such endeavors. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. This is such a mighty drain of strength the cleric loses the ability to cast this spell for 1d20+10 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.

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Darkness

Level: 1 **Range: 20 radius or more** **Duration: 1 turn or more** **Casting Time: 1 action or more** **Save: N/A**

The cleric extinguishes the light of the sun, demonstrating the great power of his deity. From a distance, the darkness appears to be a space of deepest night; no light will penetrate it. Creatures within are blinded.

Spell Results

1-11: Failure.

12-13: The space immediately surrounding the cleric, to a radius of 20, goes completely dark, as if all light had been extinguished. The darkness remains fixed to its location (it does not follow the cleric) and lasts for 1 turn.

14-17: The cleric can designate a point within 20 and create a 20-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.

18-19: The cleric can designate a point within 100 and create a 20-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.

20-23: The cleric can designate a point within 100 and create a 20-radius sphere of darkness centered at that point. The darkness remains for a duration of 1 turn. By concentrating on future rounds, the cleric can move the sphere of darkness up to 40 per round, beyond the original 100 range if he so chooses.

24-27: The cleric can designate a point within 200 and create a sphere of darkness of up to 40 radius centered at that point. The darkness remains for a duration of 2 turns. By concentrating on future rounds, the cleric can move the sphere of darkness up to 80 per round, beyond the original 100 range if he so chooses.

28-29: The cleric can extinguish sources of light. He designates a point within 200, and a sphere of darkness up to 40 in radius appears at that point. The cleric can move this sphere at a speed of 80 per round. No concentration is required. The sphere lasts for 1 hour. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on.

30-31: With a sweep of his arm, the cleric can cast an enormous space into darkness. The cleric can choose one of three effects: a cone extending 400 to a final width of 100; a sphere up to 60 radius centered at any point within 300; or a wide line, up to 1,000 long and 10 wide. Within the area of effect, total darkness reigns; no light source can penetrate. In addition, all terrestrial sources of light within the sphere the darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on. However, the cleric can see through the darkness. The dark space can be moved up to 100 per round without concentration. It lasts for up to 1 day or until dismissed.

32+: The cleric can blot out the sun, the moon, the stars, or other sources of light. This extraordinary display of divine power requires great concentration. If this result is achieved, the cleric may continue to concentrate. All light sources that illuminate a space 500 in all directions begin to fade. For every round the cleric concentrates, light sources fade by 1d20%. Torches still burn, but their flames seem to emit less light each round. The judge rolls each round the cleric continues to concentrate. When the total breaks 100%, all light sources have been completely extinguished, and the countryside around the cleric is completely darkened (at least to the eyes of all within 500 the sun still seems to shine in other kingdoms). Once all light sources are extinguished, the radius of the effect begins to expand by another 1d20 per round of concentration. The maximum range is the clerics CL x 1,000. The effect continues as long as the cleric concentrates. When concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 7 rounds to fade, it takes 7 rounds to reach full strength again.

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Holy Sanctuary

Level: 1 **Range: Self or more** **Duration: 1 round or more** **Casting Time: 1 action** **Save: Will save vs. spell check**

The cleric invokes a place of sanctuary where he and his allies are safe from harm.

Spell Results

1-11: Failure.

12-13: Enemies find it difficult to focus on attacking the cleric. They are distracted, and the cleric is more easily able to dodge their attacks. All attacks against the cleric for the next round suffer a -2 penalty.

14-17: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. If the cleric is the only reasonable target, the creature need not make a save to attack the cleric. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

18-19: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. This Will save is required even if the cleric is the only reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

20-23: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. Creatures of 3 HD or less cannot attack the cleric in any manner. Creatures of 4 HD or more may attempt a Will save to resist the compulsion and attack the cleric. This Will save is required even if the cleric is the only reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

24-27: The cleric can create a holy sanctuary that includes himself and up to two allies within 5. The other protected allies must remain within 5 or the effect ends. Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric and his protected allies, it must choose to do so. Creatures of 3 HD or less cannot attack in any manner; creatures of 4 HD or more may attempt a Will save to resist the compulsion. This effect lasts for 1 turn. It is immediately dispelled if the cleric or any of his protected allies attack or take aggressive action in any way.

28-29: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7 days. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the clerics deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

30-31: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7+3 weeks. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the clerics deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

32+: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 10,000 square feet in area; e.g., a church, forest grove, or cave. The place designated as a holy sanctuary becomes sanctified forever, as long as the clerics deity retains respect for the clerics work and actions. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the clerics deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

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Paralysis

Level: 1 Range: Touch or more Duration: 1 round or more Casting Time: 1 action Save: Will save vs. spell check

The light of the clerics deity prevents his enemies from raising a hand to perform baleful deeds.

Spell Results

1-11: Failure.

12-13: The clerics hands and melee weapons are charged with the energy of paralysis. The cleric must make a normal attack on his next round. If it succeeds, he causes normal damage and his enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

14-17: The clerics hands and melee weapons are charged with the energy of paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

18-19: The clerics melee weapons and missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

20-23: The cleric designates one creature within 30 and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.

24-27: The cleric designates up to three targets within 100 and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.

28-29: The cleric imbues his touch with the power to paralyze an enemy. The cleric retains the latent paralysis touch for up to 24 hours. At any point during that time, he may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.

30-31: Choose any one of the effects above, and the duration of the paralysis is doubled.

32+: Choose any one of the effects above, and the duration of the paralysis is permanent. The paralysis can only be cured via magical means, such as a clerics ability to lay on hands or the spell cure paralysis.

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Resist Cold or Heat

Level: 1 **Range: Self or more** **Duration: 1 round or more** **Casting Time: 1 action** **Save: N/A**

The cleric repels the chilling effects of cold or heat, protecting himself and others. He can withstand such conditions without discomfort. When casting the spell, the cleric chooses which effect to resist (heat or cold). It is possible to cast the spell twice and create a resistance to both effects.

Spell Results

1-11: Failure.

12-13: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage in the next round. If more than 5 points is sustained, subtract 5 from the total dice result to determine the final damage suffered.

14-17: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage for a number of rounds equal to 1d6+CL. If more than 5 points is sustained in a given round, subtract 5 from the total dice result to determine the final damage suffered.

18-19: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points is sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered.

20-23: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points is sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered. In addition, the cleric also receives a +4 bonus to all saving throws to resist cold- or heat-based effects.

24-27: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 10 from his location. Everyone within this sphere can resist up to 10 points of cold or heat damage per round and receive a +2 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

28-29: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20 from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

30-31: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20 from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of rounds equal to 1d10+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d10+CL rounds, to a maximum duration of one hour.

32+: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 50 from his location. Everyone within this sphere can resist up to 30 points of cold or heat damage per round and receive a +6 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of turns equal to 1d6+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d6+CL turns, to a maximum duration of one day.

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Word of Command

Level: 1 Range: 30 or more Duration: 1 round or more Casting Time: 1 round Save: Will save vs. spell check

The cleric speaks a powerful word that carries with it the commanding will of his deity. Creatures hearing the word are bound to obey. The word must be a single word, which must describe an action. For example, go, attack, retreat, speak, swim, grovel, silence, and so on. The word must be spoken in the direction of a single sentient target within range. That target receives a Will save to resist; if failed, it must obey the command for its next round. The command is interpreted by the creatures natural thought processes; e.g., issuing an attack command to an herbivore may have a different response than to a carnivore. The word of command cannot be longer in length than a single word and may be subject to misinterpretation. If the command is completely contrary to a creatures natural instinct, it receives a +4 bonus to its Will save to resist; for example, commanding a desert lizard to swim or any command of suicide.

Spell Results

1-11: Failure.

12-13: The cleric can speak a word at a target within 30. If the creature fails its save, it must obey the command for one round.

14-17: The cleric can speak a word at a target within 30. If the creature fails its save, it must obey the command for a number of rounds equal to 1d6+CL.

18-19: The cleric can speak a word at a target within 30. He may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. If the creature fails its save, it must obey the command for a number of rounds equal to 1d6+CL.

20-23: The cleric can speak a word at a target within 60. He may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. If the creature fails its save, it must obey the command for a number of turns equal to 1d6+CL.

24-27: The cleric can speak a word at multiple targets within 60 of his location. He can target up to six creatures, each of whom must be within range and within line of sight. The same command applies to all targets, and each target receives its own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. If a target fails its save, it must obey the command for a number of turns equal to 1d6+CL.

28-29: The cleric can speak a word at multiple targets within a range of up to 200. He can target up to 1d6 targets per caster level, each of whom must be within range and within line of sight. The same command applies to all targets, and each target receives its own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. If a target fails its save, it must obey the command for a number of days equal to 1d7+CL. The target receives a new Will save each morning.

30-31: The cleric can speak a word at multiple targets within a range of up to a mile. He can target up to 50 targets per caster level (yes, 50), each of whom must be within range and within line of sight. The same command applies to all targets. Targets of 2HD or less are automatically affected; higher-level targets each receive their own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. The clerics voice is magically amplified such that all targets can hear him. If a target fails its save, it must obey the command for a number of days equal to 1d7+CL. The target receives a new Will save each morning.

32+: The cleric can speak a word at all targets he can see. He can choose to exclude up to 10 targets per caster level, but otherwise all targets within line of sight are affected. The same command applies to all targets. Targets of 3HD or less are automatically affected; higher-level targets each receive their own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, attack or go with a pointed finger. The clerics voice is magically amplified such that all targets can hear him. If a target fails its save, it must obey the command for a number of days equal to 1d7+CL. The target receives a new Will save each morning.

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Banish

Level: 2 **Range: 30 or more** **Duration: Varies** **Casting Time: 1 round** **Save: Will vs. spell check DC**

The cleric banishes a creature from his presence and potentially forces it back from whence it came. This spell is usually employed to force a supernatural creature back to its native plane, though it can also be used to send mundane creatures back to their lairs. The cleric specifies a single target. This can be a creature within line of sight or a creature that is not present, provided the cleric possesses a physical memento (lock of hair, fingernail, favored weapon, drop of blood, etc.). The cleric then casts the spell, and the target is affected as described below.

Spell Results

1-13: Failure.

14-15: For the next turn, the target must make a Will save to approach within 30 of the cleric. If failed, it cannot approach any closer than 30 nor can it hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 30, the target takes 1d4+CL divine damage each round, although this damage cannot kill the creature. If reduced to 0 hit points, the target collapses, unconscious, and heals normally when removed from the clerics presence. If the spell is cast while the target is already within 30, it immediately takes damage and is forced back 30 per round until it is at the outer perimeter of the spells area of effect.

16-19: For the next 1d6 turns, the target must make a Will save to approach within 60 of the cleric. If failed, it cannot approach any closer than 60 nor can it hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 60, it takes 1d8+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points. If the spell is cast while the target is already within 60, it immediately takes damage and is forced back 30 per round until it is at the outer perimeter of the spells area of effect.

20-21: If the target is within 90 of the cleric, it must make a Will save or be forced back to its place of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 90 range for the next 2d6+CL hours. Such targets cannot approach any closer than 90 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 90, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

22-25: If the target is within 120 of the cleric, it must make a Will save or be forced back to its place of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 120 range for the next 1d6+CL days. The creature receives a new save at the beginning of each new day. Such targets cannot approach any closer than 120 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 120, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

26-29: Up to two targets within 120 must make a Will save or be forced back to their places of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 120 range for the next 1d6+CL days. Such targets cannot approach any closer than 120 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 120, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

30-31: Up to five targets within 120 must make a Will save or be forced back to their places of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 120 range for the next 1d6+CL days. Such targets cannot approach any closer than 120 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 120, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

32-33: Up to ten targets within 120 must make a Will save or be forced back to their places of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 120 range for the next 1d6+CL days. Such targets cannot approach any closer than 120 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 120, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

34+: The cleric can specify any number of targets within 120. All targets must make a Will save or be forced back to their places of origin. Supernatural creatures, including demons, devils, elementals, and other denizens of foreign planes, are forced back to their native planes. Summoned creatures (as through an animal summoning or monster summoning spell) are sent back from whence they came. Mundane creatures are simply forced to the outer edge of the 120 range for the next 1d6+CL days. Such targets cannot approach any closer than 120 nor can they hurl missile weapons, speak in the clerics direction, or otherwise take action against him. If forced within 120, a mundane target takes 1d12+CL arcane damage each round. This damage can kill the creature if it is reduced to 0 hit points.

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Divine Symbol

Level: 2 **Range: Self** **Duration: 1d6 rounds or more** **Casting Time: 1 round** **Save: N/A**

The cleric channels the divine power of his deity into his holy symbol, which becomes a rallying point for the faithful, a weapon of righteousness, and a bane to the unholy.

Spell Results

1-13: Failure.

14-15: For a duration of 1d6 rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +1 enchantment. It deals 1d8+1 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures.

16-19: For a duration of 2d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +1 enchantment. It deals 1d10+1 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures.

20-21: For a duration of 2d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d10+2 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks.

22-25: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d12+2 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks.

26-29: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d14+2 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks. Finally, the cleric also receives a +4 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

30-31: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +3 enchantment. It deals 1d16+3 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +4 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

32-33: For a duration of 1d6+CL days, the cleric can attack with his holy symbol as if it were a magical weapon of +4 enchantment. It deals 1d16+4 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +6 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

34+: For a duration of 1d6+CL days, the cleric can attack with his holy symbol as if it were a magical weapon of +4 enchantment. It deals 1d20+5 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +6 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

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Neutralize Poison or Disease

Level: 2 **Range: Touch or further** **Duration: Permanent** **Casting Time: 1 round** **Save: N/A**

This spell stabilizes further disruption from poison or disease and may reverse existing effects. The cleric may cast this spell on himself or someone he touches. While the effects of poisons are easily distinguished, some diseases may be fairly complex in nature and their effects may not be clear. The judge should adjudicate which are reasonably cured by this spell and which are not.

Spell Results

1-13: Failure.

14-15: The cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. Any effects suffered already cannot be reversed. For example, an ally that has lost 3 points of Strength to an ongoing disease may stop future Strength loss, but the existing loss is not recovered.

16-19: The cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

20-21: The target receives a +2 bonus to Fort saves to resist poison or disease for the next day. Additionally, the cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

22-25: The target receives a +4 bonus to Fort saves to resist poison or disease for the next day. Additionally, the cleric retards the subsequent effects of two poisons or diseases that are affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

26-29: The cleric can lead a prayer in which up to 4 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. Those that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks. Finally, all allies participating in the prayer receive a +4 bonus to resist poisons and diseases for the next week.

30-31: The cleric can lead a prayer in which up to 12 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the course of the next 24 hours. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all terrestrial poisons and diseases for the next week and receive a +4 bonus to resist supernatural or magical poisons and diseases for the next week.

32-33: The cleric can lead a prayer in which up to 50 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the course of the next 24 hours. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all poisons and diseases for the next month.

34+: The cleric can lead a prayer in which up to 200 other creatures can participate. All creatures praying must be within the clerics line of sight. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed immediately. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all poisons and diseases for the next month.

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Restore Vitality

Level: 2 Range: Touch or further Duration: Permanent Casting Time: 1 turn Save: N/A

The cleric restores lost vitality to a creature. Typically this restores lost ability scores or broken/severed limbs, though it can also heal. This spell cannot restore lost Luck. The spell can be cast on the cleric or an ally. In playtests, some groups attempted to combine this spell with a wizards spellburn to create a onetwo combo the wizard would burn points for spellburn, the cleric would immediately restore those points, then the wizard would burn those points again. Although legal within the letter of the rules, it is important that the judge recall that DCC RPG is a game where magic is not an act of chemistry; it is an invocation of the wills of supernatural creatures. Cleric magic is the act of divine creatures, and wizard magic is frequently the result of deals, agreements, and arrangements with demons, devils, ghosts, and supernatural patrons. Using restore vitality to offset spellburn will inevitably create trouble for the cleric, whose deity surely does not appreciate his power being used to heal wounds deliberately created to further the ends of another supernatural creature!

Spell Results

1-13: Failure.

14-15: The cleric restores ability score drain that is non-permanent in nature. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 1 point of temporarily lost Strength, Stamina, Agility, Intelligence, or Personality. The ability score cannot be increased higher than the targets original maximum. Alternately, the cleric can heal 1 hit point of damage, up to the targets maximum.

16-19: The cleric restores ability score drain that is non-permanent in nature. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 2 points of temporarily lost Strength, Stamina, Agility, Intelligence, or Personality. The ability score cannot be increased higher than the targets original maximum. Alternately, the cleric can heal 4 hit points of damage, up to the targets maximum. The cleric cannot combine healing ability scores and hit points.

20-21: The cleric restores ability score drain, even if it is permanent in nature. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 1d4+CL points of lost Strength, Stamina, Agility, Intelligence, or Personality. If the restoration is associated with an injury, the injury is also healed. For example, if the lost Strength was from a broken limb or a severed hand, that limb is restored to functionality, provided the severed body parts were retained. The ability score cannot be increases higher than the targets original maximum. Alternately, the cleric can heal 2d4+CL hit points of damage, up to the targets maximum. The cleric cannot combine healing ability scores and hit points.

22-25: The cleric restores ability score drain, even if it is permanent in nature, and heals 2d6+CL lost hit points. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 1d6+CL points of lost Strength, Stamina, Agility, Intelligence, or Personality. If the restoration is associated with an injury, the injury is also healed. For example, if the lost Strength was from a broken limb or a severed hand, that limb is restored to functionality, provided the severed body parts were retained. The ability score cannot be increases higher than the targets original maximum.

26-29: The cleric restores ability score drain, even if it is permanent in nature, and heals 3d6+CL lost hit points. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 1d8+CL points of lost Strength, Stamina, Agility, Intelligence, or Personality. If the restoration is associated with an injury, the injury is also healed. For example, if the lost Strength was from a broken limb or a severed hand, that limb is restored to functionality, provided the severed body parts were retained. The ability score cannot be increases higher than the targets original maximum.

30-31: The cleric may designate up to four targets within 30 range. For all targets, the cleric restores ability score drain, even if it is permanent in nature, and heal 4d6+CL lost hit points. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores 3d4+CL points of lost Strength, Stamina, Agility, Intelligence, or Personality. If the restoration is associated with an injury, the injury is also healed. For example, if the lost Strength was from a broken limb or a severed hand, that limb is restored to functionality, provided the severed body parts were retained. The ability score cannot be increased higher than the targets original maximum.

32-33: The cleric may designate up to 10 targets within 60 range. For all targets, the cleric restores all ability score drain, even if it is permanent in nature, and heals all creatures to their full hit point totals. Whether caused by spellburn, monster attack, broken limbs, or other means, the spell restores all points of lost Strength, Stamina, Agility, Intelligence, and Personality. If the restoration is associated with an injury, the injury is also healed. For example, if the lost Strength was from a broken limb or a severed hand, that limb is restored to functionality, provided the severed body parts were retained. The ability score cannot be increases higher than the targets original maximum.

34+: The cleric targets a single creature within 30. It is restored to its full and perfect health: hit points are restored to maximum, ability scores are restored to their normal levels, and the creature is cured of all disease, illness, and infection, whether mundane or supernatural in origin. The creature is cured of any health problems not associated with its natural state, provided the bodys functionality still exists. For example, if temporarily blinded, it has its sight restored; if deafened, it can now hear; if lamed, it can now walk. Lost limbs do re-grow, and defects caused by physical means (e.g. blindness caused by the plucking of eyeballs from the skull) are corrected, even if the missing body parts are not at hand. In addition, the creature permanently gains +1 hit point to its maximum total. This benefit may be received multiple times, but for each hit point permanently gifted to a single target after the first, the cleric permanently loses 1 hit point.

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Chaotic Wizard

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Feather Fall

Level: 1 Range: 25' Duration: 1 round per caster level or until landing Casting Time: instantaneous Save: Will to avoid

The caster impedes his own or another person's rate of descent when falling. This allows the target to avoid injury or death or to glide upon the breeze. Note that this spell can be cast instantaneously, out of initiative order, if the caster or a target within range is falling.

Misfire: Roll 1d4: (1) caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; (2) caster abruptly rises 10' into the air before falling to the ground [taking 1d6 points of damage, or 2d6 if there is a hard surface 10' or less above the caster's head]; (3) caster's clothing and other possessions turn ethereal for 1d6x10 minutes and cannot be worn or used; (4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

Corruption: Roll 1d5: (1) caster's hair stands on end as if permanently plummeting through the air; (2) the caster makes all descents [climbing down ropes, walking down stairs, sliding down poles, etc.] at half normal speed; (3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright [DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts]; (4) caster's hair permanently replaced by feathers; (5) sound of whistling wind accompanies the caster wherever he goes.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.

2-11: Lost. Failure.

12-13: Caster reduces the speed at which he falls. With a successful Fortitude save (DC 10 +1 for each 10' fallen), he takes no damage. On a failed save, he suffers only half damage.

14-17: Caster falls at a graceful rate of 50' per round and takes no damage if he lands before the spell expires. Otherwise, he suffers half damage and is allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

18-19: Caster and three additional creatures within range fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise, they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

20-23: Caster and six additional creatures fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

24-27: Caster gains the ability to glide on the air by leaping from a height 30' or more above the ground. The caster soars on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when he reaches the maximum distance he can glide. His movement rate is 60' per round while gliding, and if he fails to reach solid ground before the spell expires, he falls and suffers normal damage upon impact.

28-29: Caster and up to three additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.

30-31: Caster and up to six additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.

32+: Caster can fall any distance regardless of height or duration of fall without taking damage. Additionally, the caster is immune to any related hazards, such as thin atmosphere, intense cold, or even high temperatures generated by re-entry into an atmosphere from a vacuum.

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Flaming Hands

Level: 1 Range: 15' Duration: Instantaneous Casting Time: 1 action Save: None

The caster produces gouts of fire from his bare hands to burn his enemies.

Misfire: Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame gouts; jet causes 1d3 damage to everything within 15' range in that direction; (2) caster's hands ignite causing him 1d3 damage (3); 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15' radius of the caster is immediately snuffed out.

Corruption: Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: A single blast of fire strikes one target within range for 1d3 points of damage.

14-17: Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.

18-19: Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.

20-23: Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.

24-27: Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.

28-29: Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.

30-31: Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180 arc of his position, doing damage equal to 3d6+CL to all caught in the blast.

32+: Caster can blast fire in a 360 arc outward from his body. Within that complete radius he can pick one "wedge" of 0-180 where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.

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Magic Missile

Level: 1 Range: 150' or more Duration: Instantaneous Casting Time: 1 action or 1 turn (see below) Save: None

The caster hurls a magical missile that automatically hits an enemy.

Misfire: Roll 1d6: (1) explosion of missiles sprays in all directions all creatures within 100' [allies and enemies] are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' [DC 10 Ref save for half]; (4) delayed blast no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on any dice roll [not just a d20], a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage [strikes the caster if there are no other targets] if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit there is no initial falling damage since he "rides" the drop in ground level but depth of pit may open to lower level of the dungeon [potentially causing damage], and he must now climb out.

Corruption: Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: 1: electric yellow, 2: icy blue, 3: acid green, 4: vivid red; (5) pupils and iris vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts magic missile, the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that r apidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

14-17: The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

18-19: The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

20-23: The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

24-27: The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

28-29: The caster throws 1d6+2 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

30-31: The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy magic shield and other protections; compare this spell check against the spell check used to create the magic shield. If the magic missile check is higher, the magic shield has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.

32+: The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

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Magic Shield

Level: 1 **Range: Touch** **Duration: Varies** **Casting Time: 1 action** **Save: None**

The caster conjures up a magical shield that defends him from opponents.

Misfire: Roll 1d4: (1) caster's shield appears as force burst aimed inward instead of spreading out, causing 1d4 damage as it explodes against him; (2) shield is accidentally summoned to benefit nearest enemy, granting that enemy a +4 bonus to AC for 1d3 turns; (3) caster accidentally summons shield horizontally below his feet, lifting him up 3" from the ground and causing him to "slide" on it for next 1d3+1 rounds; this increases his speed by +10' but imposes a -1 penalty to attacks, spell checks, damage, and AC as he slips and slides haphazardly; (4) caster completely encases himself in a shield that blocks all attacks, damage, spells, and physical contact between him and the rest of the world, such that he is completely encased in a transparent bubble which renders him invulnerable to attack but also unable to move or communicate outside the bubble for 1d4 rounds.

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11: Lost. Failure.

12-13: The caster conjures a weak shield that provides a +2 bonus to AC for 1d6 rounds.

14-17: The caster conjures a shield that provides a +4 bonus to AC for 2d6 rounds.

18-19: The caster conjures shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched.

20-23: The caster conjures a shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched. In addition to the AC bonus, the shield also blocks magic missiles automatically (missiles usually have no effect; see magic missile spell description).

24-27: The caster conjures a shield that protects him or an ally touched. The shield lasts 1d4+1 turns and has three benefits: it provides a +4 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.

28-29: The caster conjures two shields that protect him and one ally touched. Each shield lasts 1d4 hours and has four benefits: it provides a +4 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +2 bonus to any subsequent spell check made as a counterspell.

30-31: The caster conjures a battalion of magical shields that protect him and his allies. The caster is automatically shielded, as are all allies within a 10' radius. Each shield lasts 1d4+1 hours and follows the allies even if they leave the caster's side. Each shield has four benefits: it provides a +6 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

32+: The caster calls forth a globe of shimmering magical energies that protects him and his allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has five benefits: it provides a +8 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it reduces damage on all attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

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Spider Climb

Level: 1 **Range: Self or touch (see below)** **Duration: 1 turn per CL** **Casting Time: 1 action** **Save: None**

The caster gains the spider's ability to climb vertical surfaces.

Misfire: Roll 1d5: (1) caster sticks himself to the floor and cannot move his feet until he makes a DC 16 Strength check; (2) caster makes his appendages magically slippery and has trouble standing straight for the next 1d6 rounds, falling over constantly unless he makes a DC 12 Agility check each round; (3) caster launches a glob of webby fibers at nearest ally, entangling his companion until the ally makes a DC 12 Strength or Agility check to escape; (4) caster summons a horde of poisonous spiders, which arrives one round later and swarm across all nearby creatures, inflicting scores of bites and forcing a DC 8 Fort save by all creatures within 50' with failure indicating a mild poison [1 hp damage plus -1 penalty to all rolls for 1 hour]; (5) caster plus 1d4 nearby creatures are flipped upside down in mid-air, with their feet adhering to a point in the air about 8' above ground level, and although they are able to move about as normal in this upside-down station they remain upside down for 1d6 hours.

Corruption: Roll 1d6: (1) caster grows four large spider-like limbs from his back; (2) caster can spin small webs like a spider and throw them up to 30' as a sticky goo [ranged attack roll, DC 12 Strength or Agility check for target to escape]; (3) caster grows short, spindly hairs across the surface of his skin, much like a spider; (4) caster grows six extra eyes, clustered around his normal eyes, so they resemble a spider's; (5) caster's hands and feet excrete an oily, sticky substance that causes small objects to stick to them; (6) minor.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11: Lost. Failure.

12-13: The caster becomes much more skilled at climbing, gaining a +10 bonus to Climb checks as long as his hands and feet are bare. Items weighing less than 5 lbs. stick to the casters hands during this time, making spellcasting impossible for the duration.

14-17: The caster becomes extremely skilled at climbing, gaining a +20 bonus to Climb checks as long as his hands and feet are bare. Items weighing less than 5 lbs. stick to the caster's hands during this time, making spellcasting impossible for the duration.

18-19: The caster gains the actual climbing ability of a spider as long as his hands and feet are bare. He can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at his normal speed and need never make Climb checks. He is immune to spider web spells. The caster's hands and feet must remain bare, and items weighing less than 5 lbs. stick to his hands during this time, making spellcasting impossible for the duration.

20-23: The caster gains the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in his hands. He can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at his normal speed, need never make Climb checks, and is immune to spider web spells.

24-27: The caster and one ally touched gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and his ally can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster and his affected ally move at their normal speeds, need never make Climb checks, and are immune to spider web spells.

28-29: The caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to spider web spells.

30-31: For a duration of 1 hour per caster level, and the caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and his affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to spider web spells.

32+: For the next day, the caster and all allies within 20' gain all the abilities of a spider. First, those affected can climb as a natural ability, hang upside down, climb vertical surfaces and overhangs, and move on any surface regardless of handholds. Second, the recipients of this spell can launch sticky spider webs that can ensnare enemies. This counts as a ranged attack (at an additional +4 bonus) with a 50' range, and targets are unable to move or take any action until they make a DC 16 Strength or Agility check. Finally, the melee attacks of those benefiting from the spell carry a poison; any wound inflicted also imposes a DC 16 Fort save or the target takes an additional 1d6 damage and loses 1d4 points of Strength.

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Mirror Image

Level: 2 **Range: Self or touch** **Duration: 1 round or longer** **Casting Time: 1 round** **Save: Will vs. spell check DC**

This spell creates illusionary doubles of the caster, which mimic his actions exactly. They appear in the space directly around him and distract opponents, who tend to strike the mirror images instead of the caster. More powerful castings can create duplicates of allies or objects. The total number of doubles the caster can create of himself, allies, or objects cannot exceed his Int score.

Misfire: Roll 1d4: (1) the caster creates a "backward" mirror image of himself, such that the mirror image's left hand carries what the caster holds in his right hand, and so on, meaning the mirror image [which lasts for 1d6 rounds] is obviously different than the caster; (2) the caster creates 1d6 mirror images, but they're all different people, not "mirrors" at all, and frankly they have odd habits or strange tics that make them discomforting to be around for their 1d6+1 round duration; (3) the caster generates 1d4+1 extra shadows that dance around his feet, sometimes into the light rather than away from it, lasting the rest of the day; (4) the caster creates a mirror image of himself that is short and fat, like a funhouse mirror, lasting 1d6 rounds.

Corruption: Roll 1d6: (1-3) major; (4-6) minor.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: A single mirror image blinks into existence directly adjacent to the caster. It looks exactly like him, and mimics his actions and speech. It must remain within 5' of the caster at all times. Any creature attempting to attack the caster automatically strikes the mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror image. Ranged attacks (e.g., dragon breath) may cause the mirror image to vanish and still wound the caster. The mirror image lasts for 1d4 rounds or until dispelled.

16-19: 1d4+1 mirror images blink into existence next to the caster and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the caster automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the caster. The mirror images last for 1d6+1 rounds or until dispelled.

20-21: 1d6+1 mirror images blink into existence next to the caster and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the caster automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the caster. The mirror images last for 1d4 turns or until dispelled.

22-25: The caster can create mirror images of himself or a creature he touches. 1d6+1 mirror images blink into existence next to the target and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1d4 turns or until dispelled.

26-29: The caster can create mirror images of himself or a creature he touches. 1d8+1 mirror images blink into existence next to the target and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled.

30-31: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents or allow for a bluffing maneuver. Up to 1d10+2 mirror images can be created, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target and mimics its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled.

32-33: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents or allow for a bluffing maneuver. Up to 1d12+4 mirror images can be created, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target, and mimic its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled. Additionally, if the caster replicates himself and then concentrates, he can send his doubles to perform illusionary assignments. The doubles can move up to 50' away from the caster and move or talk. They cannot physically interact with objects (e.g., open a door) or cause actual damage, but they can feign an attack and sow confusion.

34+: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest, or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents, or allow for a bluffing maneuver. The caster can create a number of mirror images equal to his Int score, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target, and mimics its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 day or until dispelled. Additionally, if the caster replicates himself and then concentrates, he can send his doubles to perform illusionary assignments. The doubles can move up to 50' away from the caster and move or talk. They cannot physically interact with objects (e.g., open a door) or cause actual damage, but they can feign an attack and sow confusion.

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Scorching Ray

Level: 2 Range: 80' Duration: Instantaneous Casting Time: 1 action Save: Ref partial (see below)

The caster summons the flames of Hell to immolate his foes.

Misfire: Roll 1d4: (1) caster explodes a ball of fire centered on himself, causing 1d6 damage and burning up all flammable objects on his person; (2) caster sends forth an errant ray of fire that causes 1d6 damage to one randomly determined ally within 30'; (3) caster lights the nearest ally on fire briefly for 1d4 damage; (4) caster inadvertently reverses the spell, summoning a wave of chilling cold that automatically extinguishes all flames within 100' of him.

Corruption: Roll 1d10: (1) all hair on the caster's head is permanently burned off [including eyebrows and facial hair]; (2) the caster's hands and arms are blackened, as if they had been charred and burned; (3) the caster's skin is permanently sunburned, causing discomfort and pain when he wears armor or rough fabrics; (4) the caster's face is caught in a burst of flame, melting his flesh into a horribly grotesque appearance; (6) the caster develops an extreme sensitivity to heat, automatically taking an extra +1 damage on all dice related to fire damage from now on; (7) greater; (8) major; (9) minor.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: One target takes 1d6 + caster level damage. Additionally, it must make a Reflex save vs. spell check or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

16-19: One target takes 1d8 + caster level damage. Additionally, it must make a DC 15 Reflex save or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

20-21: The caster can launch two rays, at the same target or at two targets. Each ray does 1d10 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

22-25: The caster can launch three rays, at the same target or different targets. Each ray does 1d12 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

26-29: The caster sends forth a fanning wave of flames. The attack is shaped like a cone, centered on the caster and expanding to a width of 40' at its farthest end 80' away. All targets within the cone take 1d12 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

30-31: The caster detonates a blast of fire centered on himself. He suffers no damage, but all targets within 20' are automatically immolated for 1d12 points of damage. In addition, the blast sends out up to a dozen jets of flame, each 80' long and aimed at a single target. Each jet does 1d20 + caster level damage and automatically catches the target on fire for an additional 1d6 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., scrolls or tomes) automatically catch fire. No target can be damaged by more than one jet of flame.

32-33: The caster detonates a blast of fire centered on himself. He suffers no damage, but all targets within 30' are automatically immolated for 1d20 points of damage. In addition, the blast sends out up to a dozen jets of flame, each 80' long and aimed at a single target. Each jet does 1d20 + caster level damage and automatically catches the target on fire for an additional 1d8 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., scrolls or tomes) automatically catch fire. No target can be damaged by more than one jet of flame.

34+: The caster summons a jet of magma and flame from the earth's core, which explodes upward from his feet then blasts out at his enemies. He can direct a scorching ray of flame at any target he can see, to a range of 1,000'. The amount of damage done by each ray depends on how much the caster must dilute the pure magma of the earth's core. A single target takes 6d20+CL damage; 2-5 targets each take 4d20+CL damage; 6-10 targets each take 3d12+CL damage; 11-30 targets each take 1d20+CL damage; 31-50 targets each take 1d12+CL damage; 51-100 targets each take 1d8 damage; and 101 or more targets each take 1d6 damage. Every target must succeed on a DC 15 Reflex save or catch fire, suffering an additional 1d6 damage every round thereafter until they again succeed on a DC 15 Reflex save.

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Elf's Grimoire

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Choking Cloud

Level: 1 Range: 50' or more Duration: Varies Casting Time: 1 action Save: None

The caster summons forth a cloud of caustic, acidic mist that chokes his target.

Misfire: Roll 1d4: (1) cloud of toxic gas explodes at a point centered on the caster [1d4x10' radius, 1d4 damage to all within plus DC 12 Fort save or blinded for 1d4 rounds]; (2) caster creates cloud successfully, but it is a healing cloud that heals 1d4 damage to all within 20' of intended target; (3) cloud of toxic gas inadvertently catches fire, sparked by some nearby torch or lantern, and explodes as it emerges from the caster's hand, causing 1d8 fire damage to the caster and everyone within 10' of him; (4) caster successfully creates cloud, but it is entirely useless, serving only to create a vague, misty cloud that has no other impact.

Corruption: Roll 1d8: (1) caster's breath is now a toxic gas; whenever he exhales, anyone immediately adjacent must make a DC 12 Fort save or be ill for 1d4 hours [-1 to all rolls while sickened]; (2) caster is surrounded at all times by a toxic cloud which automatically sickens everyone within 5' for 1d4 hours unless they make a DC 12 Fort save [-1 to all rolls while sickened]; (3) caster's eyes change to translucent orbs which reveal a whirling cloud of gas; (4) certain kinds of creatures are able to detect the caster automatically if he is within half a mile and are attracted to him, notably incorporeal and ethereal creatures, as well as any monster from the elemental plane of air; (5-8) minor corruption.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.

2-11: Lost. Failure.

12-13: One designated target is engulfed in a caustic, stinking cloud for 1d4 rounds, suffering a -1 penalty to rolls (including attacks, damage, skills, and saves). The cloud follows the target; it cannot escape.

14-17: Up to 1d4 small individual clouds of toxic gas appear around selected multiple targets, all of which must be within range. Each cloud inflicts a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d4 rounds. The clouds follow their targets; they cannot escape.

18-19: A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 1d4+2 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 1 point of damage each round. The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

20-23: A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 2d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), take 2 points of damage each round, and must make a Fort save when first exposed or be poisoned (-1d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

24-27: A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing within a 100' range. For 2d4+4 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage each round, and must make a Fort save when first exposed or be poisoned (-2d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

28-29: A single acidic, poisonous cloud appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

30-31: The caster can create two acidic, poisonous clouds. Each appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the clouds suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command.

32+: The caster calls down three toxic clouds of unmatched lethality. For each cloud, he can choose a size ranging from a single target up to a 30' radius. The clouds can be targeted anywhere within 500'. The clouds come into existence instantly and remain for 1d4 turns. Each target within the clouds must make a Fort save or be killed immediately. Those that survive suffer a -6 penalty to all rolls (attacks, damage, skills, and saves) and take 10 points of damage each round from the toxic gases. The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command.

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Comprehend Languages

Level: 1 Range: Self Duration: Varies Casting Time: 1 turn Save: None

The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.

Misfire: Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language [roll as wizard on Appendix L] for 1d4 hours; (3) all creatures within 30' radius [including caster] stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.

Corruption: Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language [each time, roll as wizard on Appendix L]; (4) permanent interpretation: caster can permanently understand all spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, his eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.

14-17: The caster can read and understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.

18-19: The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, he can communicate basic desires but nothing complex.

20-23: The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, he could speak with a demon or an elemental. The caster can speak the language fluently.

24-27: The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level or grant this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save.

28-29: The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature he touches, or grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.

30-31: The caster gains the permanent ability to fluently read, write, understand and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the casting of this spell.

32+: The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.

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Force Manipulation

Level: 1 Range: 25' Duration: Varies Casting Time: 1 action Save: None

The caster conjures and shapes invisible force energy into useful objects or barriers of a solid nature. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

Misfire: Roll 1d4: (1) caster is struck by force backlash, bludgeoned by invisible blows and must make a DC 13 Fort save or be knocked prone; (2) caster hoisted 3" aloft by force field and cannot move under his own power; must be pushed and pulled until effect wears off in 1 hour; (3) caster encases himself in force bubble and must make a DC 10 Reflex save each round or roll up to 30' in a random direction; bubble bursts in 1d6 rounds; (4) caster pelted by 1d4 force spheres doing 1 point of damage each.

Corruption: Roll 1d5: (1) caster loses his sense of touch as if his hands were permanently encased in an envelope of force; (2) small objects are knocked over around the caster by errant bolts of force energy [drinks spill, vases topple, potion bottles fall off tables] this effect is seldom to the caster's benefit; (3) caster floats a half-inch above the ground at all time, but still puts pressure on the floor beneath him to set off traps, sink in water, and otherwise suffer the effects of poor terrain; (4) caster's face turns transparent on occasion to reveal the skull beneath; (5) once per day at the judge's discretion, a wall of force bars the caster's passage for 1d3 rounds.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster creates an apple-sized sphere of force that can be hurled as a weapon. It can be hurled immediately or remain in the wizard's hand for up to one round per caster level. It inflicts 1d6 damage per caster level with a range of 25' per caster level.

14-17: The wizard forms a floating platform of force energy 3' above the ground. This disk-shaped, 3' diameter platform follows him at a distance of 5' but can be commanded to move up to 25' away from the wizard's position by thought alone. The platform can carry up to 100 lbs. per caster level. If circumstances prevent the disk from remaining within range of the caster, the platform vanishes.

18-19: The caster calls into being a tower shield-sized wall of force at a point within 25'. It grants a +4 AC bonus for 2d6 rounds. The wall cannot move from where it was called into existence but remains in existence if the caster moves out of range.

20-23: As above, but the spell creates two shield walls. Each also provides protection against magic missiles 50% of the time.

24-27: The caster creates a wall of force 10' square per level in size. The wall cannot move but grants complete protection against all physical attacks, magic missiles, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL turns have passed or it has absorbed 50 points of damage. The caster cannot attack or cast spells through the wall.

28-29: The caster creates a wall of force 10' square per level in size. He can form this wall into a spherical or hemispherical shape up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, magic missiles, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL hours have passed or it has absorbed 100 points of damage. The caster cannot attack or cast spells through the wall.

30-31: The caster creates a wall of force 10' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL hours have passed or it has absorbed 150 points of damage. The caster cannot attack or cast spells through the wall.

32+: The caster creates a wall of force 20' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall can be moved up to 10' per round if the caster concentrates. It grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL days have passed or it has absorbed 300 points of damage. The caster may cast spell through the wall at opponents while enjoying its protection.

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Invoke Patron

Level: 1 Range: Self Duration: Varies Casting Time: 1 round; limited x per bond. Save: None

In order to learn this spell, the caster must first cast patron bond. The particulars of this spell vary according to the terms of the patron. In casting this spell, the wizard invokes the name of a supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; the judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.

Misfire: N/A

Corruption: Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.

2-11: Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of patron bond, the wizard may still be able to cast it.

12-13: Per judge.

14-17: Per judge.

18-19: Per judge.

20-23: Per judge.

24-27: Per judge.

28-29: Per judge.

30-31: Per judge.

32+: Per judge.

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Magic Missile

Level: 1 Range: 150' or more Duration: Instantaneous Casting Time: 1 action or 1 turn (see below) Save: None

The caster hurls a magical missile that automatically hits an enemy.

Misfire: Roll 1d6: (1) explosion of missiles sprays in all directions all creatures within 100' [allies and enemies] are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' [DC 10 Ref save for half]; (4) delayed blast no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on any dice roll [not just a d20], a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage [strikes the caster if there are no other targets] if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit there is no initial falling damage since he "rides" the drop in ground level but depth of pit may open to lower level of the dungeon [potentially causing damage], and he must now climb out.

Corruption: Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: 1: electric yellow, 2: icy blue, 3: acid green, 4: vivid red; (5) pupils and iris vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts magic missile, the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that r apidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

14-17: The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

18-19: The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

20-23: The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

24-27: The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., magic shield).

28-29: The caster throws 1d6+2 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., magic shield).

30-31: The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy magic shield and other protections; compare this spell check against the spell check used to create the magic shield. If the magic missile check is higher, the magic shield has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.

32+: The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them all at a single target that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

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Patron Bond

Level: 1 Range: Self or touch Duration: Lifetime Casting Time: 1 week + quests Save: None

The caster commits himself to the service of a supernatural lord, forming a pact to gain its support as his patron so long as he continues to please it with his service. This patron may be a demon, devil, ghost, spirit, elemental, angel, chaos lord, or other supernatural being who accepts the caster's service. The initial ceremony takes one week to complete. Once the pact is made, the caster may invoke the patron's support with the spell invoke patron, and it may or may not answer as it sees fit. In return for the patron's assistance, it may ask the caster to do certain things. The caster must act faithfully in its service at all times, lest it cast him off. The caster may perform more than one ceremony to serve multiple masters, but doing so may raise questions as to his true loyalties. This is dangerous magic; a supernatural patron is not the same as the deity that a cleric may worship. The caster should be forewarned that he is in communion with almighty spirits. Alternately, once the caster has formed a bond with his patron, this spell may be cast to create a bond between another mortal and the caster's patron. The mortal need not be a spellcaster; in fact, the second mortal usually is not. In this case, both the caster and the recipient must spend a week on the ceremony, which requires a mighty oath to declare allegiance to the patron. Very powerful creatures are more likely to successfully bond with patrons (who look more favorably upon powerful followers). Typically, a cast-ing of patron bond on behalf of another receives a bonus of +2 if the subject is of 5th-level (5 HD) or higher and +4 if the subject is of 9th-level (9 HD) or higher. At the end of the ceremony, the casting of the spell seals the bond. Recruiting additional followers for his patron brings the caster favor and may grant boons to the other followers; though, their patron will ask fealty of them in exchange. Note that continued casting of this spell may taint the caster, both spiritually and physically.

Misfire: N/A

Corruption: N/A - Always patron taint

Spell Results

1-31: See Rulebook

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Fire Resistance

Level: 2 **Range: Self or more** **Duration: 1 turn or more** **Casting Time: 1 round** **Save: N/A**

The caster increases his resistance to heat and fire.

Misfire: Roll 1d4: (1) caster causes a fire to erupt on his person, as his clothing, scrolls, or other possessions sud-denly catch fire, dealing 1d4 damage before sputtering out; (2) caster makes himself more vulnerable to fire; he receives a -2 save penalty against fire-based effects and suffers an additional point of damage from fire for the next 1d4 hours; (3) caster creates a wave of cold that passes instantaneously but not before deep-freezing all liquids on his person (including potions); (4) caster lights a fire at the feet of one ran-domly determined person within 50', inflicting 1d4 damage.

Corruption: Roll 1d8: (1) caster's face takes on a burned, distorted look as if he had been caught in a terrible fire; (2) caster's eyebrows are scorched off; (3) caster's fingernails turn black; (4) caster's skin takes on a perma-nent sunburned hue; (5-6) minor; (7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint; (5+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: The caster gains limited resistance to fire. For the next turn, he ignores 1 hp of fire damage each round.

16-19: For the next turn, the caster ignores up to 2 hp of fire damage each round. Additionally, the caster gains a +2 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells).

20-21: For the next turn, the caster ignores up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.

22-25: For the next turn, the caster ignores up to 10 hp of fire damage each round, and allies within 10' also resist up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.

26-29: The caster creates a shield of fire resistance around himself for one turn. All heat or fire damage within 20' is suppressed: the caster and creatures within 10' ignore a collective 30 hp of fire damage each round. As the 'heat sink' is absorbed, the caster selects where any overflow damage is directed. For example, if all allies within 20' take 17 hp of fire damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of fire damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

30-31: All fires within 30' of the caster are instantaneously extinguished. Additionally, all heat or fire damage within 30' is suppressed for one turn: the caster and creatures within 10' ignore a collective 40 hp of fire damage each round. As the 'heat sink' is absorbed, the caster selects where any overflow damage is directed. For example, if all allies within 20' take 37 hp of fire damage in a round, it is completely absorbed. However, if the next round produces 9 hits for a total of 54 points of fire damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

32-33: The caster and all allies within 30' are completely immune to fire and heat for the next turn. The caster takes no damage from fire, lava, magma, fireballs, and so on. The caster cannot be set afire, nor will ob-jects in contact with him ignite.

34+: The caster creates a shimmering bubble of cool, fresh air in which heat and fire cannot survive. The bubble ap-pears like a calm blue cloud that surrounds the caster and extends to a radius of 30' in all directions. Fires that enter the bubble (either via the caster's movement or the fire being launched in his direction) are automatically extinguished. Air and water temperature within the bubble automatically drops to room temperature, regard-less of outside influences. Fresh oxygen is constantly replenished in the bubble. The caster and all creatures within the bubble are effectively immune to fire and heat. The bubble lasts for one hour per caster level.

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Knock

Level: 2 **Range: 30' or more** **Duration: Permanent** **Casting Time: 1 round** **Save: N/A**

The caster forces open a locked portal or object.

Misfire: Roll 1d3: (1) caster accidentally strengthens the lock on the targeted door, increasing DCs to unlock/ break it by +4; (2) caster makes the targeted door invisible for 1d6 rounds; (3) caster causes all fasteners on his person to come undone, including shoelaces, belts, potion stoppers, scroll cases, and so on.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens unless the object is of enormous size or supra-normal complexity. If locked by magical means, the spell has no effect.

16-19: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by magical means, the spell has no effect. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened, provided they are locked via a strictly physical nature.

20-21: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened, provided they are locked via a strictly physical nature. The caster may also be able to affect magically locked devices. If the result of this spell check is higher than the spell check result used to magically lock the object, it is opened. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check.

22-25: The caster creates a zone of unlocking that potentially affects all locked objects within 30'. The caster gains instant awareness of all such objects within range (including secret doors, if they are locked) and may choose instantaneously which to unlock. This includes locked chests, stuck doors, bolted gates, tied ropes, and other objects or portals. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened. Objects locked via a physical nature are automatically unlocked, and objects locked by magic are unlocked if the result of this spell check is higher than the spell check result used to magically lock the object. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check. The caster can use this spell to open extradimensional portals that have been locked or blocked.

26-29: The caster creates a zone of unlocking that potentially affects all locked objects within 60', or the caster can target all fasteners of any nature on a single target within 60'. If the latter, the spell affects belts, buttons, snaps, shoelaces, thongs closing sacks, cork stoppers in potions, and so on. A creature targeted with this effect receives no save, and typically finds itself suddenly naked and wet, as its clothes collapse around it, and ration and drinks begin to leak. If the former effect, the caster gains instant awareness of all blocked portals within range (including secret doors, if they are locked), and may choose instantaneously which to unlock. This includes locked chests, stuck doors, bolted gates, tied ropes, and other objects or portals. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened. Objects locked via a physical nature are automatically unlocked, and objects locked by magic are unlocked if the result of this spell check is higher than the spell check result used to magically lock the object. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check. The caster can use this spell to open extradimensional portals that have been locked or blocked.

30-31: The caster instantly becomes aware of all portals, doors, and gates within 120', including those that are invisible or extraplanar. All such portals are immediately unlocked unless subject to a magical effect created by a spell check higher than this one. Additionally, the caster can target one portal within range and permanently destroy it. Regardless of size, this door, gate, or window is instantly disintegrated, allowing permanent passage.

32-33: The caster instantly becomes aware of all portals, doors, and gates within 120', including those that are invisible or extraplanar. All such portals are immediately unlocked unless subject to a magical effect created by a spell check higher than this one. Additionally, the caster can target up to three portals within range and permanently destroy them. Regardless of size, these doors, gates, or windows are instantly disintegrated, allowing permanent passage through them.

34+: In a staggering display of power, the caster causes all portals within 1 mile to blast open in a violent burst. This includes windows and shutters, cellar stairs and attic trapdoors, and oven doors and city gates, as well as normal doors and portals. Objects are affected regardless of size, complexity, or magic protection; even secret or invisible doors suddenly open, and passages concealed by tapestries are suddenly revealed as the tapestries fall or fray. There is a 25% chance that any given portal is also destroyed in the display of magic. Moreover, normal fasteners and stoppers are loosened or dislodged, such that wine corks fizz open, lids fall off dinner pots, shoelaces unlace, snaps loosen, belts unbuckle, and so on. The caster can vary the impact to range from "completely disassembled," where creatures' clothes fall off and their wineskins burst to dowse them, to "merely loosened" such that pants loosen and shoes are unlaced.

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Mirror Image

Level: 2 **Range: Self or touch** **Duration: 1 round or longer** **Casting Time: 1 round** **Save: Will vs. spell check DC**

This spell creates illusionary doubles of the caster, which mimic his actions exactly. They appear in the space directly around him and distract opponents, who tend to strike the mirror images instead of the caster. More powerful castings can create duplicates of allies or objects. The total number of doubles the caster can create of himself, allies, or objects cannot exceed his Int score.

Misfire: Roll 1d4: (1) the caster creates a "backward" mirror image of himself, such that the mirror image's left hand carries what the caster holds in his right hand, and so on, meaning the mirror image [which lasts for 1d6 rounds] is obviously different than the caster; (2) the caster creates 1d6 mirror images, but they're all different people, not "mirrors" at all, and frankly they have odd habits or strange tics that make them discomforting to be around for their 1d6+1 round duration; (3) the caster generates 1d4+1 extra shadows that dance around his feet, sometimes into the light rather than away from it, lasting the rest of the day; (4) the caster creates a mirror image of himself that is short and fat, like a funhouse mirror, lasting 1d6 rounds.

Corruption: Roll 1d6: (1-3) major; (4-6) minor.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: A single mirror image blinks into existence directly adjacent to the caster. It looks exactly like him, and mimics his actions and speech. It must remain within 5' of the caster at all times. Any creature attempting to attack the caster automatically strikes the mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror image. Ranged attacks (e.g., dragon breath) may cause the mirror image to vanish and still wound the caster. The mirror image lasts for 1d4 rounds or until dispelled.

16-19: 1d4+1 mirror images blink into existence next to the caster and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the caster automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the caster. The mirror images last for 1d6+1 rounds or until dispelled.

20-21: 1d6+1 mirror images blink into existence next to the caster and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the caster automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round can make a Will save to distinguish the caster's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the caster. The mirror images last for 1d4 turns or until dispelled.

22-25: The caster can create mirror images of himself or a creature he touches. 1d6+1 mirror images blink into existence next to the target and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1d4 turns or until dispelled.

26-29: The caster can create mirror images of himself or a creature he touches. 1d8+1 mirror images blink into existence next to the target and must remain within 5' of him. They look exactly like him, and mimic his actions and speech. Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled.

30-31: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents or allow for a bluffing maneuver. Up to 1d10+2 mirror images can be created, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target and mimics its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled.

32-33: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents or allow for a bluffing maneuver. Up to 1d12+4 mirror images can be created, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target, and mimic its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 hour or until dispelled. Additionally, if the caster replicates himself and then concentrates, he can send his doubles to perform illusionary assignments. The doubles can move up to 50' away from the caster and move or talk. They cannot physically interact with objects (e.g., open a door) or cause actual damage, but they can feign an attack and sow confusion.

34+: The caster can create mirror images of any creature or object within 30', provided it is human-sized or smaller. Moreover, he can create different mirror images at once, such that he could create some duplicates of himself, some of his warrior ally, and some of his other thief ally. He can even mirror inanimate objects, meaning he could replicate a treasure chest, or cause a door to have multiple iterations. The duplicates can still be dispelled with a strike, but using the spell in this manner may delay or confuse opponents, or allow for a bluffing maneuver. The caster can create a number of mirror images equal to his Int score, and each must remain within 5' of the spell's target. Each mirror image looks exactly like the spell's target, and mimics its actions and speech (if the original target is capable of such things). Any creature attempting to attack the target automatically strikes a mirror image instead, which disappears instantly once hit. An opponent who concentrates for a full round may make a Will save to distinguish the target's true self from the mirror images. Ranged attacks (e.g., dragon breath) may cause the mirror images to vanish and still wound the target. The mirror images last for 1 day or until dispelled. Additionally, if the caster replicates himself and then concentrates, he can send his doubles to perform illusionary assignments. The doubles can move up to 50' away from the caster and move or talk. They cannot physically interact with objects (e.g., open a door) or cause actual damage, but they can feign an attack and sow confusion.

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Lawful Cleric

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Darkness

Level: 1 **Range: 20 radius or more** **Duration: 1 turn or more** **Casting Time: 1 action or more** **Save: N/A**

The cleric extinguishes the light of the sun, demonstrating the great power of his deity. From a distance, the darkness appears to be a space of deepest night; no light will penetrate it. Creatures within are blinded.

Spell Results

1-11: Failure.

12-13: The space immediately surrounding the cleric, to a radius of 20, goes completely dark, as if all light had been extinguished. The darkness remains fixed to its location (it does not follow the cleric) and lasts for 1 turn.

14-17: The cleric can designate a point within 20 and create a 20-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.

18-19: The cleric can designate a point within 100 and create a 20-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.

20-23: The cleric can designate a point within 100 and create a 20-radius sphere of darkness centered at that point. The darkness remains for a duration of 1 turn. By concentrating on future rounds, the cleric can move the sphere of darkness up to 40 per round, beyond the original 100 range if he so chooses.

24-27: The cleric can designate a point within 200 and create a sphere of darkness of up to 40 radius centered at that point. The darkness remains for a duration of 2 turns. By concentrating on future rounds, the cleric can move the sphere of darkness up to 80 per round, beyond the original 100 range if he so chooses.

28-29: The cleric can extinguish sources of light. He designates a point within 200, and a sphere of darkness up to 40 in radius appears at that point. The cleric can move this sphere at a speed of 80 per round. No concentration is required. The sphere lasts for 1 hour. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on.

30-31: With a sweep of his arm, the cleric can cast an enormous space into darkness. The cleric can choose one of three effects: a cone extending 400 to a final width of 100; a sphere up to 60 radius centered at any point within 300; or a wide line, up to 1,000 long and 10 wide. Within the area of effect, total darkness reigns; no light source can penetrate. In addition, all terrestrial sources of light within the sphere the darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on. However, the cleric can see through the darkness. The dark space can be moved up to 100 per round without concentration. It lasts for up to 1 day or until dismissed.

32+: The cleric can blot out the sun, the moon, the stars, or other sources of light. This extraordinary display of divine power requires great concentration. If this result is achieved, the cleric may continue to concentrate. All light sources that illuminate a space 500 in all directions begin to fade. For every round the cleric concentrates, light sources fade by 1d20%. Torches still burn, but their flames seem to emit less light each round. The judge rolls each round the cleric continues to concentrate. When the total breaks 100%, all light sources have been completely extinguished, and the countryside around the cleric is completely darkened (at least to the eyes of all within 500 the sun still seems to shine in other kingdoms). Once all light sources are extinguished, the radius of the effect begins to expand by another 1d20 per round of concentration. The maximum range is the clerics CL x 1,000. The effect continues as long as the cleric concentrates. When concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 7 rounds to fade, it takes 7 rounds to reach full strength again.

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Detect Evil

Level: 1 Range: 60 radius from cleric or more (see below) Duration: 6 turns Casting Time: 1 action Save: Will vs. spell check DC (sometimes)

The cleric holds up his holy symbol and detects emanations of evil within a ray that extends straight out 5 wide and 60 (or more) ahead of the symbol. The definition of evil is based on the cleric: generally it encompasses creatures of opposed alignment, those unholy to the clerics deity, and those with clearly harmful intent. Depending on the strength of the spell, it may detect even more subtle dangers. This spell does not reveal creatures that are otherwise hidden but does inform the cleric that evil intentions radiate from a certain position. This spell may be reversed to detect good, which means creatures of allied alignment, common deity, or similar holy goals.

Spell Results

1-11: Failure.

12-13: Creatures of opposed alignment are potentially detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures receive a Will save vs. spell check DC to remain undetected by this spell.

14-17: Creatures of opposed alignment are automatically detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures do not receive a Will save to remain undetected.

18-19: To a range of 120 in all directions from the cleric, creatures of opposed alignment are automatically detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures do not receive a Will save to remain undetected.

20-23: The cleric is immediately aware of all evil creatures and objects within 180. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the clerics allies.

24-27: The cleric is immediately aware of all evil creatures and objects within 180. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the clerics allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric.

28-29: The cleric is immediately aware of all evil creatures and objects within 180. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the clerics allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -1 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.

30-31: The cleric is immediately aware of all evil creatures and objects within 240. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the clerics allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.

32+: The cleric is immediately aware of all evil creatures and objects within 300. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the clerics allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.

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Detect Magic

Level: 1 **Range: 30 or more** **Duration: 2 turns** **Casting Time: 2 actions** **Save: Will vs. spell check DC (sometimes)**

The cleric knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30 long and 30 wide at its end, emanating from the clerics holy symbol.

Spell Results

1-11: Failure.

12-13: The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

14-17: The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

18-19: The cleric can determine exactly which objects or creatures are magically enchanted within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magics strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

20-23: The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magics strength, revealed as the approximately level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

24-27: The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

28-29: To an extended range of 120, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

30-31: To an extended range of 120 and for an extended duration of 4 turns, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

32+: To an extended range of line-of-sight and for an extended duration of a full hour, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magics strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

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Paralysis

Level: 1 Range: Touch or more Duration: 1 round or more Casting Time: 1 action Save: Will save vs. spell check

The light of the clerics deity prevents his enemies from raising a hand to perform baleful deeds.

Spell Results

1-11: Failure.

12-13: The clerics hands and melee weapons are charged with the energy of paralysis. The cleric must make a normal attack on his next round. If it succeeds, he causes normal damage and his enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

14-17: The clerics hands and melee weapons are charged with the energy of paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

18-19: The clerics melee weapons and missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

20-23: The cleric designates one creature within 30 and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.

24-27: The cleric designates up to three targets within 100 and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.

28-29: The cleric imbues his touch with the power to paralyze an enemy. The cleric retains the latent paralysis touch for up to 24 hours. At any point during that time, he may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.

30-31: Choose any one of the effects above, and the duration of the paralysis is doubled.

32+: Choose any one of the effects above, and the duration of the paralysis is permanent. The paralysis can only be cured via magical means, such as a clerics ability to lay on hands or the spell cure paralysis.

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Protection from Evil

Level: 1 **Range: Self or more** **Duration: 1 turn per CL** **Casting Time: 1 action** **Save: Varies**

The cleric calls upon his deity to protect him from harm. He is protected even if he is not aware of the danger. The definition of evil is based on the cleric: generally it encompasses creatures of opposed alignment, those unholy to the clerics deity, and those with clear harmful intent. Depending on the strength of the spell, it may detect even more subtle dangers. This spell may be reversed to protect from good.

Spell Results

1-11: Failure.

12-13: The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith.

14-17: The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty.

18-19: The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty. Finally, all wounds suffered from evil or unholy sources have their damage reduced by 1 point per die (minimum damage 1 point per die).

20-23: In relation to evil effects, evil creatures, and anything else unholy to the clerics faith, the cleric and all allies within a 10 radius receive a +1 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -1 penalty, and damage suffered from evil sources is reduced by 1 point per die (minimum damage 1 point per die).

24-27: In relation to evil effects, evil creatures, and anything else unholy to the clerics faith, the cleric and all allies within a 20 radius receive a +2 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -2 penalty, and damage suffered from evil sources is reduced by 2 points per die (minimum damage 1 point per die).

28-29: In relation to evil effects, evil creatures, and anything else unholy to the clerics faith, the cleric and all allies within a 30 radius receive a +3 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -3 penalty, and damage suffered from evil sources is reduced by 3 points per die (minimum damage 1 point per die).

30-31: Evil effects, evil creatures, and anything else unholy to the clerics faith find it painful to come near the cleric. Any such creature that advances within 40 of the cleric takes 1d4+CL damage each round on the clerics activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40 radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).

32+: Evil effects, evil creatures, and anything else unholy to the clerics faith find it painful to come near the cleric. Any such creature that advances within 40 of the cleric takes 2d6+CL damage each round on the clerics activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40 radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).

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Resist Cold or Heat

Level: 1 **Range: Self or more** **Duration: 1 round or more** **Casting Time: 1 action** **Save: N/A**

The cleric repels the chilling effects of cold or heat, protecting himself and others. He can withstand such conditions without discomfort. When casting the spell, the cleric chooses which effect to resist (heat or cold). It is possible to cast the spell twice and create a resistance to both effects.

Spell Results

1-11: Failure.

12-13: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage in the next round. If more than 5 points is sustained, subtract 5 from the total dice result to determine the final damage suffered.

14-17: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage for a number of rounds equal to 1d6+CL. If more than 5 points is sustained in a given round, subtract 5 from the total dice result to determine the final damage suffered.

18-19: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points is sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered.

20-23: The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points is sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered. In addition, the cleric also receives a +4 bonus to all saving throws to resist cold- or heat-based effects.

24-27: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 10 from his location. Everyone within this sphere can resist up to 10 points of cold or heat damage per round and receive a +2 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

28-29: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20 from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

30-31: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20 from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of rounds equal to 1d10+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d10+CL rounds, to a maximum duration of one hour.

32+: The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 50 from his location. Everyone within this sphere can resist up to 30 points of cold or heat damage per round and receive a +6 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of turns equal to 1d6+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d6+CL turns, to a maximum duration of one day.

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Cure Paralysis

Level: 2 Range: Touch or more Duration: One day or permanent (see below) Casting Time: 1 round Save: N/A

The cleric frees a creature from paralysis. More powerful castings also cure petrifaction and other motionlimiting effects.

Spell Results

1-13: Failure.

14-15: One creature touched is immediately cured of paralysis. If the paralysis was due to mundane reasons (e.g., a severed spinal cord) or a magical effect of limited duration (e.g., a paralysis spell that is not permanent), the cure is permanent and ongoing. If the paralysis was due to a magical effect that is permanent, the paralysis is healed for one day but returns at the onset of the next day.

16-19: One creature touched is immediately and permanently cured of paralysis.

20-21: One creature touched is immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

22-25: Up to two creatures touched are immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

26-29: Up to two creatures within 30 of the cleric are immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

30-31: All creatures within 30 of the cleric are immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

32-33: All creatures within 60 of the cleric are immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

34+: All creatures within 120 of the cleric are immediately and permanently cured of paralysis, as well as any other condition that limits motion. For example, a creature turned to stone is returned to its natural state. The spell also cures transformations to ice or other substances.

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Divine Symbol

Level: 2 **Range: Self** **Duration: 1d6 rounds or more** **Casting Time: 1 round** **Save: N/A**

The cleric channels the divine power of his deity into his holy symbol, which becomes a rallying point for the faithful, a weapon of righteousness, and a bane to the unholy.

Spell Results

1-13: Failure.

14-15: For a duration of 1d6 rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +1 enchantment. It deals 1d8+1 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures.

16-19: For a duration of 2d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +1 enchantment. It deals 1d10+1 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures.

20-21: For a duration of 2d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d10+2 damage (modified by Str, as usual), with an additional +2 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks.

22-25: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d12+2 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks.

26-29: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +2 enchantment. It deals 1d14+2 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +1 bonus to saving throws and morale checks. Finally, the cleric also receives a +4 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

30-31: For a duration of 3d6+CL rounds, the cleric can attack with his holy symbol as if it were a magical weapon of +3 enchantment. It deals 1d16+3 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +4 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

32-33: For a duration of 1d6+CL days, the cleric can attack with his holy symbol as if it were a magical weapon of +4 enchantment. It deals 1d16+4 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +6 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

34+: For a duration of 1d6+CL days, the cleric can attack with his holy symbol as if it were a magical weapon of +4 enchantment. It deals 1d20+5 damage (modified by Str, as usual), with an additional +4 damage bonus against unholy creatures. In addition, as long as the cleric is visible to his allies and followers, they receive a +2 bonus to saving throws and morale checks. Finally, the cleric also receives a +6 bonus to all spell checks to turn unholy while using his holy symbol when under the influence of this spell.

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Neutralize Poison or Disease

Level: 2 **Range: Touch or further** **Duration: Permanent** **Casting Time: 1 round** **Save: N/A**

This spell stabilizes further disruption from poison or disease and may reverse existing effects. The cleric may cast this spell on himself or someone he touches. While the effects of poisons are easily distinguished, some diseases may be fairly complex in nature and their effects may not be clear. The judge should adjudicate which are reasonably cured by this spell and which are not.

Spell Results

1-13: Failure.

14-15: The cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. Any effects suffered already cannot be reversed. For example, an ally that has lost 3 points of Strength to an ongoing disease may stop future Strength loss, but the existing loss is not recovered.

16-19: The cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

20-21: The target receives a +2 bonus to Fort saves to resist poison or disease for the next day. Additionally, the cleric retards the subsequent effects of one poison or disease that is affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

22-25: The target receives a +4 bonus to Fort saves to resist poison or disease for the next day. Additionally, the cleric retards the subsequent effects of two poisons or diseases that are affecting the target and removes the remaining dosage or effect from the targets system. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks.

26-29: The cleric can lead a prayer in which up to 4 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. Those that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the same time frame under which they were first suffered. However, a creature that has already been killed by the poison or disease is not brought back to life. For example, an ally that lost 3 points of Strength over the course of three weeks to an ongoing disease will recover those lost points over the next three weeks. Finally, all allies participating in the prayer receive a +4 bonus to resist poisons and diseases for the next week.

30-31: The cleric can lead a prayer in which up to 12 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the course of the next 24 hours. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all terrestrial poisons and diseases for the next week and receive a +4 bonus to resist supernatural or magical poisons and diseases for the next week.

32-33: The cleric can lead a prayer in which up to 50 other creatures can participate. All creatures praying must link hands with each other and form a circle that terminates in the clerics grasp. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed over the course of the next 24 hours. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all poisons and diseases for the next month.

34+: The cleric can lead a prayer in which up to 200 other creatures can participate. All creatures praying must be within the clerics line of sight. All creatures that pray with the cleric are completely cured of all poisons or diseases affecting them, and the poisons and diseases are removed from their systems. In addition, any effects suffered already are reversed immediately. However, a creature that has already been killed by the poison or disease is not brought back to life. Finally, all allies participating in the prayer are completely immune to all poisons and diseases for the next month.

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Stinging Stone

Level: 2 Range: Objects touched Duration: See below Casting Time: 1 turn Save: Fort vs. spell check DC

The cleric transforms an object into a poisonous creature. For example, the cleric can change a sling stone into a spider, an arrow to an asp, or a staff into a serpent. The specifics are as follows: At low levels of effect (see below), the cleric can transform a small object into a poisonous spider. The object can be a coin, gem, sling stone, apple, beer mug, or other such small thing. The spell descriptions below assume a sling stone is used. For the spells duration, the object retains its natural shape until it touches an enemy. So, for example, the cleric can hide a gemstone in a chest, which transforms into a spider when grasped; or launch an attack with his sling, and the stone transforms into a spider or scorpion when it strikes the enemy. Once the object touches an enemy (either through their grasp or via a successful hit as with a sling stone), it transforms into a spider, which remains for a certain amount of time. The spider receives one bite immediately on the round of attack and one additional bite each round until the spell ends. (A missed sling stone does not transform.) It reverts to its natural shape at the end of the spell. The poisonous spider is AC 14 (due to small size and agility) and has only 1 hp, but immediately scurries toward exposed flesh and strikes the enemy. On the first bite, the spiders attack automatically hits, causing damage 1 + poison. The target must make a Fort save against the spell check DC or suffer poison as per a (roll 1d3) (1) black widow; (2) tarantula; or (3) scorpion (see Appendix P). On future rounds the spider must make an attack roll at Atk +2 in order to inflict damage. Note that the spider continues to scurry about and bite for the duration of the spell. Strikes against it that miss have a 50% chance of hitting the spells target for damage. At medium levels of effect (see below), the cleric can transform an arrow into an asp or adder. (He could also transform other similarly shaped objects into an asp or adder: a stick of wood, a lever, a metal rod, etc.) As above, the object retains its natural shape until it touches an enemy, at which point it transforms. The asp or adder receives one bite immediately on the round of attack and one additional bite each round until the spell ends. The first bite automatically hits, causing damage 2 + poison. The target must make a Fort save against the spell check DC or suffer the poison of an asp or adder (see Appendix P). On future rounds the snake must make an attack roll at Atk +4 in order to inflict damage. Note that the snake continues to slither about and bite for the duration of the spell. Strikes against it that miss have a 50% chance of hitting the spells target for damage. At the highest levels of effect (see below), the cleric can transform a staff into a cobra or viper. (He could also transform other similarly shaped objects into a cobra: a tree branch, a pole arm, etc.) In this case, each time the cleric strikes with the staff, it transforms into a serpent, bites, and then transforms back into a staff. The serpent-staff is treated as a +4 magical weapon, so it attacks at the clerics normal attack bonus with an additional +4 modifier. Any successful attack causes normal weapon damage, +4 for the magical modifier, and inflicts poison as per a cobra or viper strike (see Appendix P). The Fort save against the poison is the spell check result. If the cleric strikes with the staff and then releases it, the staff remains in serpent form and continues to attack with its bite for the duration of the spell; in this case, it attacks at Atk +6 and inflicts damage of 1d4+4 plus poison. In all cases, the transformed spider or serpent is wild and uncontrolled. It will not obey commands from the cleric. An arrow that transforms into an asp, for example, cannot be commanded to return to the cleric after killing its target. It will simply slither off like any wild snake.

Spell Results

1-13: Failure.

14-15: The cleric can transform a single small object, up to the size of a sling stone, into a poisonous spider. For a duration of 1d4+CL turns, the object retains its natural shape until it touches an enemy. Once it touches an enemy, it remains in spider form for 2 rounds.

16-19: The cleric can transform a single small object, up to the size of a sling stone, into a poisonous spider. For a duration of 1d4+CL days, the object retains its natural shape until it touches an enemy. Once it touches an enemy, it remains in spider form for 1d4+CL rounds.

20-21: The cleric can transform up to 5 small objects, up to the size of sling stones, into poisonous spiders. Or he can transform a single arrow into an asp or adder (see Appendix P). For a duration of 1d4+CL days, the objects retain their natural shapes until they touch an enemy. Once an object touches an enemy, it remains in spider or snake form for 1d4+CL rounds.

22-25: The cleric can transform up to 10 small objects, up to the size of sling stones, into poisonous spiders. Or he can transform up to three arrows into an asps or adders (see Appendix P). For a duration of 1d4+CL days, the objects retain their natural shapes until they touch an enemy. Once an object touches an enemy, it remains in spider or snake form for 1d4+CL rounds.

26-29: The cleric can transform up to 25 sling stones into poisonous spiders, up to 10 arrows into asps or adders, or a single staff into a cobra or viper. For a duration of 1d4+CL days, the objects retain their natural shape until they touch an enemy. Once they touch an enemy, they remain in spider or snake form for 1d6+CL rounds.

30-31: The cleric can transform up to 25 sling stones into poisonous spiders, up to 10 arrows into asps or adders, or a single staff into a cobra or viper. For a duration of 1d4+CL weeks, the objects retain their natural shape until they touch an enemy. Once they touch an enemy, they remain in spider or snake form for 2d6+CL rounds.

32-33: The cleric can transform up to 50 sling stones into poisonous spiders, up to 20 arrows into asps or adders, or up to two staves into cobras or vipers. For a duration of 1d4+CL weeks, the objects retain their natural shape until they touch an enemy. Once they touch an enemy, they remain in spider or snake form for 3d6+CL rounds.

34+: The cleric can transform up to 100 sling stones into poisonous spiders, up to 40 arrows into asps or adders, or up to four staves into cobras or vipers. For a duration of 1d8+CL weeks, the objects retain their natural shape until they touch an enemy. Once they touch an enemy, they remain in spider or snake form for 3d6+CL rounds. Alternately, the cleric can transform a single object permanently. Specify a single sling stone, arrow, or staff. It is permanently subject to transformation, as noted above. When it changes form into a spider or serpent, it stays in that form for the normal duration of 3d6+CL rounds, then reverts to its natural state until triggered again. If the object is killed while in serpent or spider form, it remains in its dead state and its magical properties are lost.

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Lawful Wizard

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Comprehend Languages

Level: 1 Range: Self Duration: Varies Casting Time: 1 turn Save: None

The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.

Misfire: Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language [roll as wizard on Appendix L] for 1d4 hours; (3) all creatures within 30' radius [including caster] stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.

Corruption: Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language [each time, roll as wizard on Appendix L]; (4) permanent interpretation: caster can permanently understand all spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, his eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.

14-17: The caster can read and understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.

18-19: The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, he can communicate basic desires but nothing complex.

20-23: The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, he could speak with a demon or an elemental. The caster can speak the language fluently.

24-27: The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level or grant this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save.

28-29: The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature he touches, or grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.

30-31: The caster gains the permanent ability to fluently read, write, understand and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the casting of this spell.

32+: The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.

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Enlarge

Level: 1 Range: Touch Duration: 1 turn per caster level Casting Time: 1 round Save: None

By touching a creature or object, or targeting himself, the caster causes the target to grow in size! In this manner, ropes can become longer, doors thicker, tables heavier, swords larger, and so on. Magical objects so increased retain their original magical potency; e.g., a +1 sword does not become a +2 sword, it simply becomes a larger magical sword. The caster can learn the reverse of this spell, reduce, which is used to make things smaller. Multiple castings of this spell do not stack, though reduce may be used to cancel enlarge.

Misfire: Roll 1d4: (1) nearest enemy is enlarged rather than ally by 50%, conferring a +2 bonus to Str [if no nearby enemy, ignore result]; (2) all enemies within 50' are doubled in size, receiving a +3 bonus to Str; (3) target is diminished instead of enlarged, dropping in size by -25% and taking a -1 penalty to Str; (4) everything within 100', including living creatures, objects, plants, buildings, and other such things, is reduced to mouse-scale; i.e., humans drop to approximately 6" tall, buildings reduce in size to corresponding scale, weapons are the size of toothpicks, and so on; to those affected it appears the world beyond the range has just increased in size exponentially; affected creatures and objects remain affected even if they move beyond range and are restored to normal size in 1 day, but in the meantime they must survive as tiny creatures.

Corruption: Roll 1d16: (1-6) one part of caster's body is permanently enlarged to [1d3+1]x normal size as follows: 1: eyes, 2: ears, 3: nose, 4: hands, 5: shins, 6: feet; (7-10) one part of caster's body is permanently reduced to half normal size as follows: 7: eyes, 8: nose, 9: arms [-1 Str], 10: legs [-5' speed]; (11) hirsute: caster's body hair grows unstoppably for 1d4 days, covering body in gorilla-like fur; (12) caster permanently enlarges in size, increasing his height by 2d6", his weight by [1d6+1]x10 lbs., and his Str by +1, but his equipment does not enlarge; (13) caster's fingers each grow by 1d6", determined randomly by finger, making grasping difficult and inflicting a -1 Agility penalty; (14) minor corruption; (15) major corruption; (16) greater corruption.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The target increases in size and mass by 10%. It becomes visibly larger and potentially intimidating, but not enough to confer statistical bonuses. Depending on the situation, this may be enough to reach a ledge that was previously out of reach, or otherwise pass some barrier. Armor and equipment worn by the target are similar enlarged.

14-17: The target increases in size by 25%, conferring a +1 bonus to attacks, damage, and AC due to greater size and strength.

18-19: The target increases in size by 50%, conferring a +2 bonus to attacks, damage, and AC due to greater size and strength.

20-23: The target doubles in size. A normal man becomes ogre-sized with this result, receiving a +4 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +10 hp from the new size. These hit points are lost first when he target is wounded, and damage suffered while giantsized transfers to his normal hit point pool only if he first loses all 10 bonus hit points.

24-27: The target triples in size. A normal man becomes giant-sized with this result, receiving a +6 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +20 hp from the new size. These hit points are lost first when he is wounded, and damage suffered while giant-sized transfers to his normal hit point pool only if he first loses all 20 bonus hit points.

28-29: The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giant-sized transfer to their normal hit point pools only if they first lose all 20 bonus hit points.

30-31: The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giantsized transfer to their normal hit point pools only if they first lose all 20 bonus hit points. The duration is increased to one day per caster level, but can be individually ended by the decision of any target.

32+: The caster transforms himself or one target into a giant of truly godlike proportions. The target grows to a height of up to 100', at the caster's discretion. The target's statistics are similarly improved due to his new size, to a maximum benefit of +10 to attack, damage, and AC if he reaches the full 100' height. At that full height, he also receives a bonus of up to +100 hit points. These hit points are lost first when he is wounded, and damage suffered while giant-sized transfers to his normal hit point pool only if he first loses all 100 bonus hit points. The duration of this extraordinary display of power depends on the size of the target: a target transformed to a 100' height stays at that size for only 1 turn, while sizes of progressively smaller 10' increments last 1 turn longer. For every 20' less in size, the benefit to attacks, damage, and AC drops by -1, and the bonus hit points drop by -10, but the duration is extended by 1 turn. For example, a height of 40' lasts 4 turns, and grants a bonus of +7 to attacks, damage, and AC, and +70 hit points.

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Flaming Hands

Level: 1 Range: 15' Duration: Instantaneous Casting Time: 1 action Save: None

The caster produces gouts of fire from his bare hands to burn his enemies.

Misfire: Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame gouts; jet causes 1d3 damage to everything within 15' range in that direction; (2) caster's hands ignite causing him 1d3 damage (3); 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15' radius of the caster is immediately snuffed out.

Corruption: Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: A single blast of fire strikes one target within range for 1d3 points of damage.

14-17: Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.

18-19: Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.

20-23: Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.

24-27: Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.

28-29: Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.

30-31: Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180 arc of his position, doing damage equal to 3d6+CL to all caught in the blast.

32+: Caster can blast fire in a 360 arc outward from his body. Within that complete radius he can pick one "wedge" of 0-180 where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.

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Force Manipulation

Level: 1 Range: 25' Duration: Varies Casting Time: 1 action Save: None

The caster conjures and shapes invisible force energy into useful objects or barriers of a solid nature. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

Misfire: Roll 1d4: (1) caster is struck by force backlash, bludgeoned by invisible blows and must make a DC 13 Fort save or be knocked prone; (2) caster hoisted 3" aloft by force field and cannot move under his own power; must be pushed and pulled until effect wears off in 1 hour; (3) caster encases himself in force bubble and must make a DC 10 Reflex save each round or roll up to 30' in a random direction; bubble bursts in 1d6 rounds; (4) caster pelted by 1d4 force spheres doing 1 point of damage each.

Corruption: Roll 1d5: (1) caster loses his sense of touch as if his hands were permanently encased in an envelope of force; (2) small objects are knocked over around the caster by errant bolts of force energy [drinks spill, vases topple, potion bottles fall off tables] this effect is seldom to the caster's benefit; (3) caster floats a half-inch above the ground at all time, but still puts pressure on the floor beneath him to set off traps, sink in water, and otherwise suffer the effects of poor terrain; (4) caster's face turns transparent on occasion to reveal the skull beneath; (5) once per day at the judge's discretion, a wall of force bars the caster's passage for 1d3 rounds.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: The caster creates an apple-sized sphere of force that can be hurled as a weapon. It can be hurled immediately or remain in the wizard's hand for up to one round per caster level. It inflicts 1d6 damage per caster level with a range of 25' per caster level.

14-17: The wizard forms a floating platform of force energy 3' above the ground. This disk-shaped, 3' diameter platform follows him at a distance of 5' but can be commanded to move up to 25' away from the wizard's position by thought alone. The platform can carry up to 100 lbs. per caster level. If circumstances prevent the disk from remaining within range of the caster, the platform vanishes.

18-19: The caster calls into being a tower shield-sized wall of force at a point within 25'. It grants a +4 AC bonus for 2d6 rounds. The wall cannot move from where it was called into existence but remains in existence if the caster moves out of range.

20-23: As above, but the spell creates two shield walls. Each also provides protection against magic missiles 50% of the time.

24-27: The caster creates a wall of force 10' square per level in size. The wall cannot move but grants complete protection against all physical attacks, magic missiles, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL turns have passed or it has absorbed 50 points of damage. The caster cannot attack or cast spells through the wall.

28-29: The caster creates a wall of force 10' square per level in size. He can form this wall into a spherical or hemispherical shape up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, magic missiles, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL hours have passed or it has absorbed 100 points of damage. The caster cannot attack or cast spells through the wall.

30-31: The caster creates a wall of force 10' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL hours have passed or it has absorbed 150 points of damage. The caster cannot attack or cast spells through the wall.

32+: The caster creates a wall of force 20' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall can be moved up to 10' per round if the caster concentrates. It grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL days have passed or it has absorbed 300 points of damage. The caster may cast spell through the wall at opponents while enjoying its protection.

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Ropework

Level: 1 Range: 30' or more Duration: Varies Casting Time: 1 round Save: None

The caster summons a rope from nowhere and commands it to do his bidding. The rope can be used to entangle foes, climb walls, cross ravines, lift friends or enemies, shape itself into writing, or do other amazing things. Unlike other spells, casting ropework allows the caster to choose any result at or below the spell check.

Misfire: Roll 1d4: (1) for next 1d4 hours caster repels ropes as if by an invisible force field ropes always "bounce away" when he approaches, and they slip out of his hand whenever he tries to grab one; (2) rope is summoned to immediately bind the caster securely [DC 15 Agi or Str check to escape, or rope must be cut]; (3) caster plus 1d4 nearest allies are all drawn together by magically summoned rope which proceeds to bind them in a complex knot [DC 15 Agi or Str check to escape, or rope must be cut]; (4) 1d4 animated ropes appear and begin attacking all nearby creatures! [AC 8, 5 hp each, atk whip +3 melee [dmg 1d3]].

Corruption: Roll 1d4: (1) caster's skin takes on ropy look and feel; (2) caster's arms elongate 1d4+4" and joints soften, giving the limbs a tentacle-like consistency; (3) caster grows a sixth finger on each hand; (4) caster grows a sixth toe on each foot.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.

2-11: Lost. Failure.

12-13: The caster summons a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn.

14-17: The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to rearrange itself into any shape. This can be a symbol (such as an arrow or square), writing (cursive or block), numbers, or anything else. The rope takes 1d4 rounds to arrange itself, depending on the complexity of the request.

18-19: The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to entangle one target. The rope rapidly loops itself around the target, then constricts. The target receives a Reflex save against the spell check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC.

20-23: The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to rise into the air. The rope can rise straight up, at an angle, or hang in the air horizontally. It does not need to be anchored to anything and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope can be climbed as normal. The rope remains in this position, magically floating in the air, for up to 1 turn, at which point it drops to the ground.

24-27: The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to lift a target into the air. The rope loops itself lightly around the legs and waist of the target (requiring about 5 feet of its total length), then lifts the target to whatever height is indicates, as long as the base of the rope still touches the ground. The rope can lift a target that weighs up to 400 pounds. The target can be lifted straight up or at an angle, at a speed of 50' per round.

28-29: The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then also have the rope drag target at a speed of up to 30' per round. The rope can be commanded to move up to 1 turn as long as one end of it is within 30' of you.

30-31: As any result above, and the spell's range is extended to 300'.

32+: As any result above, and the spell's duration is increased to 1 hour.

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Fire Resistance

Level: 2 **Range: Self or more** **Duration: 1 turn or more** **Casting Time: 1 round** **Save: N/A**

The caster increases his resistance to heat and fire.

Misfire: Roll 1d4: (1) caster causes a fire to erupt on his person, as his clothing, scrolls, or other possessions sud-denly catch fire, dealing 1d4 damage before sputtering out; (2) caster makes himself more vulnerable to fire; he receives a -2 save penalty against fire-based effects and suffers an additional point of damage from fire for the next 1d4 hours; (3) caster creates a wave of cold that passes instantaneously but not before deep-freezing all liquids on his person (including potions); (4) caster lights a fire at the feet of one ran-domly determined person within 50', inflicting 1d4 damage.

Corruption: Roll 1d8: (1) caster's face takes on a burned, distorted look as if he had been caught in a terrible fire; (2) caster's eyebrows are scorched off; (3) caster's fingernails turn black; (4) caster's skin takes on a perma-nent sunburned hue; (5-6) minor; (7) major; (8) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint; (5+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: The caster gains limited resistance to fire. For the next turn, he ignores 1 hp of fire damage each round.

16-19: For the next turn, the caster ignores up to 2 hp of fire damage each round. Additionally, the caster gains a +2 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells).

20-21: For the next turn, the caster ignores up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.

22-25: For the next turn, the caster ignores up to 10 hp of fire damage each round, and allies within 10' also resist up to 5 hp of fire damage each round. Additionally, the caster gains a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells). Finally, the caster and objects on his person cannot catch fire. Although intense heat and flames may still harm him and scorch his possessions, they will not ignite.

26-29: The caster creates a shield of fire resistance around himself for one turn. All heat or fire damage within 20' is suppressed: the caster and creatures within 10' ignore a collective 30 hp of fire damage each round. As the 'heat sink' is absorbed, the caster selects where any overflow damage is directed. For example, if all allies within 20' take 17 hp of fire damage in a round, it is completely absorbed. However, if the next round produces 6 hits for a total of 34 points of fire damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

30-31: All fires within 30' of the caster are instantaneously extinguished. Additionally, all heat or fire damage within 30' is suppressed for one turn: the caster and creatures within 10' ignore a collective 40 hp of fire damage each round. As the 'heat sink' is absorbed, the caster selects where any overflow damage is directed. For example, if all allies within 20' take 37 hp of fire damage in a round, it is completely absorbed. However, if the next round produces 9 hits for a total of 54 points of fire damage, then 4 points of damage overflow. The caster selects which hits are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage.

32-33: The caster and all allies within 30' are completely immune to fire and heat for the next turn. The caster takes no damage from fire, lava, magma, fireballs, and so on. The caster cannot be set afire, nor will ob-jects in contact with him ignite.

34+: The caster creates a shimmering bubble of cool, fresh air in which heat and fire cannot survive. The bubble ap-pears like a calm blue cloud that surrounds the caster and extends to a radius of 30' in all directions. Fires that enter the bubble (either via the caster's movement or the fire being launched in his direction) are automatically extinguished. Air and water temperature within the bubble automatically drops to room temperature, regard-less of outside influences. Fresh oxygen is constantly replenished in the bubble. The caster and all creatures within the bubble are effectively immune to fire and heat. The bubble lasts for one hour per caster level.

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Knock

Level: 2 **Range: 30' or more** **Duration: Permanent** **Casting Time: 1 round** **Save: N/A**

The caster forces open a locked portal or object.

Misfire: Roll 1d3: (1) caster accidentally strengthens the lock on the targeted door, increasing DCs to unlock/ break it by +4; (2) caster makes the targeted door invisible for 1d6 rounds; (3) caster causes all fasteners on his person to come undone, including shoelaces, belts, potion stoppers, scroll cases, and so on.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens unless the object is of enormous size or supra-normal complexity. If locked by magical means, the spell has no effect.

16-19: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by magical means, the spell has no effect. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened, provided they are locked via a strictly physical nature.

20-21: Targeting one locked chest, stuck door, bolted gate, tied rope, or other object or portal, the caster causes it to magically open. If locked by physical or mundane means, the targeted object automatically unlocks or unfastens. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened, provided they are locked via a strictly physical nature. The caster may also be able to affect magically locked devices. If the result of this spell check is higher than the spell check result used to magically lock the object, it is opened. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check.

22-25: The caster creates a zone of unlocking that potentially affects all locked objects within 30'. The caster gains instant awareness of all such objects within range (including secret doors, if they are locked) and may choose instantaneously which to unlock. This includes locked chests, stuck doors, bolted gates, tied ropes, and other objects or portals. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened. Objects locked via a physical nature are automatically unlocked, and objects locked by magic are unlocked if the result of this spell check is higher than the spell check result used to magically lock the object. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check. The caster can use this spell to open extradimensional portals that have been locked or blocked.

26-29: The caster creates a zone of unlocking that potentially affects all locked objects within 60', or the caster can target all fasteners of any nature on a single target within 60'. If the latter, the spell affects belts, buttons, snaps, shoelaces, thongs closing sacks, cork stoppers in potions, and so on. A creature targeted with this effect receives no save, and typically finds itself suddenly naked and wet, as its clothes collapse around it, and ration and drinks begin to leak. If the former effect, the caster gains instant awareness of all blocked portals within range (including secret doors, if they are locked), and may choose instantaneously which to unlock. This includes locked chests, stuck doors, bolted gates, tied ropes, and other objects or portals. Even objects of enormous size (e.g., the gates of a cloud giant's castle) or supra-normal complexity (e.g., the most complex clockwork lock ever devised by a level 20 gnomish locksmith) are opened. Objects locked via a physical nature are automatically unlocked, and objects locked by magic are unlocked if the result of this spell check is higher than the spell check result used to magically lock the object. For example, a portal locked with wizard lock could potentially be opened if the knock check result exceeds the original wizard lock spell check. The caster can use this spell to open extradimensional portals that have been locked or blocked.

30-31: The caster instantly becomes aware of all portals, doors, and gates within 120', including those that are invisible or extraplanar. All such portals are immediately unlocked unless subject to a magical effect created by a spell check higher than this one. Additionally, the caster can target one portal within range and permanently destroy it. Regardless of size, this door, gate, or window is instantly disintegrated, allowing permanent passage.

32-33: The caster instantly becomes aware of all portals, doors, and gates within 120', including those that are invisible or extraplanar. All such portals are immediately unlocked unless subject to a magical effect created by a spell check higher than this one. Additionally, the caster can target up to three portals within range and permanently destroy them. Regardless of size, these doors, gates, or windows are instantly disintegrated, allowing permanent passage through them.

34+: In a staggering display of power, the caster causes all portals within 1 mile to blast open in a violent burst. This includes windows and shutters, cellar stairs and attic trapdoors, and oven doors and city gates, as well as normal doors and portals. Objects are affected regardless of size, complexity, or magic protection; even secret or invisible doors suddenly open, and passages concealed by tapestries are suddenly revealed as the tapestries fall or fray. There is a 25% chance that any given portal is also destroyed in the display of magic. Moreover, normal fasteners and stoppers are loosened or dislodged, such that wine corks fizz open, lids fall off dinner pots, shoelaces unlace, snaps loosen, belts unbuckle, and so on. The caster can vary the impact to range from "completely disassembled," where creatures' clothes fall off and their wineskins burst to dowse them, to "merely loosened" such that pants loosen and shoes are unlaced.

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Scorching Ray

Level: 2 Range: 80' Duration: Instantaneous Casting Time: 1 action Save: Ref partial (see below)

The caster summons the flames of Hell to immolate his foes.

Misfire: Roll 1d4: (1) caster explodes a ball of fire centered on himself, causing 1d6 damage and burning up all flammable objects on his person; (2) caster sends forth an errant ray of fire that causes 1d6 damage to one randomly determined ally within 30'; (3) caster lights the nearest ally on fire briefly for 1d4 damage; (4) caster inadvertently reverses the spell, summoning a wave of chilling cold that automatically extinguishes all flames within 100' of him.

Corruption: Roll 1d10: (1) all hair on the caster's head is permanently burned off [including eyebrows and facial hair]; (2) the caster's hands and arms are blackened, as if they had been charred and burned; (3) the caster's skin is permanently sunburned, causing discomfort and pain when he wears armor or rough fabrics; (4) the caster's face is caught in a burst of flame, melting his flesh into a horribly grotesque appearance; (6) the caster develops an extreme sensitivity to heat, automatically taking an extra +1 damage on all dice related to fire damage from now on; (7) greater; (8) major; (9) minor.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: Failure, but spell is not lost.

14-15: One target takes 1d6 + caster level damage. Additionally, it must make a Reflex save vs. spell check or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

16-19: One target takes 1d8 + caster level damage. Additionally, it must make a DC 15 Reflex save or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

20-21: The caster can launch two rays, at the same target or at two targets. Each ray does 1d10 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

22-25: The caster can launch three rays, at the same target or different targets. Each ray does 1d12 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

26-29: The caster sends forth a fanning wave of flames. The attack is shaped like a cone, centered on the caster and expanding to a width of 40' at its farthest end 80' away. All targets within the cone take 1d12 + caster level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., scrolls or tomes) have a 75% chance of catching fire unless protected.

30-31: The caster detonates a blast of fire centered on himself. He suffers no damage, but all targets within 20' are automatically immolated for 1d12 points of damage. In addition, the blast sends out up to a dozen jets of flame, each 80' long and aimed at a single target. Each jet does 1d20 + caster level damage and automatically catches the target on fire for an additional 1d6 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., scrolls or tomes) automatically catch fire. No target can be damaged by more than one jet of flame.

32-33: The caster detonates a blast of fire centered on himself. He suffers no damage, but all targets within 30' are automatically immolated for 1d20 points of damage. In addition, the blast sends out up to a dozen jets of flame, each 80' long and aimed at a single target. Each jet does 1d20 + caster level damage and automatically catches the target on fire for an additional 1d8 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., scrolls or tomes) automatically catch fire. No target can be damaged by more than one jet of flame.

34+: The caster summons a jet of magma and flame from the earth's core, which explodes upward from his feet then blasts out at his enemies. He can direct a scorching ray of flame at any target he can see, to a range of 1,000'. The amount of damage done by each ray depends on how much the caster must dilute the pure magma of the earth's core. A single target takes 6d20+CL damage; 2-5 targets each take 4d20+CL damage; 6-10 targets each take 3d12+CL damage; 11-30 targets each take 1d20+CL damage; 31-50 targets each take 1d12+CL damage; 51-100 targets each take 1d8 damage; and 101 or more targets each take 1d6 damage. Every target must succeed on a DC 15 Reflex save or catch fire, suffering an additional 1d6 damage every round thereafter until they again succeed on a DC 15 Reflex save.

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