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# MAGIC OF NEOEXODUS



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REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

**d20**  
system

## NEW SPELLS

## AQUATIC ZONE

Abjuration

Level: Brd 4, Clr 4, Drd 4, Pal 5, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 25ft

Area: 50ft + 10ft/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You imbue an area with magical energy that prevents water in that zone from evaporation or freezing. Aquatic Zone can be made permanent with a permanency spell.

## BLOOD QUICKENING

Necromancy

Level: Clr 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Your successful melee touch attack causes the subject's blood to thin. If the subject is wounded this doubles the rate of blood flow from the wound. Until the wounded is treated this will double the rate at which hit points are lost. Blood Quickening can be negated by a Fortitude save (*DC 10 + ½ your caster level + your Wisdom modifier*). This spell will also reverse the affects of Coalescence.

## COALESCENCE

Necromancy

Level: Clr 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Your successful melee touch attack causes the subject's blood to coagulate in its veins; unless

treated, the subject will die in one hour. Coalescence can be negated by a Fortitude save (*DC 10 + ½ your caster level + your Wisdom modifier*). Remove Curse will reverse the effects. This spell will also reverse the affects of Blood Quickening.

**Arcane Material Component:** A one-inch cube of sponge.

## CRYSTAL FORGING

Transmutation [*Earth*]

Level: Clr 5, Drd 5

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Targets: Crystal touched

Duration: Instantaneous

You can form an existing piece of crystal into any shape that suits your purpose. This includes armor and weapons.

## DISPERSING WIND

Evocation [*Air*]

Level: Drd 4; Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

**Effect:** A gust of severe wind emanating out from you in all directions to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a severe blast of air that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d6×10 feet, taking 1d6 points of non-lethal per 10 feet. If flying, a Tiny or smaller creature is blown back 2d8×10 feet and takes 2d8 points of nonlethal damage due to battering and buffeting.

A small creatures is knocked down, and rolled 1d4×10 feet, taking 1d4 points of non-lethal per 10 feet. or if flying are blown back 1d6×10 feet and takes 1d8 points of nonlethal damage due to battering and buffeting.

Medium creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.

Large or larger creatures may only move at half of normal rate within a dispersing wind effect.

A gust of wind can move a creature up to twice the limit of its range.

Any creature, regardless of size, takes a -5 penalty on ranged attacks and Listen checks in the area of a dispersing wind.

The force of the wind automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 75% chance to extinguish those lights.

In addition to the effects noted, a dispersing wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

## EMPOWERING WILL

**Enchantment (Compulsion) [Mind-Affecting]**

**Level:** Brd 6, Wiz/Soc 7

**Components:** V, S

**Casting Time:** 1 Standard Action

**Area:** 100 ft radius

**Target:** All friendly subjects in area

**Duration:** 1 min/level

**Saving Throw:** Will negates (*harmless*)

**Spell Resistance:** Yes (*harmless*)

This spell imbues a group with bravery and morale in battle. The spell grants a +3 morale bonus on attack rolls, saves, and skill checks.

## KAGA'S CHANNELING

**Transmutation**

**Level:** Wiz 2, Soc 2

**Components:** V, S

**Casting Time:** 5 minutes

**Range:** Touch

**Target:** Caster touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (*harmless*)

Kaga's Channeling increases the caster level of the target caster by half your caster level rounded down. The target retains the extra levels only for the next spell cast and may not exceed an accumulated +5 bonus to caster level.

For example, if your caster level is 5 and the target's caster level is 6 this would increase the target's caster level to 8 ( $5/2 = 2 + 6 = 8$ ).

## KHAYNE'S CORRUPTION

**Necromancy**

**Level:** Clr 6, Drd 6

**Components:** V, S, DF, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude; see text

**Spell Resistance:** Yes

Your successful melee touch attack infects the subject with an extremely powerful poison. The poison deals 3d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage for each of the next 3 rounds. Each instance of damage can be negated by a Fortitude save ( $DC 10 + \frac{1}{2} \text{ your caster level} + \text{your Wisdom modifier}$ ).

**Arcane Material Component:** One ounce of dried violet fungus.

## KHAYNE'S DEPLETION

**Necromancy**

**Level:** Clr 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** Yes

Your successful melee touch attack drains 1 point of constitution each round. The caster must make a successful melee touch attack each round with a +1 attack bonus per round after the first. Attacks on the caster require him to make a concentration bonus in addition to the melee touch attack. If either fails, the spell fails.

This ability loss is permanent.

**Duration:** Until the melee touch attack fails, the target's constitution reaches 0, the caster attempts any other action or the caster fails a required concentration check.

## SYMBOL OF HOPE

**Enchantment (Charm) [Mind-Affecting]**

**Level:** Clr 6, Sor/Wiz 6

**Saving Throw:** Will negates (*harmless*)

This spell functions like symbol of death, except that all creatures within the radius of a symbol of hope instead become instilled with a sense of courage by the caster for 1 hour per caster level.

Unlike symbol of death, symbol of hope has no hit point limit; once triggered, a symbol of hope simply remains active for 10 minutes per caster level.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

## WATERSPOUT

**Evocation [Water]**

**Level:** Water 8; Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Waterspout 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

This spell creates a powerful waterspout that moves over water at a speed of 60 feet per round. You can concentrate on controlling the waterspout's every movement or specify a simple program. Directing the waterspout's movement or changing its programmed movement is a standard action for you. The waterspout always moves during your turn. If the waterspout exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (*You can't regain control of the waterspout, even if it comes back within range.*)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the waterspout and held suspended, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the waterspout to eject any carried creatures whenever you wish, depositing the hapless souls wherever the waterspout happens to be when they are released. If the waterspout moves from water onto land it immediately dissipates. All those in the area of the water-

spout, when this happens must make a reflex save or be swept away and suffer 2d6 points of damage.

## ZONE OF BLIGHT

**Necromancy**

**Level:** Drd 8, Sor/Wiz 9

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius spread + 10 ft./level

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

This spell withers all plants of any size in the affected area. An affected plant creature takes 1d6 points of damage per level (*maximum 15d6*) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

# NEW SPELLBOOKS

## MANUAL OF BURIALS

The Manual of Burials is a plain black leather book with no further markings. The cover and binding are worn but the fine vellum pages contained within are in perfect form. The handwriting within shows the effect of age upon the writer, the beginning of the book shows a clear and enthusiastic hand, the middle shows writing strong and clear, while the ending passages of the book make clear example of a palsied and withered hand.

The priest turned wizard Adolphus Marakos began writing the Manual of Burials over ninety years ago. The Manual details the funerary rites and practices of more than three dozen religions and civilizations and over the course of fifty years.

As Adolphus grew older, his obsession with death, or the actual process of, grew more apparent, but not in the manner that most wizards do. Instead of trying to cheat death, or even stave it off, he sought to embrace the physical effects of aging and its effect on the body. He studied the effects of necrosis and decay, of aging and the actual process of death. His knowledge of the thing arcane, religious, and scientific gave his mind the most basic tools to which unravel the secrets of death. Adolphus interviewed morticians, priests, gravediggers, and tomb robbers in his quest to understand the actual processes.

Though many of the spells contained within the book are various necromancies that are well known, other spells are not so common. In fact, the unique spells in the Manual normally deal with replicating effects of the death and its process done to the body and even a few that affect the soul.

## BITTER ASHES

**Necromancy** [*Death, Mind-Affecting*]

**Level:** Sor/Wiz 9, Drd 9

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Slays one living creature and separates the soul from the body.

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial, Willpower partial

**Spell Resistance:** Yes

This is the most deadly spell contained within the Manual of Burial, for its effect is two-fold. The spell either ends the biological functions of a creature or forces the soul to be separated from the body, reducing the target's mind to nothing more than a useless mass of grey flesh. Even if the unfortunate target survives the casting with mind and body intact, they will be haunted by its effects for days after the encounter.

The first effect slays any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (*maximum* +25).

The second effect of the spell is much more insidious, but just as natural. The effect emulates the natural course of the spirit leaving a corpse once the body has died. The very soul of the creature is stripped from the body and sent to its proper place within the planes. The target is entitled to a Will save to survive the attack. If the save fails, the target's Intelligence, Wisdom, and Charisma scores are reset to 0. Restoring this damage can only be done with a wish or miracle spell to call the soul back to the body, something that even a raise dead, resurrection, or true resurrection cannot do. If the save is successful, the creature instead takes 1d3 points of Wisdom damage as its mind recovers from the trauma of surviving such a potentially horrific demise.

**Arcane Material Component:** A small portion of the brain of a corpse.

## CORPSE FLESH

**Necromancy** [*Death, Mind-Affecting*]

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** The caster's flesh takes on the resilience of the dead to damage.

**Target:** You

**Duration:** 1 min./level

Corpse Flesh is just as twisted as the others contained within the Manual, although its effects are greatly beneficial. The caster gains a mere glimpse of what it feels like to be amongst the living dead as this spell causes him to take on the pallor and rigidity of a corpse. While under the effects of the spell, the target's skin becomes rubbery and slack, while his joints become rigid. This grants him a damage reduction of 5/slashing and a +2 natural armor bonus to his AC. However, while under the effects of this spell, the caster is considered to be encumbered for the purposes of movement.

**Arcane Material Component:** A piece of flesh from a zombie.

## DEADMAN'S GAZE

**Necromancy** [*Death, Mind-Affecting*]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** Enhances the caster's sight, but his eyes take on the wan, unblinking gaze of a corpse.

**Target:** One living creature

**Duration:** 1 min./level

Deadman's Gaze is a fine example of the Manual of Burial's list of unique spells. When one casts this spell, his eyes simultaneously bulge while they roll backwards. Dark pits form around the caster's optical organs while they then gain a ghastly film and complete the ghoulish transformation. Deadman's Gaze grants the caster a circumstance bonus to all his Spot and Search checks equal to +5/+1 for every 2 caster levels. Additionally, the caster gains a +5 circumstance bonus to his Intimidate score if he can make eye contact with the creature being intimidated.

The spell does make more pleasant social contact nearly impossible. Therefore, the gruesome nature

of Deadman's Gaze gives a -5 penalty to all other Charisma-based skill rolls.

**Arcane Material Component:** A mummified eye.

## FEAST OF CROWS

**Necromancy**

**Level:** Drd 3, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 round

**Target:** One creature touched

**Range:** Touch

**Effect:** Causes the target of the spell to experience the decay and corruption of death.

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Feast of Crows is a wickedly grotesque form of punishment that is also exclusive to the Manual. In this spell, the maggots and parasites whose purpose it is to consume a buried corpse become hyperactive in their putrefication of the target. The hideous effects of rotting alive cause the misfortunate target to become sickened while warping his ability to rationalize such a twisted event. Feast of Crows does not inflict damage to hit points, but rather inflicts 1 point of damage to the target's Strength, Dexterity, Constitution, Intelligence, and Wisdom scores. At the end of one round, the spell inflicts another 1 point of ability damage to each statistic previously mentioned.

The target is granted a Fortitude save to resist the disgusting effects of this spell.

**Arcane Material Component:** A crow's foot.

## SHIELD OF WORMS

**Conjuration (Summoning)**

**Level:** Drd 4, Sor/Wiz 4

**Components:** V, S, M/DF

**Casting Time:** 1 round

**Target:** You

**Range:** Personal and a 10' radius centered on you.

**Effect:** Multiple swarms of insects engulf the caster, protecting him and attacking nearby enemies.

**Duration:** Concentration + 2 rounds

This bizarre spell summons up a foul swarm of worms, maggots, or other creeping creatures of the caster's choice from within himself. Upon completion of the spell, the insects are regurgitated and they harmlessly begin to engulf the caster. Whenever

the spellcaster moves within 10 feet of another creature, a portion of the swarm writhes and attacks the unlucky creature. While engulfed in the swarm, the caster gains a +4 circumstance bonus to Armor Class, as well as Damage Reduction 5/bludgeoning, from the swarm's vile mass. For every 5 caster levels, the swarm may attack one additional nearby creature. The detached swarms function exactly as they did when they were vomited forth, and will not attack the spellcaster under most circumstances.

However, if the caster is reduced to unconsciousness while the spell is effect, the remaining creatures are treated as per the summon swarm spell and will attack the nearest creature, which may include the caster or other party members.

**Arcane Material Component:** Eggs of the creeping creature used, which are swallowed and later consumed by the spell's casting.

## LIBRAM OF LUNACY

The Libram is bound in beautiful, finely-crafted, grey leather inlaid with artistic silver etchings that illustrate the full glory of the moon. The pages within are formed from silver foil as thin as any page of vellum. These pages are surprising blank, and only in the light of the moon can anything be deciphered. The writing revealed by moonlight is very ornate and articulate, providing a grand assumption that it was written by skilled elven hands.

Little is known of the writer of the Libram, for it is an ancient book that has been lost for centuries. It is believed that the original writer was an elven woman, but nothing else is known beyond that bit of knowledge, for the Libram contains no passages in reference to its mysterious author.

Most of the spells contained within the book are unique, as is the treatises upon the glories of the moon.

## CRESCENT GRASP

**Evocation [Light]**

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Effect:** Laces the casters hand with destructive energy.

**Duration:** 1 round per level

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell creates an aura of deadly silver light around the caster. Anyone within 5 feet of the caster takes 1d6 points of damage per round. In addition, any melee attacks by the caster deal an extra 1d6 points of damage from the aura covering the weapon. The spell also causes the caster's hands to curl into powerful claws that appear to be made of silver. Anyone touched or struck by the caster's unarmed attacks takes an additional 1d6 points of damage and has their strength sapped by 1 points of temporary damage. This attack counts as silver for the purposes of overcoming damage reductions. A Fortitude save negates the Strength damage.

A light spell (*one with the light descriptor*) counters and dispels a darkness spell (*one with the darkness descriptor*) of an equal or lower level.

**Arcane Material Component:** The claw of a lycanthrope that has been dipped in silver valued at 25 gp.

## LIGHT OF THE FULL MOON

**Evocation** [Light]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** Creates a sphere of light that damages lycanthropes.

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You surround yourself with a sphere of moonlight with a radius of 5 feet per caster level that illuminates all the creatures within with a faint silvery glow, as if touched by candlelight. The glow becomes fiercer as the spell progresses, taking the form of silvery flames. This spell also damages lycanthropes within the spell's radiance as the light takes on the qualities of their metallic bane. So, effected creatures take 1d6 points of fire damage every round they are within the effects of the spell.

A light spell (*one with the light descriptor*) counters and dispels a darkness spell (*one with the darkness descriptor*) of an equal or lower level.

## LUNAR ARSENAL

**Conjuration** (Creation)

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 full round action

**Range:** Personal

**Effect:** Creates sets of weapons and armor from lunar energy.

**Duration:** 1 hour per level

This spell conjures a veritable arsenal of magical weapons and armor for a caster well-versed in the magics of the moon. With this spell, the caster can equip his allies and companions with potent magic arms.

For every four levels, this enchantment produces one suit of magical armor made of a brilliant, silvery light. It also creates one melee or missile weapon per three caster levels, and ten projectiles per two caster levels in any combination limited only by caster level. For example, an 18th level wizard can summon one set of magical chainmail armor, a magical longsword and longbow, and one hundred arrows; or that same wizard can summon four suits of bright magical plate-mail and twenty crossbow bolts; or any other combination the wizard may require.

A suit of armor created by this spell functions as a set of +3 armor with energy resistance 20 versus all energies. The nature of the created armor causes it not to interfere quite as much with magical energies, so that any armor created with this spell gains a -20% chance of arcane spell failure. Any weapons created with this spell function as +3 weapons made of silver. Any projectiles created with this spell function as +3 silver missiles. Additionally, these projectiles also deal one point of splash damage per caster level to all creatures within a 5 foot radius of something struck as they are bathed in cold, luminous moonlight.

**Arcane Material Component:** Tiny silver replicas of the items to be created, valued at 1 gp per item.

## LUNAR MAJESTY

**Transmutation** [Light]

**Level:** Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Embellishes the subject with a cold beauty and inner strength.

**Area of Effect:** One creature touched

**Duration:** 1 minute per level

**Saving Throw:** Willpower save (*harmless*)

**Spell Resistance:** Yes (*harmless*)

Lunar Majesty bestows upon the subject an aura of pale beauty, cold and perfect as the moon's allure. While under the effects of this spell, the subject also is able to react quicker and with more strength, allowing him to ignore the pains of battle more effectively. They gain a +2 enhancement bonus to their Strength, Dexterity, Constitution, and a +4 enhancement bonus to their Charisma scores. While under the effect of this spell, the subject also radiates a soft pale glow similar to the moon's radiant light. Anyone wanting to attack the subject must succeed on a willpower save to attack the subject.

**Arcane Focus:** A piece of moonstone worn in a circlet on caster's crown.

## MOONBOLT

**Evocation [Light, Fire]**

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Silver flame appears in your palm

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

White flames as bright as a candle appear in your open hand, casting white light upon all around you in a range of sixty feet.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +10). When attacking lycanthropes, or any other creature that has any vulnerability to silver, these attacks do 2d6 +2 points per caster level (maximum +20).

Alternatively, you can hurl the silvery flames up to 60 feet as a thrown weapon. When doing so, you attack with a ranged touch attack without a ranged penalty and deal the same damage as with the melee version of this attack. As soon as the Moon Bolt is thrown, a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the attack resolves and the spell ends.

A light spell (*one with the light descriptor*) counters and dispels a darkness spell (*one with the darkness descriptor*) of an equal or lower level.

## MOONLIGHT

**Evocation [Light]**

**Level:** Sor/Wiz 0

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes a creature to radiate moonlight.

**Target:** Creature touched

**Duration:** 10 min./level (D)

**Saving Throw:** Willpower negates;

**Spell Resistance:** No

This spell causes a creature to glow like a torch, shedding bright silvery light in a 20-foot radius (and dim light for an additional 20 feet) from the effected creature. This light taken into an area of magical darkness does not function.

A light spell (*one with the light descriptor*) counters and dispels a darkness spell (*one with the darkness descriptor*) of an equal or lower level.

**Arcane Material Component:** A stone bathed in moonlight for an entire cycle.

## SILVER DUST

**Evocation [Light]**

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Targets:** All creatures within a 30 feet radius centered on you.

**Effect:** Creates a magical field of light that damages lycanthropes.

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

All around you, in a 30 + 5 foot per level radius, the air is filled with diminutive points of silvery magical light that flicker and dance similar to dust motes. These tiny magical lights give everyone in the sphere the equivalent of low-light vision.

This spell also causes severe pain to any lycanthropes that enter the field of dancing lights. The shimmering powder reacts to their flesh and flare up when they make contact with the creature. Any lycanthrope within the field of light takes 1 point of damage per round until they leave the effected area.

A light spell (*one with the light descriptor*) counters and dispels a darkness spell (*one with the darkness descriptor*) of an equal or lower level.

**Arcane Material Component:** Flakes of mica.

## SILVERY DEMEANOR

**Abjuration** [*Light*]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes a subject to become more mental frigid and calculating.

**Area of Effect:** One creature touched

**Duration:** 10 minutes per level

**Saving Throw:** Willpower save (*harmless*)

**Spell Resistance:** Yes (*harmless*)

This spell renders the subject cold and thoughtful, able to logically observe and calculate a precise reaction to their situation. It does not, however, render the subject emotionless. In addition, the subject's skin becomes cold and clammy as their body heat is consumed for the benefit of inner strength. The subject's lips turn blue, and their skin pale. They gain a +4 insight bonus to all saves against mind affecting magic. The subject takes 1 point of cold damage when the spell is cast. Silvery Demeanor grants the subject benefits in battle in the form of a damage reduction equal to 1 per three caster levels/fire. This spell also grants a bonus of +2 to all of the subject's saving throws.

**Arcane Material Component:** A piece of ice harvested by moonlight that is consumed upon completion of the spell.

## TOME OF SENSATION

This spell book is bound in a garish collection of scraps of leather, hide, and a few pieces of material that are even harder to identify. These scraps are dyed a full spectrum of color from a foppish pink to distinctive brown of long dried blood to a brilliant blue that matches the daytime sky. The pages of the spell book range from silver and gold foil to sheep hide to a few pages of skin best left unidentified.

The Tome has been passed from wizard to bard to sorcerer over the course of a millennium. It has even survived the abuse of several journeys to the outer planes. Within its mismatched, bohemian pages are dozens of spells that enhance, defy, expand, deceive, crystallize, mislead, or perfect the senses. Throughout

its long existence, many of the contributors added their own pages and stories. Currently, the book rests amongst the various possession of a bard who frequently enjoys lengthy, raucous visits to whatever tavern he ventures across.

Some of these spells are detailed in other sources, and may even be considered commonly known, but many are indeed unique to this abstract tome, which contains the legends of great mages and bards who have gone before.

## BEFUDDLE THE SENSES

**Transmutation** [*Mind Affecting*]

**Level:** Clr 5, Brd 5, Drd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes the target to experience his senses in a chaotic and confusing manner.

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell renders the target confused and unable to decipher his senses. The target effectively perceives that he sees sound, hears smells, smells tastes, tastes touches, and touches light. While under the effects of the powerful spell, the target suffers from Wisdom damage severe enough to reduce it to 3. Additionally, while affected by this spell, the target suffers a -8 to all dice rolls.

## DEADEN SENSE

**Transmutation**

**Level:** Brd 2, Drd 2, Ranger 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes one of a target's senses to become useless.

**Targets:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The caster may choose one of the target's senses to make useless. The target suffers from blindness, deafness, total numbness, complete olfactory fatigue, or complete lack of the sense of taste. However, the spell does have a positive effect as well, if the target is

called to make a saving throw based upon that sense, he becomes completely immune to the effect.

Arcane Material Component: Depends on the sense affected: menthol for touch, ammonia for scent, acid for hearing, caustic lime for sight, and aqua regia for taste.

## DEADEN SENSE, MASS

**Transmutation**

**Level:** Brd 6, Drd 6, Ranger 6, Sor/Wiz 6

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like deaden sense, except that it affects multiple creatures.

## HEIGHTEN SENSE

**Transmutation**

**Level:** Brd 1, Drd 1, Ranger 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Increases the effectiveness of one of a target's senses.

**Targets:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (*harmless*)

**Spell Resistance:** Yes (*harmless*)

The caster may choose a sense of the target to heighten and improve. The target suffers a +3 to Skill and ability checks involved from that sense.

Arcane Material Component: Depends on the sense affected: moleskin for touch, smelling salts for scent, a funnel for hearing, carrot for sight, and ginger root for taste.

## HEIGHTEN SENSE, MASS

**Transmutation**

**Level:** Brd 5, Drd 5, Ranger 5, Sor/Wiz 5

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like heighten sense, except that it affects multiple creatures.

## IGNORE THE SENSES

**Transmutation [Mind Affecting]**

**Level:** Clr 5, Drd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Allows the subject to not be troubled by his senses.

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (*harmless*)

**Spell Resistance:** Yes (*harmless*)

The subject of this spell is able to ignore his senses, focus them out of his mind and concentrate only on the matter at hand. The subject gains a +2 circumstance bonus to Strength, Dexterity, and Constitution. Additionally, on any check that requires focus and single-mindedness, he gains a +4 circumstance bonus for the appropriate roll. On any Concentration roll, the subject receives a +16 circumstance bonus.

## MAGNIFY SENSE

**Transmutation**

**Level:** Brd 2, Drd 2, Ranger 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Greatly increases the effectiveness of one of a target's senses.

**Targets:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (*harmless*)

**Spell Resistance:** Yes (*harmless*)

The caster may choose a sense of the target to heighten and improve. The target suffers a +6 to Skill and ability checks involved from that sense.

Arcane Material Component: Depends on the sense affected: sharkskin for touch, mint for scent, honey balm for hearing, crystal for sight, and horseradish for taste.

## MAGNIFY SENSES, MASS

**Transmutation**

**Level:** Brd 6, Drd 6, Ranger 6, Sor/Wiz 6

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like magnify sense, except that it affects multiple creatures.

## SENSORY DEPRIVATION

### Transmutation

**Level:** Brd 6, Clr 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes a creature to become complete senseless.

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Fortitude; partial

**Spell Resistance:** Yes

This heinous spell robs the target of all their senses. They become blind, deaf, numb, and unable to taste or smell. They suffer all of the penalties associated with blindness and deafness, as well as an additional -4 circumstance penalty to any roll that involves reacting to outside stimulus. Even movement becomes difficult, requiring a DC 5 Balance check. The target is allowed a saving Fortitude throw to resist this spell. While under the effects of this spell, the target does not go unconscious when their hit points fall between -1 and -9. Instead, the target continues to function as if staggered; however, they still die normally when reduced to -10 or lower hit points.

Even if the target's saving throw proves successful, the target is stunned for 1 round as he wrests for control of his senses

## SENSORY EXCESS

### Transmutation

**Level:** Clr 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Causes a target's senses to become magnified to the point of being useless and damaging.

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Fortitude; partial

**Spell Resistance:** Yes

This spell magnifies all of the senses of a target to the point that the senses hurt the target physically. Even the very basic actions such as movement and attacking cause immense pain and damage to the attacker. The target of the spell can make a fortitude save to shrug off the worst of the effects. Whenever the target takes damage however, they take an equal amount

of subdual damage, riddling the target with horrible bruises around afflicted areas.

If the target fails his Fortitude save, he suffers from damage whenever he takes an action. In addition, whenever the target makes a standard action, he takes 1d3 points of subdual damage. When the target makes a movement, he also takes 1d3 points of subdual damage. Additionally, if the target makes a full round action, he takes 1d6 points of subdual damage.

This spell can only be removed with a Remove Curse or similar spell; however, the subdual damage can be healed by as little as a simple dose of Cure Minor Wounds.

## SENSORY OVERLORD

### Transmutation [Mind Affecting]

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Allows the caster control over another's senses.

**Target:** Creature touched

**Duration:** Concentration + 2 rounds

**Saving Throw:** Willpower, Fortitude partial (*see text*)

**Spell Resistance:** Yes

Sensory Overlord is a brutal spell that allows the caster to control another creature's senses, allowing the caster to inflict pain, pleasure, or any other sensation that he so chooses. The caster is able to inflict perfectly believable illusions, able to manipulate the target's senses to the point of changing their perception of reality. In addition, the caster's mastery of the target's senses is so pervasive that the caster may choose to inflict 2d6 points of damage per round upon the target.

If the target succeeds at a Willpower saving throw, the damage inflicted by this spell is considered subdual. If the target fails this Willpower save, the damage is intensified becoming actual lethal damage through the body's psychosomatic responses to the senses.

At any time, the caster can choose to permanently and completely destroy the target's senses. The target is entitled to a Fortitude save to resist this brutalizing effect. If the target fails his save he is permanently and completely rendered unable to perceive anything beyond the prison of his own mind. This damage cannot be reversed by any simple Cure spell, for the damage effects both the mind and body. Nothing

short of a Heal spell can reverse this damage. Unluckily, the spell causes such major damage the target suffers a permanent -1 to all dice rolls after the Heal spell is cast. No magic short of a Wish or Miracle can remove this penalty.

## SQUELCH SENSE

**Transmutation**

**Level:** Brd 1, Drd 1, Ranger 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Reduces the effectiveness of one of a target's senses.

**Targets:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Squelch Sense permits the caster to choose to impair any one sense the target possesses. The target suffers a -4 to Skill and ability checks involved from that sense. However, the spell does have a positive effect as well, for if the target must make a saving throw solely based upon that sense, they gain +2 circumstance bonus to their save.

**Arcane Material Component:** Depends on the sense affected: aloe for touch, aniseed for scent, beeswax for hearing, soot for sight, and salt for taste.

## SQUELCH SENSE, MASS

**Transmutation**

**Level:** Brd 5, Drd 5, Ranger 5, Sor/Wiz 5

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions exactly like squelch sense, except that it affects multiple creatures within its range.

## TONGUE OF THE SERPENT

**Transmutation**

**Level:** Clr 2, Drd 2, Ranger 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Allows the subject to detect poison.

**Target:** Creature touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (*harmless*)

**Spell Resistance:** Yes (*harmless*)

Tongue of the Serpent allows the subject to gain the ability to detect poison by taste for the duration of the spell.

**Arcane Material Component:** A piece of snake skin.

## THE HYMNAL OF SACRED FLAME

This book is actually a prayer book dedicated to the god of fire bound within a book of red leather and accented with gold. The pages within are of simple paper that has been warded to withstand accidental fire damage. There are several page markers that are woven into the spine of the book, these are made from the finest orange and scarlet silks.

The Hymnal was written by one of the founding members of the fire cult during its founding five hundred years ago. Currently, the Hymnal is sheltered by holy flame kept eternal in the cultist headquarters. It has never known hands other than those in service of the fire cult.

Most of the spells contained within are actually quite common, with exception to priestly additions that rarely leave the cult. The prayers and scriptures contained within are considered some of the most influential and important workings of this religious sect.

## BURNING WINDS

**Transmutation [Fire]**

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Charges the air of an area with fire energy.

**Area:** 30-ft-radius.

**Duration:** 11 rounds

**Saving Throw:** Will

**Spell Resistance:** No

Burning Winds makes the air within an area extremely hot. A creature takes fire damage if it fails its Will save. It takes full damage if it is breathing the air from the area or wearing metal armor that conducts the heat. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor or not breathing.

On the first round of the spell, the area becomes warm and uncomfortable but deals no damage. The

same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, fifth, sixth, seventh, eighth and ninth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Area Temperature	Damage
1	Warm	None
2	Hot	1d3 points
3-9	Searing	2d3 points
10	Hot	1d3 points
11	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, troll bane deals half damage and boils the surrounding water.

**Arcane Material Component:** Ashes that have blown in the wind.

## CONFLAGRATING CHARGE

**Transmutation [Fire]**

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Enchants a creature with wreath of flames that discharge upon a successful charge.

**Area:** 1 creature touched.

**Duration:** 1 round/level

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

The caster may touch a creature wrapping in a whirling mass of flames that do not harm subject target or his equipment. When the creature charges, the fire focuses itself in front of the touched creature and impacts his target before he does, doing 1d4 points of fire damage per caster level (*maximum of 10d4*). The creature that receives this damage is entitled a Reflex save to ignore the most damaging aspect of the spell, the damage it causes to his possession. Considering the directed nature of the fiery blast at the end of the charge, the damage done by the spell is also done to the armor worn by the creature being charged.

**Arcane Material Component:** A patch of lion's mane that is lit on fire when the spell is cast.

## FIERY PASSION

**Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]**

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Charges a touched creature's mind with fire energy.

**Area:** 1 creature touched.

**Duration:** 1 min./level

**Saving Throw:** Willpower negates

**Spell Resistance:** Yes

The caster casts this spell upon a creature, granting him the enrapturing qualities of fire. When the spell is cast, it does one point of fire damage to the subject. The subject gains a +4 enhancement bonus to Charisma and a +4 circumstance bonus to all Charisma based checks. All listening to the subject must make a Willpower save or become fascinated. Anyone fascinated additionally must make another Willpower saving throw. If this save is successful nothing more happens, if the saving throw fails, the creature can be affected by suggestion.

You influence the actions of listening creatures by suggesting a course of activity (*detailed by your spoken words of the fiery passion spell*). The suggestion effect must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the subject remains fascinated maybe subject to another task You can also specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (*such as -1 or -2*).

**Arcane Material Component:** Blood from a creature that survived a fire.

## FIRE BREATH

**Transmutation [Fire]**

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** Allows the caster to belch forth breaths of fire.

**Area:** 30-ft.-cone

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

With this deadly spell, the caster takes on the ability of a dragon to breathe goutts of flame for the duration of the spell. The caster can expel a flame laden burst of fire every 1d4 rounds, much like the breath weapon of a red dragon with a 30 foot range, this breath attack deals 1d6 points of fire damage per 2 caster levels (*maximum 10d6*).

The fire breath sets fire to combustibles and scorches other objects in the area.

**Material Component:** A drop of dragon spittle.

## FLAME BURST

**Evocation [Fire]**

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** Ring of fire that explodes outwards from you.

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

With this spell, you become wreathed in heinous fire. A moment later, it sprays outward from you in a ring of flame. Flame Burst creates a pulse of fire that spreads out from you in a 20-foot radius, damaging all nearby creatures, friend or foe alike.

A flame burst deals 1d6 points of fire damage per caster level (*maximum 10d6*) to every creature within the area of effect. Creatures may make a Reflex save for half damage. Unattended objects also take this damage.

The flame burst spell sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the blast effects of Flame Burst may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

**Arcane Material Component:** A tiny pinch of crushed ruby valued at 10 gp.

## FLARING BOLT

**Transmutation [Fire]**

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Charges a touched projectile with fire energy.

**Area:** 1 projectile/level.

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

Flaring bolt charges an arrow to function as a long-range fiery projectile, able to inflict fire damage from afar. A flaring bolt does the normal damage for the projectile, but adds 1 point of damage per caster level (*maximum of 20 damage*). It also increases the range of the arrow to line of sight, an firer must still take into effect the range categories for firing the arrow, but may now fire beyond extreme range, continuing with same range steps and penalties to hit.

**Arcane Material Component:** A spark from a piece of flint and steel that are struck together over the projectiles.

## FUSING BURST

**Transmutation [Fire]**

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Fuses a creature's metallic armor at the joints or links.

**Area:** 1 creature per three levels no two of which maybe more than 30 feet apart.

**Duration:** Instantaneous

**Saving Throw:** Willpower (*object*)

**Spell Resistance:** Yes (*object*)

This spell is designed to immobilize heavily armored opponents attacking the caster. The caster directs the energy of the spell with his finger, guiding it from target to target fusing the joints of their armor. If the target succeeds on their Willpower save, they only suffer from the effects of the damage done by the spell. The target takes 1 point of damage per caster level, as does their armor. This focused heat is so intense that it actually melts the joints of the armor

causing them to become rigid. For every point of armor bonus that a target has, subtract that amount from the target's movement. Additionally, to be able to move at all, the target must succeed at on a break check equal to 10 + caster's ability mod + armor bonus for any armor they are wearing.

**Arcane Material Component:** A piece of metal that has been reduced to liquid and than solidified.

## HELLISH REPRISAL

**Abjuration [Fire]**

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Charges a touched projectile with fire energy.

**Area:** 60-ft-radius blast

**Duration:** 1 min./level

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

This powerful arcane spell consumes the caster and most things near him in a powerful blast of fire as the caster dies. When this spell is cast, the caster is wreathed in a greenish flame that seems to radiate from his body. If under the effect of the spell and the caster dies, his body explodes into a cataclysmic ball of fire and light. All creatures within 60 feet take damage equal to the number of hit points the caster had at the time of the spell's casting. All creatures within 30 feet take damage equal to the caster's maximum hit points. Any creatures with 15 feet take double the caster's hit points in fire damage. Finally, any creature within 5 feet of the caster when this spell triggers takes triple the caster's hit points. Additionally, these creatures within 5 feet must make a Reflex save or become nothing more than ash by the strength of the spell.

The next round a wave of force and sonic energy explodes outward with incredible ferocity. The blast does the same amount of damage as the fiery blast that occurred in the previous round, but half of the damage is sonic and the remainder of the damage is force.

Considering the hellish energies that are released through the caster's body only a true resurrection spell will be able to revive them.

**Arcane Material Component:** A piece of volcanic rock and caster.

## IMMOLATING BLAST

**Evocation [Fire]**

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Ball of fire that explodes on impact and the consumes the intended victim.

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude half, Reflex half

**Spell Resistance:** Yes

A ball of all-consuming fire springs from your open hand. It strikes the target very similar to a fireball. Upon impact however, it explodes into a havoc-wreaking blast of fire. The immolating blast requires a successful ranged touch attack to hit the intended target. Even if the caster misses, the spell still functions as a fireball.

The igneous blast also creates an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (*maximum 10d6*) to every creature within the area much like a fireball. Creatures may make a Reflex save for half damage. Unattended objects also take this damage. The explosion creates almost no shockwave.

The most powerful effect of the spell is the nova-like effect it has on the intended target. The fiery energies of the spell enter into the primary target's body and than explode back outward the next round. This second explosion does 2d6 points of fire damage per caster level (*maximum 10d6*) and outwards the explosion expands again in another fireball.

The immolating blast sets fire to combustibles and damages objects in the area. It can begin the smelting process to metals with low melting points, such as lead, gold, copper, silver, and bronze. Upon the intended target however, it can very easily destroy steel or iron items such as armor, buttons, jewelry, or buckles. If the damage caused to an interposing barrier shatters or breaks through it, the blast effects of an immolating blast may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect would.

**Material Component:** A pinch of sulfur and wrapped inside a piece of skin.

## RAIN OF FIRE

**Evocation [Fire]**

**Level:** Sor/Wiz 8  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Long (400 + 40 ft./level)  
**Effect:** Creates a powerful storm that reigns liquid fire down from the heavens.  
**Area:** 100-ft.-radius  
**Duration:** 1 round/level  
**Saving Throw:** Reflex partial  
**Spell Resistance:** Yes

This spell causes the clouds above to blacken like smoke and begin to rain fiery precipitation from above. The skies burst raining down 1d6 points of fire damage and 1d6 points of piercing damage from the conflagrant torrents every round. Even if the target makes their Reflex save, they still take one point of fire and piercing damage from the smaller droplets of flame. The piercing damage from this attack overcomes the hardness of any unattended items within the radius of effect.

The rain of fire ignites combustibles and scorches objects in the area.

## SALAMANDER EGG

**Abjuration [Fire]**  
**Level:** Sor/Wiz 7  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 + 5 ft./level)  
**Effect:** Imprisons a creature in a fiery prison.  
**Area:** 1 creature  
**Duration:** 1 min./level, instantaneous.  
**Saving Throw:** Reflex  
**Spell Resistance:** Yes

This strange arcane spell traps the intended target within an extension of the Elemental Plane of Fire. This tiny pocket is a 5 foot radius globe that swallows up the target and entombs it within a fiery prison. The target takes 1 points of damage per round due to the intense heat of the environment. If the target attempts to escape, the finishes its magic by casting the globe into the Elemental Plane of Fire, there the globe simply ceases to be, casting the unlucky victim into one of the more inhospitable of the inner planes. If the creature is killed within the duration of the spell, whether on the Prime Material Plane or the Fire Elemental Plane, a salamander appears before the caster, under his control for the sacrifice given to

these creatures of the inferno. This salamander will serve the caster for one day.

**Arcane Material Component:** The trident of a salamander, this is valued at 250 gp.

## SMOLDERING COALS

**Transmutation [Fire]**  
**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Effect:** Heats the ground with fire energy.  
**Area:** 30-ft-radius.  
**Duration:** 7 rounds  
**Saving Throw:** Fortitude save  
**Spell Resistance:** No

Smoldering Coals makes the ground in an area extremely hot. A creature takes fire damage if it fails its Will save. It takes full damage if it is on the ground within the area or not wearing boots. The creature takes minimum damage (1 point or 2 points; see the table) if it's wearing boots or is not in contact with the ground.

On the first round of the spell, the ground becomes warm and uncomfortable but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth, the metal is searing hot, causing more damage, as shown on the table below.

Round	Area Temperature	Damage
1	Warm	None
2	Hot	1d3 points
3-9	Searing	2d3 points
10	Hot	1d3 points
11	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, smoldering coals deals maximum damage as it boils the water above, causing severe burns on top of the heat damage.

**Arcane Material Component:** Ashes taken from embers.

## THE FIRE INSIDE

**Transmutation [Fire]**  
**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Makes a creature incredibly vulnerable to fire damage, igniting their blood.

**Area:** 1 creature touched.

**Duration:** Instantaneous and 1 round per caster level.

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This brutal spell causes the blood of the target to become incredibly flammable. The target is allowed a Fortitude save to resist the most damaging effects of the spell but still gains vulnerability to fire taking double damage from fire attacks. The more powerful and brutal effects of this spell is the damage caused as the very blood of the creature is ignited. The target suffers 1d6 points of damage from being set on fire (*doubled due to the vulnerability to fire.*)

This spell does negate a creature's immunity to fire for the round per level that the fire vulnerability lasts.

**Arcane Material Component:** Blood from a red dragon.

## NOBLISSE PLANAR MAGICA

The Noblisse Planar Magica is a plain papyrus scroll that was written ages ago by an unnamed wizard. The scroll is over twenty-five feet in length with parts written in Draconic, Abyssal, Celestial, Infernal, Auram, Aquam, Ignan, and Terram. Within the scroll is contained the powerful spell used today known as planar joining. Also within this sacred texts, written within the language of their respective planes, are the names and powers of all the outsiders used for this spell.

This scroll has been in the possession of a group of wizards that currently rule a nation. These powerful scions of the scroll bind themselves to powerful outsiders for their lives. What happens once they die is subject to much debate.

## PLANAR JOINING

**Conjuration (Calling)** [see text]

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 day

**Range:** Close (25 ft. + 5 ft./2 levels); see text

**Effect:** Binds an outsider to a host.

**Target:** One elemental or outsider with 30 HD or less and one host

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** No and Yes; see text

Casting this spell attempts a dangerous act: to calling a creature from another plane to a specifically prepared host, which must lie within the spell's range. The called creature is held within the trap until it agrees to be bound to the host for a lifetime.

To create the binding, you must use a magic circle spell, focused inward that is tattooed into the flesh of the host. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The host must be completely willing, if the host is compelled, not willing, or any way influenced unduly, the spell does not fail, but the summoned creature is assumed to break free from the control of the spell and may attack the caster.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the host (*spell resistance does not keep it from being called*). The creature can escape from the host with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check ( $DC\ 15 + 1/2\ your\ caster\ level + your\ Cha\ modifier$ ). It can try each method once at the end of the first day. If it breaks loose, it can flee or attack you or the host. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (*see magic circle against evil*) to make the trap more secure.

If the creature does not break free of the host or is willing, you can keep it bound for as long as the host lives. From that moment on the joined outsider and host are inseparable, the two bound together for the length of the spell, which in the case of some races, maybe a very long time.

The outsider is not in control of the host, nor is the host in control of the outsider. The pair is able to work with each other, and in cases against each other, with each one able to hear the other's thoughts. A bound outsider will never do anything to intentionally or unintentionally harm the host, and will do everything to defend it. The host will never attempt to do the same to the outsider. Normally, the alignment of both the host and the outsider summoned are compatible, but it is not unheard of for an unlikely pair to be bound together.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Upon completion of the spell the caster must make a Fortitude save DC 25 or die. Additionally, the caster loses a number of XP equal to the Hit Dice of the creature times 1,000.

## NEW FEATS

### ARCANE SHAPER - METAMAGIC

You can shape a prepared spell into another effect.

**Prerequisite:** Quicken Spell

**Benefit:** You can change any prepared spell into another spell that you know (*but do not necessarily have prepared*). The new spell must be at least levels lower than the spell you are attempting to cast.

### BLASTING SPELL - METAMAGIC

A blasting spell allows a caster sustain a magical fusillade with their damaging spells.

**Benefit:** A spell can be controlled during its release, allowing a spell caster to spread the damaging effects over a number of rounds equal to the level of the spell. The damaging effects of a spell must be divided into equal portions of dice, with any remaining dice being lost. The effects of the spell remain identical to the unmodified spell in all regards except for the damage done each round. Concentration must be maintained to maintain control of the spell. A controlled spell uses up a spell slot three levels higher than the spell's actual level.

### BREACHING SPELL - METAMAGIC

Breaching spells are used to reduce a creature's spell resistance, allowing future spell to overcome it more readily.

**Benefit:** A breaching spell is used to overcome a target or targets' spell resistance. Each time a breaching spell overcomes a target's spell resistance, the caster may treat the target's spell resistance as one lower. This is a cumulative effect, with the caster able to reduce a target's spell resistance to 0. With area of effect spells, a breaching spell uses up a spell slot two levels higher than normal.

### CANNY CHARGE - GENERAL

You are less vulnerable when charging.

**Prerequisites:** Dexterity 13+, Intelligence 13+, Combat Expertise, Dodge.

**Benefit:** When the character charges, he takes no penalty to Armor Class.

**Normal:** Without this feat, charging characters take a -2 penalty to Armor Class until the beginning of their next turn. A fighter may select Canny Charge as one of his fighter bonus feats.

### COUNTERSPELL RIPOSTE - METAMAGIC

You can attack instantly following a successful counterspell.

**Prerequisite:** Arcane spellcaster level 1+

**Benefit:** When you successfully perform a counterspell action, you can then instantly cast another prepared spell in response. The spell selected for a riposte must not have a greater casting time. The spell prepared for a riposte uses up a slot two levels higher than the spell's actual level.

### CRAFT MAGIC POUCH - ITEM CREATION

You can create magic pouches, which carry spells within themselves.

**Prerequisite:** Caster level 5+.

**Benefit:** You can create a magic pouch out of any 4th-level or lower spell that you know and that targets a creature or creatures, an item or items, or an area. Crafting a magic pouch takes one day for each 1,000 gp in its base price. When you create a magic pouch, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a magic pouch is its caster level x the spell level x 75 gp. To craft a magic pouch, you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

When you craft a magic pouch, you make any choices that you would normally make when casting the spell. If the spell targets a person, you can decide that the opener is the target or that the opener may choose the target upon opening the pouch. If the spell targets an item, the opener must decide its target when he opens the pouch. If the spell targets an area, you may decide that the pouch is the center of the area when it is opened, or that the opener may choose a target location.

Any magic pouch that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the magic pouch.

## CRUSHING CHARGE - GENERAL

You can grind your foes underfoot with your powerful charge attacks.

**Prerequisites:** Improved Bull Rush, Power Attack, Base Attack Bonus +10.

**Benefit:** If you hit a foe with your charge attack, you can immediately try to enter that foe's square and attempt to overrun him (*provided you have sufficient movement available*). The overrun attempt is resolved normally (*including allowing your opponent an attack of opportunity and a chance to step aside*). If your opponent blocks and your overrun attempts knocks him prone, you deal damage according to your size:

Crushing Charge Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

If your charge attack drops your foe (*by reducing his hit pints to 0 or lower, by knocking him prone, or by otherwise leaving him helpless*) you can continue the straight line of your charge through your foe's space (*provided you have sufficient movement to do so*). If your Base Attack Bonus allows you to make multiple attacks, you can continue making attacks as you charge until you run out of attacks or movement.

**Special:** If you have the Mounted Combat feat, you can use Crushing Charge while making a mounted charge. Your mount makes the opposed Strength check to resolve the overrun, and if it knocks your foe prone, it deals damage according to its size as noted above. If you also have the Trample feat, its effects stack with this feat, with your mount dealing damage according to its size and making a free hoof attack as well. Your mount stops moving after one opponent has been overrun unless you make a DC 20 Ride check. If you continue making Ride checks, you can continue

overrunning foes until your mount runs out of movement or you run out of attacks, but the Ride check DC increases by 2 for each additional attack you make.

If you use this feat with natural weapons, your Base Attack Bonus determines the maximum number of foes you can charge. You can use each of your natural weapons once during any series of attacks you make with this feat, but if you run out of natural weapons before running out of attacks, you must switch to a manufactured weapon (*if you have one in hand or can draw one using the Quick Draw feat*) or stop attacking.

## DEVASTATING MOUNTED ASSAULT - GENERAL

**Prerequisite:** Mounted Combat, Ride 10 ranks

**Benefit:** With this feat, you may take full attack action, even if the mount moves more than 5 that round. All of these attacks must all be taken at the same point in the mount's movement

**Normal:** You may only make a single melee attack if you mount moves more than 5 feet.

## DIVA - METAMAGIC

You increase the potency of all sound based spells.

**Prerequisite:** Any other metamagic feat, Perform (any sound oriented skill) 2 ranks

**Benefits:** Any spell that inflicts sonic damage also deafens an opponent or depends on sound to function, causes an additional point of damage per caster level up to a maximum of +5. Spells with a verbal component do not qualify solely on that basis. Furthermore, the difficulty class for all saving throws against these spells increases by +2. Examples of spells that fall into this category are Shatter, Shout, Suggestion and Wail of the Banshee.

## DUAL SPELL - METAMAGIC

Dual spells create a magical duplicate of the spell so that those affected have to dodge two spells.

**Benefit:** A dual spell normally enhances a spell that requires a Reflex save to avoid its effects. These spells normally affect a large area or multiple targets, but some are targeted upon a single foe. A dual spell is actually the effects that can be detected of the spell being created multiple. This forces the target or targets of the spell to make two Reflex saves to avoid the effects of the spell. If the target fails either save, they suffer the full effects of the spell. A dual spell

counts as a spell two levels higher than the normal spell.

## ELUSIVE-GENERAL

You are difficult to pick out of a crowd.

**Prerequisite:** Hide 8 ranks.

**Benefit:** The character may use a crowd as concealment for Hide checks. In addition, he may add his assassin or rogue class levels to his Hide check to blend in.

## ENCAPSULATING SPELL-METAMAGIC

An encapsulating spell may affect a smaller area, but its effects are more pervasive and thorough.

**Benefit:** An encapsulating spell focuses the energies of a spell upon a smaller area. An encapsulating spell must cover an area of effect and require a Reflex save for half damage. An encapsulating spell only covers half the normal area of effect for the spell, but more thoroughly fills the area with destructive energy. Any creatures within the area of effect of an encapsulating spell are still allowed their Reflex save, but are denied the use of the abilities Evasion and Improved Evasion. An encapsulating spell uses up a spell slot three levels higher than the spell's actual level.

**Normal:** Targets with Evasion or Improved Evasion take no damage upon a successful save.

## FASCINATING SPELL-METAMAGIC

A fascinating spell stimulates the targets of a spell.

**Benefit:** Beyond the effects of the normal spell comes an insidious and weird effect that stimulates the target's tactile senses. Beyond the normal effects of the spell, the creature or creatures affected must make an additional Will Save DC based upon the spell, or become fascinated for 1d4 rounds. A fascinating spell uses up a spell slot one level higher than the spell's actual level.

## FRIGHTFUL CHARGE-GENERAL

Your charge is so frightening that foes flee before you.

**Prerequisites:** Charisma 11+, Base Attack Bonus +5, Intimidate 3 ranks.

**Benefit:** As part of your charge attack, you can make an Intimidate check at a +2 bonus against the target of the charge and any other foes adjacent to you at the end of the charge. Foes that fail their level checks by 4 or less become shaken for 1 round; while foes who

fail by 5 or more become frightened for 1d4 rounds and immediately flee from you along a route of their choice. A fleeing creature moves its speed, but this movement doesn't count against the creature's movement for its next turn. As well, this movement doesn't provoke attacks of opportunity from you, but it might from any other creatures that threaten the fleeing creature's escape route.

As well, if the target of your charge flees, you can continue the straight line of your charge if it would bring you into position to attack another foe. You can make another Intimidate check to shake or frighten the new target and any adjacent foes, but this counts as another use of the feat. You can use this feat a maximum of three times per day + your Charisma modifier.

## FORCEFUL SPELL-METAMAGIC

A forceful spell knocks the affected targets of the spell back, much like a bull-rush.

**Benefit:** A forceful spell can easily knock a target back. Beyond the effects of the spell, a forceful spell creates an effect similar to that of a bull-rush. The caster may make a bull-rush attempt against the target or targets of a damaging spell. In the event of a single target or targeted spell, the bull-rush is assumed to be in line with the caster, knocking the target away from themselves. In the event of a spell that affects an area, the bull-rush attempt is calculated as having begun in the center of the effect or blast. For the purposes of a forceful spell, the caster's may supplement their primary casting ability score instead of Strength, but follows all the normal rules for a bull-rush. A single target forceful spell uses a spell slot two levels higher than normal. A forceful spell that affects multiple targets or an area of effect counts as a spell three levels higher.

## IMPENDING SPELL-METAMAGIC

Once in awhile, a caster finds themselves in a situation when trickery is necessary to survive and impending spell gives the desperate caster a bit more of a bite to his bluff.

**Prerequisites:** Delay Spell

**Benefit:** An impending spell is cast as normal. Spellcraft DC of 30+spell level for the original spell will reveal that something is...not right. All effects of the spell occur as per 'Delay Spell'...but nothing will ever happen. The 'delayed' manifestation of the spell will dissipate in 24 hours. This effect uses a spell slot

two levels lower than normal, to a minimum of first level.

**Normal:** Your spells actually does what it normally would.

## INTERNALIZED SPELL-METAMAGIC

An internalized spell is used to remove the external components of a spell, allowing a caster to invoke a spell by simple thought.

**Prerequisites:** Eschew Materials, Silent Spell, and Still Spell.

**Benefit:** An internalized spell can be cast with no verbal, somatic, or material components components (*valued at less than 1 gp*). An internalized spell uses up a spell slot one level higher than the spell's actual level.

**Normal:** A silent and still spell use a spell slot two levels higher than normal.

## NAUSEATING SPELL-METAMAGIC

A nauseating spell laces the very energies of a spell with a wretched stink.

**Benefit:** Within the effects of a normal spell comes a hideous and overpowering stench that assaults the creatures target by the spell. Beyond the normal effects of the spell, the creature or creatures affected must make an additional Fortitude Save DC based upon the spell, or become nauseated for 1d4 rounds. A nauseating spell uses up a spell slot two levels higher than the spell's actual level. Creatures that have no olfactory organs are immune to this spell.

## NECROTIC SPELL-METAMAGIC

A necrotic spell allows a caster to ignore the undead's normal immunity to critical hits.

**Prerequisites:** Knowledge (*religion*) 8 ranks.

**Benefit:** With this feat, the caster can overcome the immunity to critical hits possessed by corporeal undead. Whenever the caster would threaten an undead creature with a critical hit from a spell he may attempt to confirm the critical and inflict additional damage as outlined within the rules for critical hits. A necrotic spell uses up a spell slot one level higher than the spell's actual level.

**Normal:** Without this feat, undead are immune to all forms of critical hits.

## PERFECTED SPELL-METAMAGIC

A perfected spell is considered to be the pinnacle of metamagic, allowing a caster to add metamagic to his magic in a more efficient manner.

**Prerequisites:** Any 3 of the following metamagic: feats Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, or Widen Spell.

**Benefit:** Any other metamagic feats that are applied to a perfected spell have their spell slot adjustments reduced by one, to a minimum of 1.

**Normal:** When a spell has a metamagic feat added to it, it requires a spell slot of the appropriate level.

## PRIMORDIAL SPELL-METAMAGIC

Once when the planes were simply old and the world was new, magic existed in a truer form. The caster of a primordial spell is able to call upon this power and invoke it within his magic, more ably to call upon the magic than any other overcoming immunities, resistances, and defenses of the targets of spells.

**Prerequisites:** Perfected Spell, any 5 other metamagic feats.

**Benefit:** A primordial spell does not count as any other spell for the purposes of dispelling. Additionally, a primordial spell has a +1 competence bonus to its saving throw DC and attempts to overcome spell resistance. Finally, any additional metamagic feats that are applied to a primordial spell count as two levels lower to a minimum of one. A primordial spell uses a spell slot four levels higher than normal.

**Normal:** If another caster is able to cast the same spell and has it prepared (*if they prepare spells*), they cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results. When a spell has a metamagic feat added to it, it requires a spell slot of the appropriate level.

## PRISMATIC SPELL-METAMAGIC

The prismatic wall and sphere are known for their ability to withstand magic. With this in mind, several wizards have applied the knowledge of prismatic magic to their spells.

**Benefit:** These spells can only be counter-spelled by appropriate spell normally associated with penetrating a prismatic wall or sphere. When a prismatic spell is cast, roll 1d8 and consult the table below to determine

what spell is needed to counter the prismatic spell. This prevents common spells from being counter-spelled by using normally uncommon to counter. Any visible effects of the spell take on a hue more closely associated with the color of the prismatic effect. A prismatic spell uses up a spell two levels higher than the spell's actual level. Additionally, anyone attempting to identify a prismatic spell must do so with +10 to the normal DC.

1d8	Color	Dispelled by
1	Red	Cone of cold
2	Orange	Gust of wind
3	Yellow	Disintegrate
4	Green	Passwall
5	Blue	Magic missile
6	Indigo	Daylight
7	Violet	Dispel magic
8	Roll again	Roll again

**Normal:** If another caster is able to cast the same spell and has it prepared (*if they prepare spells*), they cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

## PROLIFIC WRITER-METAMAGIC

You write scrolls and transcribe spells faster than normal.

**Prerequisites:** Scribe Scroll

**Benefits:** You write scrolls and transcribe spells into your spellbook in half the normal amount of time. If it takes two days to normally write a scroll, you complete the task in one day.

## PUMMELING SPELL-METAMAGIC

A pummeling spell inflicts a barrage of impacts as well as the normal damaging effects of the spell.

**Benefit:** A pummeling spell assaults the targets of a damaging spell with subduing energy as well as the normal damaging effect. Any target of a pummeling spell must make a Fortitude save with a DC equal to the spell's normal spell DC or take an amount of Subdual damage equal to the damage inflicted by the spell. A pummeling spell uses up a spell one level higher than the spell's actual level.

## REAPING SPELL-METAMAGIC

A reaping spell calls upon the actual power of death to help overcome damage reduction.

**Prerequisites:** Caster must be of non-good alignment.

**Benefit:** Half of the damage inflicted by this spell is negative energy, bypassing most creature's energy resistance. Determine the normal damage of the spell then divide by two, round the normal damage up and the negative energy damage down. The negative energy damage dealt by this spell heals undead creatures affected by it. A ravaged spell uses up a spell slot two levels higher than the spell's actual level.

## RENDING SPELL-METAMAGIC

A rending spell devastates the possessions of those affected by the spell.

**Benefit:** A damaging spell can be focused to cause more damage to items, doing less damage to the actual creatures but doing more damage to their possessions. A rending spell automatically causes damage to a target's or targets' equipment as if they had rolled a '1' on their save to avoid the spell's affects for the purposes of damaging items, though they resolve their own saving throw normally. The creature affected by the spell takes half damage, but the item is affected by the fullest effect of the spell. A rending spell takes up a spell slot two levels higher than the spell's actual level.

## RIPPLING SPELL-METAMAGIC

Rippling spells are used to turn an area into a veritable minefield of hanging magical effects.

**Benefit:** A rippling spell hangs for 1d4+1 rounds after casting, detonating a few moments after casting. A rippling spell can only be dispelled during its casting, once casting it lingers in someplace between time and space, and then bursts into reality with its full effect. The caster does not know the duration that the spell will hang outside of reality, but he is able to sense its impending effect, one round before it activates. A rippling spell uses a spell slot one level higher than normal.

## SKULKING SPELL-METAMAGIC

Casting a spell is normally a very impressive act, however, there are times that situations arise that subtlety is required.

**Benefit:** A skulking lessens any noticeable effects by 50%. A Skulking Fireball doesn't explode with a low roar but with a quick pop. Nor does it explode with a blinding flash of fiery light but a quick pulse with a reddish glow. A skulking spell uses up a spell slot one level higher than normal.

**SPELL CHAIN-METAMAGIC**

You have learned how to make spells flow together into a greater more powerful whole.

**Prerequisites:** Quicken Spell

**Benefit:** You may cast two spells at once. The casting time of the spell chain is equal to the longer of the two spells chained together. If you have to make a Concentration check during the casting of a spell chain, the DC of the check is based on the highest level spell in the chain. Once casting is complete, all spells in the chain take effect normally. Each spell in a spell chain uses up a slot two levels higher than the spell's actual level. All spells in a spell chain must be cast together.

**Special:** You may take this feat more than once. Each time you take this feat, you may add an additional spell to chain. A character can chain together a maximum of one spell plus one additional spell per point of Intelligence modifier.

**THEATRICAL SPELL-METAMAGIC**

Popular amongst Bards and Wizards who perform in theatrical troupes, theatrical spells are used to add a bit of magic to a stage show.

**Benefit:** The spell doesn't actually do anything beyond a flashy very visible and easily identified effect as it's original form, even to a layman, allowing a spellcraft check, DC 5 + spell level to identify the spell. A theatrical spell adds a +5 circumstance bonus for perform checks involving spellcasting. A theatrical spell uses a slot of equal level.

**Normal:** Identifying a spell being cast is a Spellcraft DC of 15 + spell level and you must see or hear the spell's verbal or somatic components.

**THRIFTY WIZARD GENERAL**

You have a talent for fitting extra spells into your spellbook.

**Prerequisites:** Intelligence 13+, Wizard level 1+

**Benefit:** The number of pages required for a spell to be copied into your spellbook is reduced by one, to a minimum of one.

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