



Level 4 Wizard

Animal Summoning

Level: 1 **Range: 20'** **Duration: Varies** **Casting Time: 1 round** **Save: None**

The caster invokes animal spirits to summon forth a mundane animal. The caster must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).

Misfire: Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, the caster inadvertently sends one away: The caster's familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or bloody viscera to appear; (4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, or the floor/ground if there is no other nearby feature the animal dies instantly and its body is difficult to recover now that it is fused with the object.

Corruption: Roll 1d8: (1) wizard takes on minor facial trait of the animal he attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistible; (3-5) minor corruption; (6-7) major corruption; (8) greater 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 summons one mundane animal of 1 HD or less. The animal remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

14-17: The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 1 hour, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

18-19: The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

20-23: The caster summons one mundane animal of up to 4 HD, two animals of 2 HD, or up to four animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

24-27: The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

28-29: The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

30-31: The caster summons one mundane animal of up to 16 HD, two animals of up to 8 HD, four animals of up to 4 HD, or up to eight animals of 2 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

32+: The caster summons a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd remains for up to a week, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds and even undertake suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

Color Spray

Level: 1 Range: 40' Duration: Instantaneous Casting Time: 1 action Save: Will vs. check

The caster summons forth a spray of brilliant colors that blind and dazzle the target.

Misfire: Roll 1d3: (1) colored energy blasts back on the caster, blinding him for 1d4 rounds; (2) color spray is delayed uncontrollably; judge secretly rolls a die type of his choice; spell is discharged that many rounds later on new re-rolled spell check result; (3) color sprays arc in different random directions rather than together in a cohesive rainbow; roll 1d12 for direction [clock face with 12:00 ahead of caster]; 1d4+1 color hues blast out, each in a different direction, causing blindness [1d4 rounds, DC 12 Will save to resist] to first creature in that direction, whether friend or foe.

Corruption: Roll 1d8, noting additional color change table at end of this one: (1) caster's skin permanently changes to a rainbow pattern; (2) caster's eyes each change to a new, different color; (3) caster's hair changes color; (4) caster's skin changes color; (5-7) minor corruption; (8) major corruption. Roll another 1d10 for color changes: [1] blue; [2] green; [3] yellow; [4] orange; [5] red; [6] purple; [7] silver; [8] gold; [9] white; [10] black.

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 target within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

14-17: Up to two individual targets within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

18-19: Up to three targets within range can be targeted. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded and knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

20-23: Up to three targets within range can be targeted. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded and knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

24-27: A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

28-29: A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d6 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

30-31: A blast of colored chaos affects all targets in a cone 100' long and from 10' to 40' wide (caster can decide). The caster may specify whether the cone affects all targets or only enemies. Affected creatures within the cone take 1d8 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

32+: An incredible surge of rainbow light blasts forth from the caster's fingertips. The spell creates an arcing pattern around the caster, forming a powerful rainbow shining down from the heavens toward the caster's fingers. The display of light is visible for several miles. All enemies within 200' of the caster's location are potentially affected: creatures of 5 HD or less are affected automatically; all others are affected on a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake blinded for another turn. Moreover, allies who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds.

Flaming Hands

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

The caster produces goutts 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 goutts; 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.

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+: The caster receives +2d to a single roll of their choice. This cannot be given to another PC.
OR the caster regains one lost spell.

Runic Alphabet, Mortal

Level: 1 **Range:** 1 inscribed rune **Duration:** Until triggered **Casting Time:** 1 turn **Save:** Will save vs. spell check; -1 if target has opposed align

Wizards learn alphabets of magic symbols, which, when traced, cause incredible things to happen. There are different alphabets: dwarven runes, elder sigils, the hieroglyphs of the sphinxes, and the signs of individual mages. With this spell, the caster can create the simplest runes, those comprehensible to mortals. The caster's alignment is imbued in the rune traced, and a being triggering the rune of an opposing alignment suffers more dire effects. The caster traces the sign using costly rare materials that must be purchased ahead of time for 50 gp per rune. The spell check is made, determining which energies are imbued into the rune; the caster can choose one rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced in any object: brooch, book, tombstone, archway, door, floor, tabletop, etc. Subtract -2 from the spell check to trace the rune in mid-air; -4 to trace the rune invisibly; or -8 to trace the rune permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed spell check, the sign fizzles and dissolves, and the materials use to make it are lost. On a success, the spell check becomes the DC for the opposing save. You can identify an unknown rune with a read magic spell or a successful runic alphabet spell check against the caster's check result.

Misfire: Roll 1d4: (1) randomly determined rune [roll d10+10 on spell table] is inscribed on the caster's hand, then immediately detonated; (2) rune is traced but it will not activate under any circumstances, effectively providing a costly "tattoo" to the subject marked; (3) caster inadvertently sears a permanent symbol that resembles a silhouette of his face; (4) caster forgets how to read and write for 1d6 turns, during which time he cannot cast this spell or any other that is dependent on literacy.

Corruption: Roll 1d4: (1) caster has a non-magical runic shape permanently seared onto one cheek; (2) caster's forehead wrinkles such that it appears to house a third eye, which disappears upon close inspection; (3) minor; (4) major.

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: Alarm. A loud alarm sounds when the target object (up to man-sized) is disturbed (no save). Alternately, the alarm can notify the caster mentally and emit no audible noise. The notification has a range of 1 mile.

14-17: Message. The rune chants a predetermined message when triggered (no save). The message may be repeated up to three times.

18-19: Block. Creatures up to man-sized are unable to pass through or by the target door, window, portal, or inanimate object (Will save resists).

20-23: Immobility. Creatures attempting to move the target object (up to man-sized, including aggregated objects such as a pile of coins) cannot lift or move it (Will save resists).

24-27: Veracity. Creatures cannot lie or deceive within sight of this rune (Will save resists).

28-29: Forgetfulness. Creatures viewing the target object (up to the size of one man per caster level) forget that it exists the moment their attention is removed from it (Will save resists).

30-31: Sleep. Creatures viewing the triggering rune fall asleep (Will save resists). The sleep is normal and the target can be awakened through normal means.

32+: Curse. The rune delivers a minor curse to the creature that views it (Will save resists). The curse drains 1d3 points of Luck and may have one other irritating secondary effect. (See appendix C for more info.)

Detect Invisible

Level: 2 **Range: 60' or more** **Duration: Varies** **Casting Time: 1 Action** **Save: Will vs. spell check DC**

The caster activates an inner sight to see the true nature of things. In doing so, he is able to see invisible creatures and objects. If the target creature or object is protected by an invisibility shield (per the invisibility spell), the caster's spell check counts as the DC for the target's Will save.

Misfire: Roll 1d4: (1) caster inadvertently heightens the invisible effects of those around him, such that all invisible creatures automatically have the duration of their invisibility doubled; (2) caster causes his head to become invisible for 1d4 hours; (3) caster's shadow quadruples for 1d4 days, such that he always cast a total of 4 shadows in different directions, regardless of light sources, and they occasionally move independently, causing terror and panic among nearby peasants; (4) caster causes one randomly determined creature within 20' to become invisible for 1d4 rounds.

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; (4+) misfire.

2-11: Lost. Failure.

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

14-15: For a brief moment, the caster can see all invisible inanimate objects within 60'. Unless protected by a powerful invisibility shield (per the invisibility spell), these objects flicker into sight then immediately disappear again, leaving the caster with an impression of their location. The caster cannot see invisible creatures.

16-19: Until the end of the next round, the caster can see all invisible objects and creatures within 60'.

20-21: For the next turn, the caster can see all invisible objects and creatures within 60'.

22-25: For the next turn, the caster can see all invisible objects and creatures within 60'.

26-29: For the next turn, the caster can see all invisible objects and creatures within 200'. Additionally, one ally touched is also able to see invisible things as the caster, as long as he maintains physical contact with the ally. The ally can change round-to-round if the caster touches a different person.

30-31: For the next hour, the caster and all allies within 10' can see all invisible objects and creatures within 200'.

32-33: For the next hour, the caster and all allies within 10' can see all invisible objects and creatures within 200'. Additionally, the caster can dispel invisibility. If the caster concentrates for one round on an invisible object or creature, it must make a Will save against his spell check DC. If the Will save fails, the target's invisibility is temporarily suppressed. The power is lost for one round per missed point of the check. For example, if the DC was 32 and the creature's Will save was 24, it would be visible for 8 rounds. This applies to creatures with native invisibility as well as spellcasters.

34+: With a powerful burst of radiant light, the caster suppresses the invisible nature of all invisible creatures and things within his line of sight. All objects, and creatures of 3 or less HD, are automatically made visible for a period of one hour. Additionally, they must make a Will save or become permanently visible. Creatures of 4+ HD receive a Will save to resist the spell; failure means they also become visible for one hour. Visible creatures can be seen by all creatures. Note this effect includes friendly creatures who are invisible, as well as enemies. Finally, the caster (and only the caster) can see all secret doors, concealed compartments, hidden latches, and other such things. This ability lasts for the next hour.

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 suddenly 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 randomly 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 permanent 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 objects 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 appears 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, regardless 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.