

4 Spells

Overview

Magic is an important part of the world of Uroth. The cultures of this world have technology only on par with that of the European Renaissance on Earth. Magic grants the species that can wield it the power to perform miraculous feats and accomplish much that could only happen in a fantasy world. The chief means by which characters can exercise the use of magic is through the casting of spells.

The character classes of Clerics, Elves, and Magic-users can cast spells. Spells are something like recipes; they involve a pattern of hand gestures, verbal incantations, and the use of physical objects that must be precisely followed to cast that spell. If a caster has a particular spell in their repertoire, they can cast it and bring about its effects. Spells can be used to attack enemies, ward oneself or one's friends from harm, gather information, fly, heal injuries, or provide literally hundreds of helpful abilities to benefit the caster and their allies.

The spellcasting classes do not all cast spells in the same way. One important division between spellcasting types is the source of the magical power that is used. There are two types of magical sources in **Tales of the Iron League**: **Divine magic** and **Arcane magic**.

Divine magic is mainly used by Clerics, and its power stems from the energies controlled by the deities and their intermediaries who communicate between mortals and immortals. Clerics pray for spells, and the deities (usually) grant them the spells they request. Wisdom is the most important ability score associated with Divine magic.

Arcane magic is used by Elves and Magic-users, but other characters may learn to use its secrets as well. Its power comes from a vast and unseen field of energy that permeates the entire universe; Arcane casters do not derive their magical abilities from divine forces, but from a knowledge of the nature of the world's natural energies and how to tap their potential. Elves and Magic-users do not pray for spells; they study spell information contained in their spellbooks. Intelligence is the ability score that most helps Arcane casters.

Another difference in spellcasting is which spells may be used by each type of caster. Divine casters have access to all the spells in the Divine spell lists found in this chapter; for instance, a 1st level Cleric may make use of any of the 20 spells found in the 1st level Divine spell list. Arcane casters are more limited in the spells they may cast; the only spells they have access to are the ones they have studied and learned well enough to copy its esoteric magical formulas into their spellbooks. There are 20 spells in the 1st level Arcane spell list as well, but a beginning 1st level Magic-user character will only have a handful of these spells written within the pages of their spellbook. A priority of Arcane casters is always to learn more spells that they can add to their spellbooks so they can broaden their magical capabilities.

Beyond these differences in the types of magic, spellcasting works very similarly for each character class. After no less than 8 hours of rest, which needs to be continuous, characters must spend one hour preparing to cast spells for the day. This takes the form of prayer for Divine casters, and careful study of their spellbooks for Arcane casters. When this process is complete, each character receives their allotment of spell points for the day; this number is determined by the character's level and ability scores as described in Chapter 2.

When a character casts a spell, the caster says the words and performs the gestures, and then the spell manifests itself. The power behind the spell drains out of the body of the caster, and then that spell point is expended. The energy to cast that spell is gone until the next time the character can rest and regain spells.

When a caster is out of spells, their abilities are greatly diminished, and they are reduced to using weapons and skills to make their way in the world – things that other character classes tend to be more proficient at. It is therefore a necessary truth that spellcasting classes must jealously guard their magic abilities as a consumable

resource, and dole it out sparingly, especially at low levels where the number of spells available to the character is very limited indeed.

The way that each spell works is described in its description. However, spells tend to follow common rules for how they work. Spells take time to cast, and each spell describes how long that requires. Spells also affect different individuals, areas, and objects at different ranges and for different amounts of time.

Some spells act on creatures in a way that they would prefer to avoid, and which their minds and bodies resist if they can. When this happens, the spell makes an attack, which requires the player to roll 1d20 and add their character's spell attack bonus, plus any modifiers that the key ability scores for Arcane or Divine magic may grant. (Weapon and armor non-proficiency penalties never affect a spell attack roll.)

The result is the value of the relevant defense that the spell successfully attacks; a high roll is therefore a good thing for spell attacks. The spell description lists what type of defense is attacked by the spell. If the spell attack equals or exceeds the target's relevant defense, then the attack succeeds, and the spell description says what happens.

Sometimes the spell description also says what happens if the attack fails. If the spell description says nothing about what happens when the attack fails, it means that nothing happens. Some spells do not just attack once, but they may attack multiple times because several independent and harmful effects are in play, or perhaps the spell must attack to see if its harmful effects persist for a long time.

A few spells do not attack a creature, but they instead attack a magic object or spell effect. When this happens, an attack is made as described above, but the defense being rolled against is usually equal to the level of the spellcaster that created that spell effect, or the magic tier of the magic object, plus an additional number. The magic tier is listed for magic items in Chapter 9, and spell effect caster levels are determined by the GM.

Spellcasting Constraints

Casting a spell requires that conditions for working magic are precisely correct. To work magic, each spellcaster must have the following things working in their favor:

- A spellcaster must be able to speak freely. The caster cannot be gagged. They must be able to speak at full volume; it is not possible to whisper the words to a spell.
- A spellcaster must have on their person the material components necessary to cast the spell. All Divine spells require the use of a holy symbol, which is a focus that is not consumed by the spell. Instead of needing a focus, Arcane spells require the use of spell components, which is an item detailed in Chapter 5. Some spells require specific and often more expensive additional material components or foci; these are detailed in the description for each spell.
- A spellcaster must have one hand completely free. That hand cannot be holding any other object, except for a holy symbol for Clerics, or a magic wand or staff for Elves and Magic-users. The hand cannot be constrained or bound in any way. For Clerics or Elves, the hand of an arm strapped to a shield can only be used to cast spells that do not make an attack roll.
- A Magic-user cannot be wearing armor of any sort, or using a shield, when casting spells. Helms are allowed.

Casting a spell also requires a clear mind free of distractions. Some conditions may cause a spellcaster to struggle to muster the self-control necessary to cast a spell, whether because the caster is in pain, or because something else is spoiling their focus. In such situations, the character must make a Constitution ability score check while they are casting the spell to concentrate.

If the character fails that check, the spellcasting fails. If the character fails that check by four or more, the spellcasting fails, and that spell or spell point is lost for the day. If a spellcaster is in the middle of casting a spell and takes at least 1 hit point of damage, the Constitution check becomes more difficult; refer to rules in Chapter 7.

Divine spellcasters must have an alignment, and having an alignment affects what spells and actions are acceptable to their religion. For instance, a Cleric of good alignment would have a difficult time justifying to their deity and their deity's servants that they need to cast a spell that can animate *zombies* from dead bodies. A Cleric must be mindful of the consequences that spell selection and use may have on their religious life. Note that magic items exist that provide bonuses to the Wisdom ability score of the wearer; however, these items do not grant a Cleric additional bonus spells to memorize. Only the Cleric's natural Wisdom modifier determines bonus spells.

Reversible Spells

Some spells are listed in their descriptions as being reversible. This means that each of these spells has a twin spell that often works in a similar way but has an effect that is almost exactly the opposite of the original. Like two sides of the same coin, these spells are linked – if a character knows a spell, they also know its reverse. The reversed spell is always the same level as the original. The same spell points are used to cast both the normal usage of a spell and its reverse.

Cumulative Spell Effects

In general, multiple spells of the same type do not stack. A *bless* spell, for instance, can give a Cleric and their allies a bonus of +1 to attacks and damage in combat. Two *bless* spells do not grant +2 bonuses, however, even if they are cast by two different Clerics. Sometimes a spell can be cast both as an Arcane spell and as a Divine spell, but even then, the effects of the spells do not stack with each other.

In contrast, the effects of two different spells generally do stack with each other, even if they are affecting the same attribute or combat effect. A Fighter who enjoys both the effects of a *strength* spell and an *enlarge* spell, for instance, finds themselves able to deliver significantly increased damage owing to both enchantments working in concert! Any exceptions to this stacking rule are stated in the spell descriptions.

When multiple spells are affecting a single target, willing or otherwise, apply the lower-level spell effects before applying higher-level effects. For example, if a character is within the area of effect of a *darkness* spell, a 1st-level spell, and then a *daylight* spell is cast on the area this 3rd-level spell overrides the effects of the *darkness* because it is a higher-level spell. This would still be true if the *daylight* spell were in effect first and the *darkness* spell were cast on top of it; the order in which the spells are cast is immaterial.

Spells that are the reverse of each other, such as *light* and *darkness*, cancel each other out such that no magical effect remains. Unless such a cancellation occurs, both spells are still in effect, but if the areas of effect do not exactly overlap, there may be areas where both spell effects persist.

Adding Spells to a Spellbook

Magic-users and Elves start with a limited number of spells written into their spellbooks. Arcane spellcasters must learn new spells to increase their abilities. There are two ways to do this: by gaining new spells when advancing in levels, or by finding, buying, or borrowing additional spells while adventuring.

It is assumed that Arcane spellcasters are continuously studying magic and learning more about its practice over the course of their daily lives. Each time such a spellcaster gains a level in their class, they may choose any spell on the lists of spells they are able to cast, and they may write that spell into their spellbook. This spell instantly appears in their book, assuming adequate space exists for the spell to fit (see Chapter 5). If the spell won't fit, it is instantly written into a different spellbook as soon as the caster acquires one. This mechanism may only be used to learn spells of a level that the spellcaster is capable of casting at the new level of experience.

A caster may also learn new spells that they come across while adventuring. Possible ways to learn a new spell may include:

- Two friendly spellcasters agree to allow each other to study each other's spellbooks.
- A spellcaster buys the rights to learn a spell from another spellcaster's spellbook.
- A spellcaster acquires a spellbook that used to belong to another spellcaster and studies it to learn its secrets.
- A spellcaster finds a scroll, a magic item described in Chapter 9, and chooses to destroy it in the process of learning the spell it contains.

Learning a new spell in any of these ways takes time. The spellcaster must have 8 hours of uninterrupted time, which cannot be spent adventuring, sleeping, or performing any function other than magical studies. The spellcaster must have access to the source of the new spell, whether it is a spellbook or scroll. The spellcaster must have pen and ink, as well as their own spellbook handy, and it must have the room to accommodate the new spell. At the end of the 8 hours, the spell is copied into the spellcaster's spellbook. When learning a spell from a scroll, the spell is erased from the scroll as it is copied, although any other spells that may be on that scroll are unaffected.

Players may find it useful to use the Spellbook Worksheet at the end of this chapter to keep track of the spells kept in their spellbook. A caster may not use another caster's spellbook to memorize spells; the act of transcribing a spell by copying it into their own spellbook is part of the mechanism by which an Arcane caster learns to use a new spell. Any unlearned spells are just so much gibberish and are of no use unless the caster spends the time to study and transcribe them. It is certainly possible for a spellcaster to take the time, expense, and effort to make a copy of their spellbook and store it somewhere secure – this can be valuable insurance, as an adventurer's spellbook may be exposed to theft or destruction!

Note that magic items that provide bonuses to Intelligence ability scores exist. However, using such items do not give the beneficiary access to additional magical spells.

Buying Spells and Hiring Casters

As a rule, Arcane spellcasters jealously guard the knowledge of spell lore from each other. The spells known by a caster are valuable currency, and some practitioners of magic pay dearly to add a new incantation to their spellbook. Additionally, allowing a person to learn a spell from you requires giving them access to your spellbook, and unscrupulous persons have been known to hold a Magic-user's spellbook hostage for profit. Accordingly, not all Arcane casters trade in spells openly – at least not with strangers.

When two spellcasters agree to learn spells from each other, it is often a quite serious affair, with arrangements made for the exchange to occur in a public place where both casters can be present the entire time, and possibly have additional armed assistance handy in the event of unpleasant surprises. Some suspicious casters will not agree to an exchange even under such cautious conditions, and they may only make a deal with a PC if large amounts of gold and magic are involved – if they agree to a deal at all!

Nevertheless, the Iron League understands that Elves and Magic-users who are members of their organization want to be able to acquire spells while they are working in an area. Accordingly, the Iron League commonly makes accommodations with an NPC Arcane spellcaster of at least 5th level who lives in a contract area. This spellcaster is willing to sell spells to Iron League members for fixed rates in gold pieces.

The set of spells available for sale varies from place to place, but should include a selection of 1st-, 2nd-, and 3rd-level spells. Higher-level spells may also be available. The typical rates for the sale of spells are as follows:

- 1st level: 25 gp
- 2nd level: 150 gp

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- 3rd level: 375 gp
- 4th level: 700 gp
- 5th level: 1125 gp
- 6th level: 1650 gp

Other spellcasters in the area may make cash agreements to sell spells with characters as well, and their costs may be like the rates listed above, but the buyer should beware!

It may also be possible to hire local casters, both of Arcane and Divine spells, to cast spells on the behalf of the players. Just as the Iron League makes accommodations for local NPC Arcane casters to assist by selling spells, this agreement often extends to these non-members casting spells on behalf of the Iron League members.

Similarly, the Iron League subsidizes religious organizations within a contract area to ensure that at least one NPC Divine caster of 5th-level or higher is available to cast spells for members. Rates to cast one spell are the same as the costs for buying spells as listed above. This assumes that casting the spell involves no risk to the caster and does not involve expensive spell components.

This also assumes that the caster needs not travel to cast the spell. If even very short and safe amounts of travel are involved, the rates listed above commonly double, and can go much higher from there. Iron League members are adventurers and are used to accepting risk in their lives daily; most non-members have a different mindset, and it will cost the characters dearly if they wish to convince NPC spellcasters to expose themselves to danger!

Spell Lists

Table 4-1: TOTIL Cleric Spell Lists

Level 1	Spell Name	Spell Description
1	Benediction	Touched creature gets +1 to hit and damage for 10 minutes. Reversible
2	Call from Beyond	Restores life and 1 hp to creature dead for 1 round
3	Command	Attack Poise of 1 living creature within 10', It must obey 1-word command
4	Detect Alignment	Detects good or evil creatures or objects in 60' cone for 10 minutes
5	Detect Magic	Detects magical creatures or objects in 60' cone for 10 minutes
6	Divine Ward	For 10 minutes, +1 to defenses or +2 vs. opposite alignment; hedges summoned
7	Godspeed	For 10 minutes, all party initiative rolls are made twice, and the best is used
8	Guidance	For 10 minutes, grant 1 creature bonus of +1 to skill checks
9	Invisibility to Undead	Creatures within area of effect become invisible to <i>undead</i> until they attack
10	Light	Creates 20'/40'/60' radius globe of light for 2 hours. Can blind; reversible
11	Magic Stone	Make 3 stones into +1 ranged weapons, 20/40/60, 1d6+1 hp damage, for 10 minutes
12	Purify Food and Drink	Make 1 food or water ration per level from spoiled. Range 10', reversible
13	Remove Fear	Fear effect is removed from 1 target. Reversible
14	Resist Elements	For 1 hour, target ignores elements, +2 Toughness vs. 1 energy type, and -1 hp per die of damage
15	Sacrificial Respite	Instant. 1 successful attack or spell effect within 30' redirects to caster
16	Sanctuary	Attacks Poise of all in visual range; success means cannot target caster
17	Shield of Faith	For 10 minutes, touched creature is not subject to critical hits. Deflect one attack to end spell
18	Sleep of Miracles	Cast prior to overnight rest. If undisturbed, rest heals everybody 1d6+1 hp
19	Threshold of Safety	For 8 hours, all who pass a rune suffer a -1 penalty to attack and damage
20	Treat Wounds	Touch cures 1d6 hp + 1 hp/level, or paralysis. Reversible

Level 2	Spell Name	Spell Description
1	Aid	Touch grants target 1d6 + level temp hp, +1 to hit, +1 to Poise for 10 minutes
2	Augury	Predicts whether an action 30 minutes in the future will have good or bad outcomes
3	Bless	Allies within a 20'x20' area 60' away get +1 to hit and damage for 10 minutes. Reversible
4	Death Knell	Destroy recently dead creature to gain 1d8 hp, +2 Strength, +1 caster level
5	Delay Affliction	Poisons/diseases affect less readily and damage less for 1 hour/level
6	Elemental Aegis	For 1 hour, target ignores elements and gains temporary hit points for 1 damage type
7	Enhance Ability Score	Increase 1 ability score for 10 minutes
8	Find Traps	Magical or non-magical traps within range glow silver
9	Gentle Repose	1 dead creature cannot rot or be animated for 1 day/level
10	Hold Humanoid	Spell attacks Poise to paralyze 1 or more <i>humanoids</i>
11	Holy Chant	Chanting caster's allies get +1 to hit, damage and morale; foes get -1's to same
12	Make Whole	Repair up to 10 cu. ft/level of nonmagical items
13	Remedy Injury	Touch cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible
14	Remove Fatigue	Removes all points of fatigue from target. Reversible
15	Silence	For 10 minutes, 15' radius area within 180' is completely silent
16	Snake Charm	Within 60' caster's level of snake HD become inoffensive
17	Sound Burst	Sonic blast in 10' radius within 60' does 1d8 hp, attacks Toughness to stun
18	Speak with Animals	Caster can speak to and understand all animals within 30'
19	Spiritual Weapon	Makes ghost weapon that attacks with combat attack bonus for 1d6 +1 hp/3 levels
20	Zone of Truth	In 20' radius within 30', attacks Poise or targets must tell truth

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Level 3	Spell Name	Spell Description
1	Animal Growth	Enhance 1 animal within 120' for 2 hours
2	Animate Dead	Permanently animate <i>skeletons</i> or <i>zombies</i> with total HD up to level
3	Call From Beyond, Ranged	Within 30', restores life and 1 hp to creature dead for 1 round
4	Continual Light	Creates permanent 30'/60'/90' radius globe of light. Can blind; reversible
5	Cure Malaise	Touch cures 3d6 hp +1 hp/level, ability score damage, Trauma, or several conditions. Reversible
6	Daylight	Creates 60'/120'/180' radius globe of sunlight for 2 hours. Can blind; reversible
7	Dispel Magic	Attack 10 + caster level to end spell effects within 20' cube
8	Divine Ward 10' Radius	For 10 minutes, +1 to defenses or +2 vs. opposite alignment; hedges summoned
9	Glyph of Warding	Creates a magical trap that explodes for damage or triggers a spell
10	Invisibility Purge	120' range, all invisibility negated within 30'. Lasts 10 minutes
11	Locate Object	For 1 hour, know direction of closest one of a particular object
12	Magic Vestment	Provide +1 AC bonus for every 3 levels to 1 suit of armor
13	Meld into Stone	Caster phases entirely inside nearby rock, can hear what happens outside
14	Prayer	Allies get +1 to hit, damage and morale; foes get -1's to same. 1 round/level
15	Searing Light	120' light beam attacks Dodge for 1d6 hp per 2 levels, more against undead
16	Speak with Dead	Dead creature briefly regains enough intellect to answer questions
17	Striking	Grants 1 weapon within 30' an additional 1d6 hp damage
18	Treat Wounds, Ranged	Within 30', cures 1d6 hp +1 hp/level, or paralysis. Reversible
19	Water Breathing	Targets can breathe water, split 24 hours among targets
20	Wind Wall	Make vertical wall of air, 2000 sq.ft. within 120', bollixes missiles and birds

Level 4	Spell Name	Spell Description
1	Air Walk	Touched target can walk on air as if it is solid ground. Lasts 10 minutes/level
2	Create Food and Water	Make food/water for 3 people or 1 large creature per level per day
3	Damning Sermon	Allies get +2 to hit, damage and morale; foes get -2's to same, plus 1 hp damage
4	Death Ward	Target gets +4 to defenses against death magic, immune to energy drain. Reversible
5	Detect Lie	Detects lies spoken in 60' radius for 10 minutes. Reversible
6	Dismissal	Banishes 1 <i>extraplanar</i> creature to their home plane. Attacks Poise
7	Divination	Ask level # of questions about a specific location
8	Divine Power	Caster gains 18 Strength, 1 temp hp/level, 2 attacks/round
9	Exorcise	Target 5 + caster level to remove control/possession of 1 creature
10	Freedom of Movement	Touch makes immune to slowing or hampering for 10 minutes
11	Giant Vermin	Makes 1 HD/level of giant vermin for 2 hours
12	Holy Smite	120' range, attacks Poise in 20' radius, damages/blinds opposite alignment
13	Lower Water	10000 sq. ft. of water is lowered by 3'/level for 2 hours
14	Remedy Injury, Ranged	Within 30', cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible
15	Remove Curse	Cast as part of the lifting of a curse. Reversible
16	Restore Health	Touch cures 4d6 hp +1 hp/level, ability score damage, trauma, or several conditions. Reversible
17	Sending	Target receives a 25-word message, can respond
18	Speak with Plants	Caster can speak to and understand all plants within 30'
19	Sticks to Snakes	1 stick/level turns into several kinds of snakes for 2 hours, follow orders
20	Tongues	For 1 hour, caster knows all languages within 60'. Reversible

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Level 5	Spell Name	Spell Description
1	Animate Avatar	Statue of deity animates and fights as <i>stone golem</i>
2	Atonement	Relieves penitent sinners of the burden of transgression
3	Break Enchantment	Disrupts magical effects on 1 creature/level within 30'
4	Breath of Life	Restores life and 5d6+5 hp to creature dead for 1 round
5	Commune	Divine powers answer 3 yes/no questions. Casting takes 10 minutes
6	Dispel Evil	Attacks Poise within 30'; evil is destroyed or must flee. Reversible
7	Flame Strike	Column of fire 30' tall, 5' radius attacks Dodge for 6d8 hp fire, fail for half
8	Geas	Attacks Poise; target is compelled to complete a quest or become cursed
9	Hallow	Building or area receives divine ward, turn bonus, dead can't be animated
10	Insect Plague	Creates 60' radius insect swarm, does 1d6 hp each round
11	Plane Shift	Send 8 willing creatures to another plane, or attack Dodge to send 1
12	Raise Dead	Restores 1 dead creature within 120' to life, but it is weak. Reversible
13	Righteous Might	Caster enlarges, gains +2 to defenses, makes Constitution checks to ignore damage
14	Scrying	Attacks Poise to view 1 creature through a magic glass
15	Symbol of Conflict	Inscribed rune attacks Poise or targets bicker for 10 minutes
16	Symbol of Pain	Inscribed rune attacks Poise or inflicts pain for 1 hour
17	Tongues, Mass	For 1 hour, targets know all languages within 60'
18	Transposition	Caster trades places with an ally within 120'
19	Treat Wounds, Mass	Within 30' cures 1d6 hp + 1 hp/level, or paralysis. Reversible
20	True Seeing	For 10 minutes, touched creature sees things as they truly are

Level 6	Spell Name	Spell Description
1	Animate Objects	Non-magical objects within 30' animate and follow orders
2	Banishment	Banishes 2 HD/level <i>extraplanar</i> creatures to their home plane. Attacks Poise
3	Blade Barrier	Vertical whirling blades attack Dodge for 8d8 hp. Lasts 1 hour
4	Celestial Choir	Allies who hear choir gain <i>regeneration</i> , one critical hit. Lasts 1 minute
5	Enhance Ability Score, Mass	Increase 1 ability score for 10 minutes for 1 creature/level
6	Excoriating Sermon	Allies get +3 to hit, damage and morale; foes get -3's to same, plus 1d6 hp damage
7	Find the Path	Target can find shortest path to a physical location
8	Heal	Touch cures many conditions and all damage. Reversible
9	Heroes' Feast	Hour-long feast grants 2d8 temp hp, +2 to Poise, other cures and bonuses
10	Interdicted Heart	Remove own heart and hide it; for 1 day, cannot go to 0 hp or be affected by spells
11	Pavilion of Respite	Creates a secure shelter with food, water, where one can rest safely
12	Plague Storm	Pestilence fog moves, inflicts creatures with disease
13	Planar Ally	Bargain with an <i>extraplanar</i> creature to gain its services
14	Rebuke Undead	Attack Toughness of 1d4 HD/level <i>undead</i> within 40'; success kills
15	Remedy Injury, Mass	Within 30' cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible
16	Stone Tell	Caster gains ability to talk to stones and ask them questions
17	Summon Aerial Servant	Summoned <i>aerial servant</i> performs 1 task for caster
18	Symbol of Despair	Inscribed rune attacks Poise or targets despair for 1 hour
19	Wind Walk	Caster and others turn mist-like, fly 8 miles/hour
20	Word of Recall	Instantly transport self any distance back to sanctum

Table 4-2: TOTIL Elf and Magic-user Spell Lists

Level 1	Spell Name	Spell Description
1	Alarm	For 8 hours, set audible or mental alarm over an area touched. 1 minute to cast
2	Angry Dagger	Dagger animates and attacks 1 target within 30' for 3 + level rounds
3	Arcane Ward	For 10 minutes, +1 to defenses or +2 vs. <i>extraplanar</i> , <i>undead</i> ; hedges summoned
4	Charm Humanoid	Charm one <i>humanoid</i> under 4 HD. Attacks Poise
5	Detect Magic	Detects magical creatures or objects in 60' cone for 10 minutes
6	Enlarge	Attacks Dodge defense to increase 1 creature's size for 10 minutes. Reversible
7	Feather Fall	Instant casting; target falls slowly for 250' + 50'/level
8	Floating Disc	Makes 3' diameter disk of force floating near caster for 4 hours. Carries 500 lbs
9	Fog Cloud	Within 120', create 30' radius fog cloud with 5' visibility
10	Identify	Casting takes 1 hour. Attempt to learn 1 property of an item per level
11	Jump	For 10 minutes, make big jumps, no more than 1 plus level/3 over duration
12	Light	Creates 20'/40'/60' radius globe of light for 2 hours. Can blind; reversible
13	Magic Missile	1d6+1 hp missiles always hit within 120'. 1 per 4 levels round up
14	Minor Illusion	Create audible OR visual illusion within 20' cube
15	Read Languages	For 1 hour, the caster can read any written language or code
16	Shield	For 10 minutes, caster gets armor equivalent of AC 17 vs. missiles, AC 15 vs. other attacks
17	Shocking Grasp	Attacks Dodge for 1d4 hp + 1d4 hp/level lightning damage, up to 6d4 hp
18	Shower of Acid	1d6+1 hp/level acid damage in 20' cone, Attacks Dodge, miss is half damage
19	Sleep	Range 240', lasts 10 minutes. Attacks Poise to sleep a 4 HD target or several < 2d8 HD
20	Spider Climb	Lasts 1 hour. Target climbs unflinching but hands are sticky, can't cast spells

Level 2	Spell Name	Spell Description
1	Alter Self	For 10 minutes, caster changes form to another type of <i>humanoid</i> . Retains mind
2	Amnesia	Erase recent memories of up to 4 targets 30' away. Targets Poise
3	Arcane Lock	Permanently locks and reinforces a single door, window, or container
4	Continual Light	Creates permanent 30'/60'/90' radius globe of light. Can blind; reversible
5	Detect Invisible	Detects invisible creatures or objects in 60' cone for 10 minutes
6	ESP	Read thoughts in a 60' cone for 10 minutes
7	Ghoul Touch	Touch 1 living creature to attack Poise to paralyze; stench in 10' radius
8	Invisibility	1 creature becomes invisible until they attack
9	Knock	Opens 1 door or container that is locked, stuck, or barred
10	Levitate	For 1 hour, caster can go up or down 20'/round
11	Locate Object	For 1 hour, know direction of closest one of a particular object
12	Mirror Image	Creates 1d4 +1/(3 levels) images that look like caster, absorb attacks sacrificially
13	Phantasmal Force	Create audible and visual illusion within 20' cube
14	Polar Vortex	Makes a vortex of sleet that attacks Toughness for 1d8 +1 hp/level cold within a 10' radius
15	Scare	Attacks Poise in 15' cone to flee for 3 rounds or more
16	Scorching Ray	Target Dodge with 1 or more rays, 4d6 hp fire on a hit
17	Shatter	Within 60', shatters small <i>fragile</i> objects in 30' radius or attacks 1 crystal target
18	Stinking Cloud	10' radius smog cloud within 30' attacks Toughness to nauseate targets
19	Strength	1 creature touched gets +5 to Strength for 1 round/level
20	Web	Web attacks Dodge defenses within 15' cone; success means trapped

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Level 3	Spell Name	Spell Description
1	Angry Bludgeon	Staff grows and attacks 1 target within 30' for 3 + level rounds. 2d8 hp damage
2	Arcane Ward 10' Radius	For 10 minutes, +1 to defenses or +2 vs. <i>extraplanar</i> , <i>undead</i> ; hedges summoned
3	Clairaudience	Hear through the ears of 1 creature within 60' for 10 minutes
4	Clairvoyance	See through the eyes of 1 creature within 60' for 10 minutes
5	Cloud of Acid	Cloud 40' long x 30' wide of acid, level x 1d6 hp acid damage, attacks Toughness, fail for half
6	Cone of Cold	Cone level x 5' of magical cold, level x 1d6 hp cold damage, attacks Dodge, fail for half
7	Dispel Magic	Attack 10+ caster level to end spell effects within 20' cube
8	Fire Ball	20' radius ball of fire attacks Dodge for level x 1d6 hp, fail for half
9	Gaseous Form	Target becomes <i>incorporeal</i> and can fly at 10'/round for 1 hour
10	Gust of Wind	Create blast of air in path 10' wide, 10'/level long
11	Hold Humanoid	Spell attacks Poise to paralyze 1 or more <i>humanoids</i>
12	Infravision	1 touched creature gains 60' infravision
13	Invisibility 10' Radius	Creatures within area of effect become invisible until they attack
14	Lightning Bolt	60' long, 5' wide lightning bolt attacks Dodge for level x 1d6 hp lightning damage, fail for half damage
15	Protection from Normal Missiles	For 10 minutes, caster is immune to small non-magical missiles
16	Suggestion	Verbal instruction attacks Poise of 1 target within 30'; on success, it complies
17	Tiny Hut	Creates 10' radius hemisphere opaque tent to protect from elements
18	Tongues	For 1 hour, caster knows all languages within 60'. Reversible
19	Vampiric Touch	Touch attacks Dodge to drain 1d6 hp per 2 levels, heal self for same
20	Water Breathing	Targets can breathe water, split 24 hours among targets

Level 4	Spell Name	Spell Description
1	Arcane Eye	Create magic eye that moves 120'/minute, lasts 1 hour
2	Black Tentacles	Tentacle field attacks Dodge, 1d6 + level hp damage plus <i>grapple</i>
3	Charm Monster	Charm one strong creature or many weaker ones within 30'. Attacks Poise
4	Confusion	Attacks Poise of 3d6 random targets; victims act erratically
5	Dimension Door	Instantly transport self or 1 other creature up to 360'
6	Fabricate	Transmute 10 cu. ft./level of raw materials from one form to another
7	Fear	Attacks Poise in 60' cone to flee for 1 round or more. May drop items
8	Fire Shield	Hot or cold flames damage those who attack caster for 1 round/level
9	Fire Trap	Opening warded object attacks Dodge for level x 1d6 hp fire damage, fail for half
10	Globe of Invulnerability, Lesser	Creates a 10' radius globe that bars 3rd level spells coming in
11	Hallucinatory Terrain	Area permanently appears as a different type of terrain
12	Ice Storm	Create hailstorm for 3d10 hp cold damage or sleet storm to impair movement and vision
13	Plant Growth	Make 3000 sq. ft. of plants overgrown or enhance 1 plant creature
14	Polymorph Other	Attack Toughness to transform 1 creature into another type
15	Polymorph Self	For 10 minutes, caster changes form to same HD or less. Retains mind
16	Resilient Sphere	Attack Dodge to trap targets in 10' radius force globe for 1 round/level
17	Stone Shape	Caster can work 1 cu. ft./level of stone like clay
18	Stoneskin	Caster's skin turns hard, absorbing first 10 hp of each blow, max 10 hp/level
19	Wall of Fire	Make vertical wall of fire, 2000 sq. ft. within 120', 1d6 hp/level fire to cross
20	Wall of Ice	Make vertical wall of ice, 2000 sq. ft. within 120', 1d6 hp/level cold to cross

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Level 5	Spell Name	Spell Description
1	Angry Cloud	A swarm of daggers attacks all targets in a 20' radius for 3 + level rounds
2	Animate Dead	Permanently animate <i>skeletons</i> or <i>zombies</i> with total HD up to level
3	Atmosphere Bubble	Make zone of airy water that can be breathed but not swum through
4	Cloudkill	Poison cloud moves, damages constitution of weak creatures
5	Contact Other Plane	Ask questions of cosmic intelligences; may damage Wisdom
6	Corrosive Web	Web attacks Dodge defenses within 20' cone; traps and deals acid damage
7	Elemental Summons	Summons an earth, fire, air, or water <i>elemental</i> to perform a service
8	Fire Snake	Attacks Dodge in 60' long, 5' wide non-linear path for level x 1d6 hp fire, fail for half
9	Fly	1 creature gains 120' flying movement for 10 minutes/level
10	Haste	Targets double attacks, movement, not spells. Lasts 1 round/level, reversible
11	Hold Monster	Spell attacks Poise to paralyze 1 or more living creatures
12	Magic Jar	Caster can possess other bodies, forcing souls into a focus object
13	Passwall	Create 10' tall, 10' wide, level x 10' long tunnel. Lasts for 1 hour
14	Telekinesis	Caster can use mind to move objects, fling missiles or grab creatures
15	Teleport	Instantly transport self or 1 willing creature any distance
16	Transmute Rock to Mud	Transmutes 30,000 cu. ft. of rock within 120' to mud. Reversible
17	True Seeing	For 10 minutes, touched creature sees things as they truly are
18	Wall of Force	Make 1250 sq. ft. invisible plane of indestructible force for 2 hours
19	Wall of Iron	Make planes of iron totaling 2000 sq. ft., 10 hp/level or 1 shp/level to break
20	Wall of Stone	Make vertical stone wall, 2000 sq. ft., 20 hp/level or 2 shp/level to break

Level 6	Spell Name	Spell Description
1	Anti-Magic Shell	For 10 minutes, create a shell around the caster that magic can't pass through
2	Chain Lightning	Lightning bolt attacks Dodge for level x 1d6 hp lightning damage, arcs twice more
3	Control Weather	Create many weather effects in 240 yd area, duration: concentration
4	Death Spell	Spell attacks Toughness of 4d8 HD creatures; success means death
5	Disintegrate	Target Dodge to vaporize 1 creature, object, or 10' cube of matter
6	Dispel Magic, Greater	Attack 5 + caster level to end spell effects within 30' cube
7	Forceful Hand	Giant hand blocks and pushes away one opponent for 1 round/level
8	Freezing Sphere	Creates one of a variety of cold effects chosen by the caster
9	Geas	Attacks Poise; target is compelled to complete a quest or become cursed
10	Globe of Invulnerability	Creates a 10' radius globe that bars 4th level spells coming in
11	Guards and Wards	Caster's lair is protected with a variety of magical effects, 1 hour/level
12	Invisible Stalker	Summons a <i>slithering tracker</i> to perform a service
13	Legend Lore	Caster learns legends about an important person, place, or thing
14	Move Earth	Move level # of 10' cubes of loose earth every 10 minutes
15	Programmed Illusion	Create audible and visual illusion within 20' cube, lasts 1 hour
16	Project Image	Create illusory image of self within 240', spells are cast from it
17	Reincarnate	Dead creature returns to life in a new form
18	Repulsion	Repels creatures coming within 10' of caster
19	Stone to Flesh	Petrification removed from 1 creature within 120'. Reversible
20	Sunbeam	Makes beams of sunlight, attacks Dodge for 4d6 hp and blind, <i>undead</i> more

Spell Descriptions

Each of the spells listed in the preceding table are described in further detail below. Listings are in alphabetical order. The spell lists above give the page number on which the relevant spell description can be found. Each spell listing features the following categories:

Spell Level

This describes which class can cast the spell, and what level the spell is for that class. Most spells are either Divine or Arcane, but some are both. However, spells that can be cast by different classes might not be cast at the same level by each class. For instance, *hold humanoid* is a 2nd-level Cleric spell, but it is cast at 3rd-level for Elves and Magic-users.

IMPORTANT: Spell levels are not equivalent to character levels – the level at which a character can cast a spell is not always the same as the spell’s level. There are 12 character levels, but only 6 levels of spells.

Casting Time

This entry describes how long it takes to cast the spell. Most spells are cast in a single round, as part of a standard action. Some spells, however, take longer to cast. They are not intended to be cast in combat, but require more deliberate action, perhaps to create something intricate, or to research the answer to a difficult question.

These spells describe how many minutes, hours, or days it takes to cast them. A few spells can be cast so quickly that they don’t require a full round’s action and can even be cast when it is not the caster’s turn to act. These are known as **instant spells**.

Range

This describes how far away the caster may project the spell to make the magic happen. If the spell only affects the caster, the range is **caster only**. If the spell has an effect outside the caster, but that effect originates from the caster’s body, the range is **emanates from caster**. If the spell requires the caster to touch a creature or object, its range is **touch**. And if the spell can be launched some distance away from the caster, the range gives the maximum distance in feet. A caster can always cast a ranged spell a shorter distance than the maximum range.

Targets/Area of Effect

This describes who the spell affects and where it happens. Some spells only affect one thing, or a few things. Any animate thing that could be thought of as a monster or a person is described as a creature; anything inanimate is described as an object. If a creature has an additional adjective, such as *undead*, this usually refers to a monster **trait** as found in Chapter 8.

If a caster can cast this spell on themselves, a target of **self** is listed. **Allies** means a group of creatures favored by the caster, potentially including the caster themselves; the caster gets to choose who is an ally and who is not. Similarly, **enemies** means a group of creatures not favored by the caster, and the caster chooses who is an enemy and who is not; the caster can never be an enemy.

Other spells affect an area, or a volume, and these are described with spatial dimensions given. Unlike range, the caster may not cast a spell within a smaller area of effect than what is listed; if the effect occupies a particular area or volume, then the caster may need to place it carefully to ensure no undesired effects or collateral damage.

If a spell affects a certain number of targets, not an area, then the caster may choose fewer targets than the maximum listed. If a spell requires being able to select targets within range, then the caster must be able to see all targets to be affected; if, however, the spell affects all targets within a certain area of effect, then it is not necessary to see any of the targets – only where the center of the spell’s area is placed.

Duration

This category tells how long the spell effect lasts. Sometimes this is straightforward; a *shield* spell, for instance, lasts for ten minutes. Other times there are several durations listed; a *stinking cloud* spell, for instance, has a

duration for the cloud itself, but a separate duration for the effect the cloud may have on a creature unlucky enough to be inside it. These durations are clarified in the spell's long description.

Some spells have a duration of **permanent**, meaning that the spell's effect lasts forever; even permanent spells can be ended using *dispel magic*, however, unless the spell description says otherwise. Unless a spell is permanent in duration, the caster always has the option to choose to end a spell prior to the end of its duration. The caster must do this when it is their turn to act in a round, but only a basic action is required to do it.

Some spells have a duration of **concentration**, meaning it lasts as long as the caster wants, provided they take no other standard actions, choosing instead to concentrate on maintaining the spell. If a caster is concentrating on a spell to maintain it, they must make a minimal success on a Constitution check any time they take damage, with a negative modifier equal to the hit points of damage sustained; failing this check means concentration is disrupted and the spell is lost.

A spell that has an **instantaneous** duration doesn't even last a round; its effects do not persist beyond the caster's turn in the round. A spell that lasts a certain amount of time per level is referring to the spellcaster's level, not the level of the spell.

Materials

This category describes the material components required to cast a spell. Most Arcane spells require one usage of a spell components item which is consumed in the casting, and most Divine spells require the use of a holy symbol item which may be used repeatedly; see Chapter 5. Some spells require additional items, some of which may be rare or expensive, and some of which may be consumed in the casting of the spell.

Short Description

This is a summary of what the spell is about. It is chiefly useful for writing down on character sheets to remind players what the spell does. However, it is not intended to capture all the details of how the spell works; players should always refer to each spell's longer description to ensure they understand what the spell does and how it does it.

Long Description

This section articulates the mechanics of the spell: what its effects are, what its targets are and how it affects them, and what the caster needs to decide to make the magic work. This item references the preceding categories of each spell description to avoid duplication. In general, if a spell states that a failed attack deals half of a successful attack's damage, fractions are dropped, e.g., round down.

Spells

Aid

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Touch grants target 1d6 + level temp hp, +1 to hit, +1 to Poise for 10 minutes

Long Description: With a touch, the caster grants themselves or one other target temporary assistance in battle. For 10 minutes, the target receives a +1 bonus to attacks, a +1 bonus to Poise defense, and temporary hit points equal to 1d6 + the caster's level.

Air Walk

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes / level

Materials: holy symbol

Short Description: Touched target can walk on air as if it is solid ground. Lasts 10 minutes/level.

Long Description: The caster touches themselves or one other creature, which may be no larger than a giant or an elephant, and the spell imbues the target with the ability to walk on air as if it were solid ground. The target's movement rate is not affected.

The recipient may climb the air as if steps are present, and thereby ascend at a 45-degree angle, but this cuts their movement rate in half. They may likewise descend at the same angle, and this does not reduce movement rate at all. While moving in this manner, strong winds can push the recipient in the direction of air movement. The recipient of the spell can carry their own person plus 50 pounds per level of additional weight.

The spell ends gradually; if the duration expires, or the spell is dispelled, the target falls only 60' per round for the next five rounds and takes no damage if they land during this time. After this period, normal falling rates apply – refer to Chapter 6.

Alarm

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 minute

Range: touch

Targets/Area of Effect: one area up to 20'x20', or one opening

Duration: 8 hours

Materials: spell components

Short Description: For 8 hours, set audible or mental alarm over an area touched. 1 minute to cast

Long Description: The caster works on an area no larger than 20'x20', or a single door or window, tracing delicate paths of magical energy that can only be faintly seen once complete. This creates a temporary magical mechanism that sets an alarm over the affected area: if any creature larger than a mouse enters this zone, and does not recite a predetermined password, an audible or mental alarm is generated at the caster's option.

The mental alarm is detected by the caster only, and it is perceived only if the caster is within a mile of the spell's area of effect; this automatically awakens the caster if they are asleep. The audible alarm is a chime that can be heard up to 180 feet away in perfectly quiet conditions, but only 60 feet away at best in an underground setting. Creatures with the *incorporeal* trait do not trigger the alarm, but invisible creatures do. The alarm can be disabled using the Mechanisms skill; for more information refer to Chapters 3 and 7.

Alter Self

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components, change talisman

Short Description: For 10 minutes, caster changes form to another type of *humanoid*. Retains mind.

Long Description: This spell requires a special material component: a **change talisman**, which is described in Chapter 5. This component is not consumed by casting the spell and can be reused multiple times. The caster chooses the form of a *humanoid* creature, a piece of which must be contained within the change talisman, to temporarily change themselves into.

The new form may not have more HD than the caster's original form (counting character levels), and the new form has no character levels. The caster retains their personality and memories. They keep their Intelligence, Wisdom, and Charisma scores, and they retain their spellcasting ability, although they may not be able to cast spells if they lack a voice and manipulating digits.

All physical aspects of the new body are retained, including Strength, Dexterity, and Constitution scores, attack forms, and defenses (modified for the caster's ability scores). All metabolism, movement rates, and special abilities of the new form are acquired.

All the new form's weaknesses apply, except for codes of conduct. The caster's hit points remain the same as they were in its previous form, and any conditions affecting the previous form remain in place for the new form unless the new condition is inapplicable (e.g., a creature without feet cannot be *prone*; a creature without eyes cannot be *blinded*). The caster cannot change into a specific individual, only a general example of that creature.

The spell can be dispelled, but it otherwise lasts for one hour. Current hp and conditions continue to apply when the original form is resumed.

Amnesia

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 to 4 targets

Duration: permanent

Materials: spell components

Short Description: Erase recent memories of up to 4 targets 30' away. Targets Poise

Long Description: The caster targets up to 4 targets within 30'. The caster selects how many targets and which creatures are targeted. The spell individually attacks the targets' Poise defenses, modifying the defense by -2 if 1 target is attacked, -1 if 2 targets are attacked, or unmodified if 3 or 4 targets are attacked. If an attack succeeds, the victim's recent memories are erased. Memories are erased for 1 minute into the past, plus an additional minute for every 3 caster levels. Note that no actual events or outcomes from the past are affected, only the subject's memories.

Angry Bludgeon

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 target within 30'

Duration: 3 rounds + 1 round/level

Materials: spell components, a staff or club

Short Description: Staff grows and attacks 1 target within 30' for 3+level rounds. 2d8 hp damage

Long Description: A wooden staff or club held by the caster grows to be 8' long and 8" in diameter, becoming a giant club. It animates and the spell attacks the AC defense of one target chosen by the caster within 30', inflicting 2d8 hp on a successful hit.

The attack uses the caster's spell attack bonus and receives any bonuses to attack or damage associated with the weapon before it was transformed. Other bonuses that affect the caster's attack or damage rolls do not affect this spell. It is possible for this spell to inflict a critical hit.

Once the spell's target is chosen, on each of the caster's subsequent turns, the spell continues to attack that target provided it remains within range. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the bludgeon continues to attack.

If the caster chooses to take a standard action to direct the actions of the bludgeon, the spell receives a bonus to attack and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast. If the spell's target or the caster moves such that the target is out of range, the bludgeon returns to the caster and hovers. The caster can then spend a standard action to assign a new target to the bludgeon.

The *angry bludgeon* spell can also target structures; a successful hit inflicts one **structural hit point (shp)**. The spell effect can be targeted by damaging spells and attacks; it has an AC of 17 and a Dodge defense of 10, and its damaged/destroyed thresholds are as listed in Chapter 5 for a giant-sized weapon. At the end of the spell, the bludgeon transforms back into the weapon it was made from; if it was damaged during the spell, the weapon is miraculously repaired when the duration expires, but if it was destroyed, the weapon is gone forever.

Angry Cloud

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: 3 rounds + 1 round/level

Materials: spell components, a dagger

Short Description: A swarm of daggers attacks all targets in a 20' radius for 3+level rounds

Long Description: A dagger held by the caster disappears, but many copies of that same dagger reappear in an animated swarm some distance away from the caster. The spell makes one attack per round against the AC defense of every target within the area of effect, inflicting ordinary dagger damage on a successful hit.

The spell uses the caster's spell attack bonus and receives any bonuses to attack or damage associated with the weapon. Other bonuses that affect the caster's attack or damage rolls do not affect this spell. It is possible for this spell to inflict a critical hit.

Once the spell's area of effect is chosen, on each of the caster's subsequent turns, the spell continues to attack all targets within that area until the spell ends. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the cloud of daggers continues to attack.

If the caster chooses to take a standard action to direct the actions of the cloud, each attack receives a bonus to attacks and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast.

The spell effect cannot be targeted by damaging spells and attacks. At the end of the spell, the weapon used in the spell effect's creation reappears in the caster's hand.

Angry Dagger

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 target within 30'

Duration: 3 rounds + 1 round/level

Materials: spell components, a dagger

Short Description: Dagger animates and attacks 1 target within 30' for 3+level rounds

Long Description: A dagger held by the caster animates, and the spell attacks the AC defense of one target chosen by the caster within 30', inflicting ordinary dagger damage on a successful hit. The spell uses the caster's spell attack bonus and receives any bonuses to attack or damage associated with the weapon. Other bonuses that affect the caster's attack or damage rolls do not affect this spell. It is possible for this spell to inflict a critical hit.

Once the spell's target is chosen, on each of the caster's subsequent turns, the spell continues to attack that target provided it remains within range. This does not require the caster's attention; after the first round, the caster may take other actions (including casting additional spells) while the dagger continues to attack.

If the caster chooses to take a standard action to direct the actions of the dagger, it receives a bonus to attacks and damage equal to the caster's Intelligence bonus for that round only; this includes the round in which the spell was cast. If the spell's target or the caster moves such that the target is out of range, the dagger returns to the caster and hovers. The caster can then spend a standard action to assign a new target to the dagger.

The spell effect can be targeted by damaging spells and attacks; it has an AC of 15 and a Dodge defense of 10, and its damaged/destroyed thresholds are as listed in Chapter 5. At the end of the spell, if the dagger is damaged during the spell, the weapon is miraculously repaired when the duration expires, but if it was destroyed, the weapon is gone forever.

Animal Growth

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature with the *animal* primary trait

Duration: 2 hours

Materials: holy symbol

Short Description: Enhance 1 *animal* within 120' for 2 hours

Long Description: A single creature with the *animal* primary trait is affected by this spell. The caster points at a creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the caster's spell attack bonus attacks the defender's Dodge defense. If the attack is successful, the creature increases in size.

The creature gains the *elite* () enhancement, where the number in the parentheses is no greater than the caster's level divided by 5, rounded up. A 6th level spellcaster can therefore make an *animal* creature *elite* (2), while an 11th level spellcaster can make it *elite* (3). Each step of *elite* () enhancement makes an *animal* creature approximately 50% larger in every dimension. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces. This spell does not stack with the *enlarge* spell.

Animate Avatar

Spell Level: Cleric 5

Casting Time: ten minutes

Range: 120'

Targets/Area of Effect: 1 stone statue of the caster's deity, no taller than 15'

Duration: 2 hours

Materials: holy symbol, a statue of the Cleric's deity

Short Description: Statue of deity animates and fights as *stone golem*

Long Description: This spell is generally cast by a Cleric while defending a place of worship dedicated to their deity. The focus of the spell is a statue that depicts the deity; casting the spell on other statues will not work. The statue cannot be any taller than 15', and it must be at least human-sized.

When the spellcasting is complete, the statue animates. Its combat statistics are identical to those of a *stone golem* (see Chapter 8). The statue follows the verbal commands of the spellcaster. At the conclusion of the spell, the animation dissipates leaving the statue potentially in a new location. This spell can only be used once per week.

Animate Dead

Spell Level: Cleric 3, Elf 5, Magic-user 5

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: dead creatures within range

Duration: permanent

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Permanently animate skeletons or zombies with total HD up to level

Long Description: The caster raises the dead bodies of one or more creatures. The only requirements are that the creature had bones in life, and that said bones are intact at the time of the casting. The caster can choose to animate *skeletons*, *zombies*, or a mix of both sorts.

If a *zombie* is animated, it rises in essentially the same state it was found in; it drops all items previously carried in its hands, but it still may wear items that had been on its person. If a *skeleton* is animated, the spell blasts any flesh remaining from its bones, and this causes any worn or held items to drop to the ground without being damaged.

The caster may animate a number of HD of *skeletons* or *zombies* that does not exceed the caster's level. *Skeletons* have the same HD as the creature had in life, while *zombies* have one higher HD as the creature had in life. Note that this calculation does not count character levels as HD; only the base HD of that creature's species applies. Therefore, even a 10th-level Fighter raised as a skeleton only has 1 HD.

The animated creatures remain animated until they are destroyed, or until a *dispel magic* spell is successfully cast. The caster can verbally command these *skeletons* or *zombies*, and they understand the caster's native language and obey to the best of their ability; only a successful Turn Undead check can neutralize the caster's control. Note that repeated castings of this spell are possible, but at any one time, the caster cannot have control over more than their level's worth of HD, and they are incapable of raising monsters above that limit.

In general, good-aligned faiths do not approve of animating the dead. A Cleric who is a member of such a faith may find themselves in disfavor with their deity, although extenuating circumstances may exist.

Animate Objects

Spell Level: Cleric 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: inanimate non-magical objects within range

Duration: 1 round/level

Materials: holy symbol

Short Description: Non-magical objects within 30' animate and follow orders.

Long Description: The caster temporarily breathes a semblance of life and animation into usually inanimate objects within range; these then fight for the caster or follow other verbal commands. The caster may animate any number of objects within range, but the objects must be non-magical, must not be worn or held by a living being, and must follow the constraints for hit points and attack damage listed below.

All animated objects attack with the same combat attack bonus as the caster, unmodified by ability scores or magic. The GM must allocate hp to the animated objects that the player designates; the total number of hp is twice the maximum hp of the spellcaster, but no object may have less than 4 hp or more than 30 hp. Objects have an AC between 12 and 15, depending on the materials of construction. They have a partial movement rate between 10' and 40', depending on how lightweight the item is, and a full movement rate twice that amount.

The GM must also allocate attacks for each item; each attack does between 1d4 and 5d4 hp damage, attacking once per turn, and the total number of damage dice allocated to all animated objects shall not exceed the caster's level.

Animated objects will attack and perform other simple tasks, but they are not intelligent and must receive highly specific instruction to do jobs correctly.

Anti-Magic Shell

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 5' diameter sphere

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, create a shell around the caster that magic can't pass through

Long Description: The caster creates an invisible shell around themselves that disrupts any magical effects that attempt to pass through it in either direction. This means that no spell cast from outside the shell can affect the caster, and no spell cast from inside the shell can affect any targets outside of it, although such spells can affect the caster. If a spell is cast whose area of effect includes the area of the anti-magic shell, the spell goes off as normal outside the shell but is excluded from having any effect inside it.

The spell moves with the caster once it is created. If the caster moves the shell to impinge on existing magical areas of effect, the effect is suppressed within the area of the shell. Magic items that were inside the shell when the spell was cast retain their potency (although they do not affect anything outside the shell), but magic items that were outside the shell when the spell was cast are magically inert if they are brought inside the spell's area of effect.

Arcane Eye

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 minute

Range: 240'

Targets/Area of Effect: one invisible magical sensor

Duration: concentration, up to 1 hour

Materials: spell components

Short Description: Create magic eye that moves 120'/minute, lasts 1 hour

Long Description: This spell creates an invisible magical sensor, a magical eye that the caster can see through as if it were their own sense organ. The caster exerts their will to move this sensor up to 120'/minute; while doing so, the caster can move from place to place but must otherwise continue concentrating on the spell.

The eye has the equivalent of 60' infravision. The eye can move in any direction, including vertically, but it is blocked by solid barriers, and it cannot pass through magical portals or teleportation effects. It can squeeze through narrow spaces, such as gaps under doors, if they are at least 1" wide.

The caster cannot use other senses or cast spells through the eye, nor can other spells or magical effects that enhance the caster's vision allow them to use those enhancements through the eye. The spell can be cast up to 240' away, but it can move farther away from the caster than that, and it continues to function as long as it is on the same plane of existence as the caster. The eye cannot be damaged but can be dispelled.

Arcane Lock

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 10'

Targets/Area of Effect: one closable door, window, or container with a closable lid

Duration: permanent

Materials: spell components

Short Description: Permanently locks and reinforces a single door, window, or container.

Long Description: The caster selects a single door, window, portal, or container with a closable lid within range. That target becomes magically locked and reinforced; the lock cannot be picked by non-magical means, and the difficulty to force the target open is equivalent to that for forcing open an iron-reinforced door. The target is permanently locked until one of the following occurs:

- The caster can freely open and close the target without obstacle, but the *arcane lock* remains in effect.
- A character or monster capable of casting Arcane spells with a spellcasting level at least 3 higher than the caster can similarly freely open and close the target. The *arcane lock* remains in effect.
- A *knock* spell allows the caster to bypass an *arcane lock* one time. The *arcane lock* remains in effect.
- A *dispel magic* spell, if successful, removes the *arcane lock* permanently.
- If the target is physically forced open, the *arcane lock* is disrupted permanently.

Arcane Ward

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1' around 1 creature

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, +1 to defenses or +2 vs. extraplanar, undead; hedges summoned

Long Description: The caster touches a creature and creates a faintly shimmering radiant barrier that surrounds the target like a cloak. This magical ward moves with the target and serves to defend them from many types of attacks; the target receives a bonus to all defenses of +1.

The effect is more pronounced for creatures with connections to other planes of existence; for attacks made by monsters with the *extraplanar* or *undead* traits, defenses against all such creatures' attacks are at +2. Furthermore, any creature that has been magically summoned is barred from making physical contact with the target; their melee attacks automatically fail (although spells and missile attacks may still succeed).

The last effect can be disrupted if the target forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen, and it would disrupt the ward with respect to the attacked creature only. The first effect remains undisrupted if the target makes an attack against a creature.

Arcane Ward 10' Radius

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' around caster

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, +1 to defenses or +2 vs. extraplanar, undead; hedges summoned

Long Description: The caster creates a faintly shimmering radiant barrier that surrounds them and those allies around them within range; the caster chooses who is defined as an ally. This magical ward moves with the caster and serves as an obstacle to attacks; defenses of all allies within the ward receive a bonus of +1.

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The effect is more pronounced for attacks made by creatures with connections to other planes of existence; for monsters with the *extraplanar* or *undead* traits, defenses against all such creatures' attacks are at +2. Furthermore, any creature that has been magically summoned is barred from physically crossing the ward; their melee attacks automatically fail (although spells and missile attacks may still succeed). Even creatures summoned by the caster cannot enter the area of the spell.

The last effect can be disrupted if the caster forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen, and it would disrupt the ward with respect to the attacked creature only. The first effect would remain undisrupted if the caster or the caster's allies make attacks.

Atmosphere Bubble

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 20' radius sphere or 40' radius hemisphere

Duration: 10 minutes per level

Materials: spell components

Short Description: Make zone of airy water that can be breathed but not swum through

Long Description: The caster uses magical energies to modify the water around them. This creates a zone of water in a 20' radius sphere or 40' radius hemisphere (caster's choice) that can be breathed. The water looks like normal water, but it is only slightly denser than air, and swimming is impossible in this region. It does not damage paper or other materials that are normally subject to damage by water, and open flames can exist within the zone.

The zone follows the caster, and despite its airiness accompanies the caster if they walk along the bottom of a body of water. Water-breathing creatures are not able to breathe inside the bubble, and unintelligent fish may swim into the spell's area of effect and find themselves flopping and gasping on the ground. Intelligent aquatic creatures notice the change in the water at the edge of the area of effect and do not willingly enter the zone of the spell.

Atonement

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Relieves penitent sinners of the burden of transgression

Long Description: Sometimes a character or creature that is faithful to a deity performs some sinful act, voluntarily or otherwise, that the deity finds offensive. To placate the deity, an *atonement* is performed. The target of the spell must be genuinely penitent of their actions and seek redemption. Traditionally a Cleric requires the sinner to perform some act of expiation to receive an *atonement*. Once the *atonement* is performed, any expression of the deity's displeasure is removed.

Augury

Spell Level: Cleric 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: varies

Duration: instantaneous

Materials: holy symbol, instruments of omen reading

Short Description: Predicts whether an action 30 minutes in the future will have a good or bad outcome

Long Description: The caster throws bones, consults tea leaves, or otherwise reads the omens to determine whether a single action contemplated will have good results. Only outcomes up to 30 minutes into the future can be predicted. The GM rolls an Intuition skill check for the character in secret; with a minimal success, the spellcaster receives an accurate *augury* result, but on a failure, the *augury* result will be false.

If an accurate *augury* is received, the GM tells the caster the outcome is generally beneficial, generally harmful, or if the outcome may be more complex, a response no longer than five words may be given. If the *augury* is inaccurate, the GM should choose an incorrect answer to the divination that seems plausible.

Banishment

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: up to 2 HD per level of *extraplanar* creatures within 30'

Duration: instantaneous

Materials: holy symbol

Short Description: Banishes 2 HD/level *extraplanar* creatures to their home plane. Attacks Poise

Long Description: The caster calls upon divine powers to force creatures from other planes of existence back to their dimension of origin. The spell individually attacks the Poise defense of creatures within range with the *extraplanar* trait; the spell attacks creatures of lower HD within range before creatures of higher HD, and only attacks creatures whose HD fit entirely within the HD allowance.

Example: A *banishment* spell is cast on a mixed *extraplanar* group of four 4 HD creatures and four 6 HD creatures within 30' of the caster. The caster is 12th level, so they can affect up to 24 HD of creatures.

The four 4 HD creatures are attacked, consuming 16 HD of the total allowance. One 6 HD creature is also attacked, but since a second 6 HD creature does not fit entirely within the allowance, it and the rest of the creatures within range are unaffected.

If the attack is successful, a planar vortex opens near the targets and sucks them through it, depositing them at a random location within their home plane. Note that this spell only affects summoned *extraplanar* creatures; those that have passed through a Gate are unaffected. This spell is a more powerful version of the *dismissal* spell.

Benediction

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Touched creature gets +1 to hit and damage for 10 minutes. Reversible

Long Description: The caster touches a creature and calls for their deity to assist them in combat. The target receives bonuses of +1 to attacks and damage for the spell's duration. This bonus affects all types of attacks and all sources of damage that a target of the spell directly causes. Indirect sources of damage are not affected; for example, if a character under the effect of a *benediction* spell attempts to push an enemy over a cliff, the attack roll receives the bonus, but the falling damage resulting from the attack would not. This spell does not stack with a *bless* spell.

This spell is reversible. The reverse of the spell, *malediction*, affects a touched creature. The caster attempts to touch an opponent, making an attack against the target's Dodge defense with a +2 bonus. If the spell is successful, the victim receives penalties of -1 to attacks and damage for the spell's duration. This spell does not stack with a *bane* spell.

Black Tentacles

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: 1 round/level

Materials: spell components

Short Description: Tentacle field attacks Dodge, 1d6+level hp damage plus *grapple*

Long Description: The caster points to a location they can see, and a field of black rubbery tentacles erupts from the ground centered on that point. Each tentacle is 8' long and is diabolically strong; there are several tentacles in each square foot of area, and they reflexively grapple and squeeze anything within their reach. Those inside the area of effect when it is created are targeted by the spell, attacking their Dodge defense.

If the attack succeeds, the target takes 1d6 + level hit points of damage and acquires the *grappled* condition. On their turn, the target may attempt to escape the *grappled* condition by making a successful Feats of Might or Feats of Agility check against the tentacles' Feats of Might check of 22. If the attack fails, the target takes half damage, and their normal movement rate is halved for one round. The spell continues to attack on every round when a target begins its turn inside the area of effect, or as an interrupt when a creature's movement brings it inside the area of effect. The tentacles cannot be damaged, but the spell can be dispelled.

Blade Barrier

Spell Level: Cleric 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: a vertical rectangle no larger than a 900 sq. ft. area

Duration: 1 hour

Materials: holy symbol

Short Description: Vertical whirling blades attack Dodge for 8d8 hp. Lasts 1 hour

Long Description: The caster designates a vertical rectangle within 30' that they can see. Whirling blades, made of shimmering magical force energy and razor-sharp, fills this rectangle. Standing next to this wall of spinning blades is safe but attempting to cross it will result in damage. As an interrupt, the *blade barrier* attacks the Dodge defense of any creature who breaks the plane; if the attack is successful, the target takes 8d8 hit points of damage. If the attack is unsuccessful, the target still takes half damage.

The location of the *blade barrier* is set when the spell is cast. If a creature occupies the vertical plane that the spell is created within, and it can move, the *blade barrier* gets to attack the Dodge defense of the creature, but a successful attack deals half damage, and an unsuccessful attack deals none; the creature then gets to move as a free action just far enough to get out of the area of effect. The creature gets to decide which side of the spell they move to. If the creature cannot move, it is attacked by the spell at full strength every round it remains within the area of effect.

Bless

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: allies within a 20'x20' area

Duration: 10 minutes

Materials: holy symbol

Short Description: Allies within a 20'x20' area 60' away get +1 to hit and damage for 10 minutes. Reversible

Long Description: The caster indicates a group of allies and calls for their deity to assist them in combat. The caster determines who is an ally, possibly including the caster; non-allies are not affected. Each ally within the area of the spell receives bonuses of +1 to attacks and damage for the spell's duration, even if they leave the area of effect afterwards.

This bonus affects all types of attacks and all sources of damage that a target of the spell directly causes. Indirect sources of damage are not affected; for example, if a blessed character attempts to push an enemy over a cliff, the attack roll receives the bonus, but the falling damage resulting from the attack would not. This spell does not stack with a *benediction* spell.

This spell is reversible. The reverse of the spell, *bane*, affects a group of enemies within the area of effect. The caster determines who is an enemy; non-enemies are not affected. The spell attacks the Poise defense of each enemy within the area of effect. If the spell is successful, each victim receives penalties of -1 to attacks and damage for the spell's duration, even if the targets leave the area of effect. This spell does not stack with a *malediction* spell.

Break Enchantment

Spell Level: Cleric 5

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 1 target/level within 30'

Duration: permanent

Materials: holy symbol

Short Description: Disrupts magical effects on 1 creature/level within 30'

Long Description: The caster designates no more than 1 creature/level within the area of the spell, and they call upon their deity to free those individuals from any magical effects, including curses and spell effects, but not including diseases or poisons. The spell makes one attack roll for all targets, and if the attack equals or exceeds 5 plus the caster level of any effect, then that effect is removed.

The caster can choose which individuals within the area of effect are targeted, but they cannot choose which effects on that individual are broken – the spell tries to break every effect on each target. The spell does not affect inanimate objects, other than living beings that have been transmuted into an inanimate form.

Breath of Life

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Restores life and 5d6+5 hp to creature dead for 1 round

Long Description: This spell is a more powerful version of *call from beyond*. The caster touches one creature who has been at or below 0 hit points for no longer than one round, and they call upon their deity's power to restore life to that individual. The target is instantly restored to life and consciousness.

Their current hp becomes 5d6+5 hp or their maximum hp, whichever is lower, and they have all the abilities and spell points that they had prior to dropping to 0 hp. Any points of trauma they may have acquired are removed, and they do not have the *unconscious* condition. They must roll on the **Disfigurements and Derangements** table in Chapter 7.

This spell can also be used to attack one *undead* creature. The caster attempts to touch a target with the *undead* trait, and attacks with the spell attack bonus +2 against the creature's Dodge defense. If the attack succeeds, the target takes 5d6+5 hp damage.

Call from Beyond

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Restores life and 1 hp to creature dead for 1 round

Long Description: The caster touches one creature who has been at or below 0 hit points for no longer than one round, and they call upon their deity's power to restore life to that individual. The target is instantly restored to

life, although they have the *unconscious* condition. They have 1 hp and points of trauma equal to their Constitution score.

All spell points are lost, and once they regain consciousness, they must rest for 8 hours before they can rememorize spells. They must roll on the Disfigurements and Derangements table in Chapter 7.

Call from Beyond, Ranged

Spell Level: Cleric 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Within 30', restores life and 1 hp to creature dead for 1 round.

Long Description: The caster points at one creature within range who has been at or below 0 hit points for no longer than one round, and they call upon their deity's power to restore life to that individual. The target is instantly restored to life, although they have the *unconscious* condition. They have 1 hp and have points of trauma equal to their Constitution score.

All spell points are lost, and once they regain consciousness, they must rest for 8 hours before they can rememorize spells. They must roll on the Disfigurements and Derangements table in Chapter 7.

Celestial Choir

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 100' radius

Duration: 1 minute

Materials: holy symbol

Short Description: Allies who hear choir gain *regeneration*, one critical hit. Lasts 1 minute

Long Description: The caster causes the fabric separating the material and celestial planes of existence to part, and a heavenly host of divine beings assembles to sing a multi-part paean praising the caster and their party. This heavenly choir inspires all allies of the caster within 100'.

For the duration of the spell, all allies gain the monster special ability of *regeneration (1, fire)*. Refer to Chapter 8. Additionally, at one point during the spell's duration, each ally of the caster gains one automatic critical hit: if they hit with a combat attack roll, they may elect to make that attack a critical hit, and follow the rules described in Chapter 7.

Chain Lightning

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 60' long, 5' wide path, plus see below

Duration: not more than 3 rounds

Materials: spell components

Short Description: Lightning bolt attacks Dodge for level x 1d6 hp lightning damage, arcs twice more

Long Description: As with the *lightning bolt* spell, the caster chooses a starting point within range, and a bolt of lightning arcs from that point to an end target creature not more than 60' from the starting point. The spell attacks the end target creature, and all other creatures within the 5' wide path, individually attacking each creature's Dodge defense.

If the attack succeeds, that creature takes 1d6 hp of electricity damage for each of the caster's spellcaster levels. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The spell also sets fire to combustibles and liquefies metals with low melting points.

If the end target creature dies before the caster's next round, the spell ends. If the end target creature is still alive on the second round of the spell, the caster may use a basic action to direct the lightning to arc again, using the previous round's end target as the starting point, and using a different creature within 60' as the new end target. The new end target and all creatures within this second arc (but not the creature at the starting point) are individually attacked by the spell again, although this round their Dodge defenses are at +2. The damage dice of the spell is the same as the first round; roll the dice again.

On the third round, if the second round's end target is still alive, the caster may use a basic action to cause the spell to arc one last time, using a different creature within 60' as the new end target, and individually attacking with the Dodge defense at +4 and with similar damage dice as was used in the previous rounds. The first round's end target cannot be used as the end target on the third round, although that creature can certainly be within the path of the bolt. The caster must be able to see each end target creature designated.

Charm Humanoid

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 humanoid creature

Duration: minimum 1 full day

Materials: spell components

Short Description: Charm one humanoid under 4 HD. Attacks Poise

Long Description: The caster designates one target with the *humanoid* trait within range. If the target has 4 HD or more, the spell fails. Character levels count as HD.

The spell attacks the target's Poise defense. If the attack succeeds, that creature acquires the *charmed* condition. A charmed creature regards the caster as a trusted friend and ally, unless the caster or the caster's companions attack that creature, in which case the charm is broken. It will not willingly attack the caster, although it might still attack the caster's companions.

If the creature and the caster share a language, any requests or instructions will be seen in the most positive light possible, although obviously self-destructive actions or actions that undermine the creature's best interests will not be undertaken. Creatures who do not share a language with the caster, or who are not intelligent enough to understand a language, are still charmed – but communicating desires may be difficult. The *charmed* creature will

always act in what it perceives to be the caster's best interests, although this may not always align with the caster's desires.

The *charmed* condition persists for a minimum of 1 full day. At the beginning of the next day, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *charmed* condition. If the roll fails, the *charmed* condition persists for another day. A new recovery roll may be made at the beginning of each day, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two days of a *charm humanoid* spell has a threshold of 14, 13 on the next day, and so on. The spell ends when the victim has succeeded at a recovery roll.

Creatures that have the *charmed* condition are immune to this spell; therefore, the effect must wear off fully before it can be renewed.

Charm Monster

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature 4+ HD, or up to 2 HD per level of weaker creatures within a 30' radius

Duration: minimum 1 full day

Materials: spell components

Short Description: Charm one strong creature or many weaker ones within 30'. Attacks Poise

Long Description: The caster designates one or more targets within a 30' radius. If all the targets have fewer than 4 HD each, then the spell attacks all of them, up to a maximum of 2 HD per level of the caster. If some of the targets have 4 HD or more, those targets are excluded from being attacked by the spell. If all the targets have 4 HD or more, the spell attacks one randomly determined target. Character levels count as HD.

The spell attacks each target's Poise defense individually. If any attack succeeds, that creature acquires the *charmed* condition. A charmed creature regards the caster as a trusted friend and ally, unless the caster or the caster's companions attack that creature, in which case the charm is broken. It will not willingly attack the caster, although it might still attack the caster's companions.

If the creature and the caster share a language, any requests or instructions will be seen in the most positive light possible, although obviously self-destructive actions or actions that undermine the creature's best interests will not be undertaken. Creatures who do not share a language with the caster, or who are not intelligent enough to understand a language, are still charmed – but communicating desires may be difficult. The *charmed* creature will always act in what it perceives to be the caster's best interests, although this may not always align with the caster's desires.

The *charmed* condition persists for a minimum of 1 full day. At the beginning of the next day, a victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *charmed* condition. If the roll fails, the *charmed* condition persists for another day. A new recovery roll may be made at the beginning of each day, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two days of a *charm monster* spell has a threshold of 14, 13 on the next day, and so on. The spell ends when all victims have succeeded at a recovery roll.

Creatures that have the *charmed* condition are immune to this spell; therefore, the effect must wear off fully before it can be renewed.

Clairaudience

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 minute

Range: 60'

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: spell components

Short Description: Hear through the ears of 1 creature within 60' for 10 minutes

Long Description: The caster reaches out and can connect to the auditory sensory input of one creature within 60', hearing everything that creature hears. The target of the spell is unaware that its senses are being used. If the caster can hear the target of the spell, then they can automatically connect to its hearing. If they cannot hear the target, they can reach out in a particular direction, and the spell connects to a random creature within range. Every ten minutes the caster can change targets, using their own hearing or the hearing of the starting target to determine if they can automatically connect to the new target.

The caster has no control over the target or its actions; they can only hear what it hears. The magical link of the spell is broken by a thin sheet of lead, or a rock wall thicker than two feet.

Clairvoyance

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 minute

Range: 60'

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: spell components

Short Description: See through the eyes of 1 creature within 60' for 10 minutes

Long Description: The caster reaches out and can connect to the visual sensory input of one creature within 60', seeing everything that creature sees. The target of the spell is unaware that its senses are being used. If the caster can see the target of the spell, then they can automatically connect to its sense of sight. If they cannot see the target, they can reach out in a particular direction, and the spell connects to a random creature within range. Every ten minutes the caster can change targets, using their own seeing or the seeing of the starting target to determine if they can automatically connect to the new target.

The caster has no control over the target or its actions; they can only see what it sees. The magical link of the spell is broken by a thin sheet of lead, or a rock wall thicker than two feet.

Cloud of Acid

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: cloud 40' long and 30' wide

Duration: instantaneous

Materials: spell components

Short Description: Cloud 40' long x 30' wide of acid, level x 1d6 hp acid damage, attacks Toughness, fail for half

Long Description: The caster creates a noxious cloud of magical acid that emanates from their hands and billows out in a rectangular pattern. The spell individually attacks the Toughness defense of all creatures inside the cloud. If the attack succeeds, the target takes level x 1d6 hit points acid damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The magical acid has the potential to etch glass, consume paper and fabrics, and kill small plants and animals.

Cloudkill

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30'x30' area

Duration: 1 hour

Materials: spell components

Short Description: Poison cloud moves, damages constitution of weak creatures

Long Description: The caster designates a point up to 60' away, and a greenish-yellow cloud of poisonous fog springs up with its 30'x30' area centered on that point. At the beginning of the caster's subsequent turns, the cloud begins to slowly roll its far edge away from the caster at a rate of 10' per round, while leaving its closest side stationary – after three rounds, for example, the total area of the cloud is 30'x50'.

The far edge continues to expand for ten rounds, but the cloud persists for a full hour before dissipating. If the cloud reaches a solid wall, it stops moving. The fog of the cloud is heavier than air, and it pours down pits or tunnels at the same rate that it expands horizontally. The bank of fog is always 20' tall, or the height of the space's ceiling, whichever is lower.

The poisonous fog is thick, and visibility within it is limited to 5'. It is also highly toxic; the spell targets the Toughness defenses of all creatures within the area with 4 HD or less, and if the attack is successful, each target takes 1d6 points of damage to their Constitution score. If the attack is unsuccessful, each target takes 1 hit point of damage. All creatures above 4 HD within the area take 1 hp damage. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. Holding one's breath is not a defense against the damage of a *cloudkill* spell, but creatures immune to poison do not take damage. The mechanism for recovery does not apply to this spell.

Command

Spell Level: Cleric 1

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 living creature

Duration: 1 round

Materials: holy symbol

Short Description: Attack Poise of 1 living creature within 10', it must obey 1-word command.

Long Description: The caster speaks to 1 living creature within range, giving a one-word command in a language both the caster and the target must be able to understand. The spell attacks the target's Poise defense. If the attack succeeds, the target must obey the command for one round.

If the intent of the command is ambiguous, the target may interpret the instruction as desired, subject to the approval of the GM. After one round, the target is no longer obliged to follow the command. Even a command of "Die!" must be obeyed; the target acquires the *unconscious* condition (but no points of trauma) for 1 round but then is awake and active on the round following.

Commune

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: holy symbol

Short Description: Divine powers answer 3 yes/no questions. Casting takes 10 minutes

Long Description: The caster asks their deity for answers to questions, and the deity answers. The caster may ask three simple questions which may be answered with yes or no. The GM answers the questions as accurately as possible to the best of their ability. At the deity's option, a slightly more complex answer may be given when warranted, such as "the question does not make sense as asked" or "the outcome depends on your actions". Deities do not like to be frequently disturbed, and this spell is generally not granted to a Cleric more often than once per week.

Cone of Cold

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: level x 5' long cone, level x 5' wide at the end

Duration: instantaneous

Materials: spell components

Short Description: Cone level x 5' of magical cold, level x 1d6 hp cold damage, attacks Dodge, fail for half

Long Description: The caster creates a blast of magical cold that emanates from their hands and billows out in a cone. The spell individually attacks the Dodge defense of all creatures inside the cone. If the attack succeeds, the target takes level x 1d6 hit points cold damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The magical cold has the potential to freeze liquids, shatter glass, and kill ordinary plants.

Confusion

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30'x30' area

Duration: minimum of 1 full turn

Materials: spell components

Short Description: attacks Poise of 3d6 random targets; victims act erratically

Long Description: The caster selects a 30'x30' area within range; the caster does not need to be able to see the targets within it, but they must be able to see the center of the area. Up to 3d6 targets are randomly selected inside the area; the caster cannot control which targets are selected. The spell attacks each target's Poise defense individually.

If the attack fails, the spell has no effect on that target. If the attack succeeds, the target acquires the *confused* condition. Roll 1d10 individually for each target, for each round that target is affected.

The results determine how the target will behave on its next action: on a roll of 1 through 4, the target attacks a member of the caster's group, randomly determining its weapon or means of attack. On a roll of 5 or 6, the target spends the next round babbling incoherently. On a roll of 7 through 10, the target attacks a member of their own group, again randomly determining its weapon or means of attack. *Confused* creatures cannot use spells as a means of attack.

A successful *confusion* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *confused* condition. If the roll fails, the *confused* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *confusion* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll.

Contact Other Plane

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 hour

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Materials: spell components

Short Description: Ask questions of cosmic intelligences; may damage Wisdom

Long Description: The caster extends their mind out through the universe to contact extra-dimensional intelligences. These mysterious beings know much of interest, but they can be obstinate and difficult to converse with. Worse, the process of exposing one's consciousness to the weird energies of the cosmos is hazardous to one's sanity – using this spell is potentially damaging to a caster's health.

The caster performs a meditative ritual for an hour and then projects their mind out into the multiverse. They must then choose what sort of otherworldly intelligence they wish to contact:

- **Alien Savant:** 3 questions, knowledge chance 65%, minimal difficulty, *drain* +3/1d4 Wisdom
- **Sagacious Outsider:** 5 questions, knowledge chance 75%, good difficulty, *drain* +5/1d6 Wisdom
- **Eldritch Mastermind:** 7 questions, knowledge chance 85%, great difficulty, *drain* +7/1d8 Wisdom, miss 1 Wisdom

- **Noetic Apotheosis:** 10 questions, knowledge chance 95%, fantastic difficulty, *drain* +7/2d6 Wisdom, miss 1d3 Wisdom

Each type of being has a maximum number of questions it is willing to be asked. For each question, the GM must secretly roll whether the extraplanar contact knows the answer. If it does not, it will not admit it; all such creatures are prideful.

Whether they know the answer or not, the contact will always fence mentally with the caster, requiring them to convince or trick it into revealing what it knows. The difficulty level listed is the amount of success necessary on a Convince **or** Deceive check to get the being to talk. If it is successfully compelled to talk, and it knows the answer to the question, it will answer truthfully; if it does not know, it will lie, and no magical detection can reveal it as such. If the attempt to make the contact talk is failed, it will not answer that question.

At the conclusion of the spell, an hour after the communication begins, the caster's mind returns to their body. It is at this point that their sanity is exposed to the most severe stress; the madness inherent in such out-of-body journeying attacks the caster's Toughness defense with the listed bonus as a *drain* attack. If the attack succeeds, the caster is subjected to the listed drain to their Wisdom ability score; the more powerful alien intelligences will damage Wisdom somewhat even with a failed attack.

Continual Light

Spell Level: Cleric 3, Elf 2, Magic-user 2

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 90' radius

Duration: permanent

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Creates permanent 30'/60'/90' radius globe of light. Can blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The light lasts forever unless it is dispelled. The spell can be cast on the eyes of a creature to blind it; the spell attacks the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition, which is permanent until cured. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Continual darkness* creates a 30' radius globe of total darkness; even infravision cannot see within this area. The darkness lasts forever unless it is dispelled. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition, which is permanent until cured. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

Control Weather

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 240-yard radius

Duration: concentration

Materials: spell components

Short Description: Create many weather effects in 240-yd area

Long Description: The caster gains the ability to create highly localized weather effects in the immediate area, for as long as they concentrate. This spell must be cast outdoors and under an open sky. The weather effects they can create includes:

Effect	Result
Calm	Any existing weather effects are dampened
Hot weather	Movement halved; rain and mud dry out; ice melts
Cold weather	Movement halved; water and mud freeze
Severe winds	Movement halved, missile fire and flight impossible; loose debris may reduce visibility
Tornado	Caster can attack using spell attack bonus against Dodge defense; a hit does 4d6 hp damage. Additionally, the tornado can do 1d4 structural hit points (shp) against structures
Foggy	Movement halved, visibility reduced
Rainy	Movement halved, -2 to attacks with missile attacks, mud forms
Snowy	Movement halved, visibility reduced, items on the ground are covered up

The caster can freely switch between weather types, but it takes two rounds to completely change weather from one form to another. In the round after starting the change, the weather is a hybrid of the two types, with effects determined by the GM.

Corrosive Web

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 20' long cone, 20' wide at the end

Duration: 1 hour

Materials: spell components

Short Description: Web attacks Dodge defenses within 20' cone; traps and deals acid damage

Long Description: The caster points in a direction, and a cone of smoky threads shoots out of their fingers, filling the area of effect with sticky fibers shaped like spider webs but composed of acidic black fog. These webs make it impossible to move through the area of effect any faster than 5' per round. The spell also individually attacks the Dodge defense of any creature within the area of effect. At the beginning of their turn, any non-*ensnared* creature within the area of effect is attacked again, and any creature that moves into the area of effect on their turn is attacked as an interrupt.

If an attack succeeds, that target is trapped by the web and acquires the *ensnared* condition. Additionally, at the start of their turn, every creature within the area of effect of the spell, *ensnared* or otherwise, sustains 1d6 hp acid damage. These webs do not burn.

Every round, a victim may use their movement action to attempt to escape the *ensnared* condition, which requires a fantastic success on a Feats of Might check. Those outside the area of effect can help trapped creatures escape; see Chapter 3 for helping others with skill checks. Victims who escape the *ensnared* condition may act normally, including taking standard actions, but if they remain inside the area of effect, they may be *ensnared* again in the next round, and they will be affected by the acid.

Create Food and Water

Spell Level: Cleric 4

Casting Time: 1 round

Range: 10'

Targets/Area of Effect: piles of food and skins of water in a compact area

Duration: 1 day

Materials: holy symbol

Short Description: Make food/water for 3 people or 1 large creature per level per day

Long Description: The caster calls upon their deity to provide sustenance. The spell produces piles of food that tastes something like chunks of bread; it is filling but not especially flavorful, and all sorts of animals can eat it and find it wholesome. The spell also produces skins full of water; the skins themselves are thin and rapidly fall apart when drained of water.

The caster creates enough food and water for one day's consumption by three human-sized creatures or one horse-sized creature per level. The rations only persist for the duration of the meal, after which point it turns to dust or leaks away.

Cure Malaise

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Touch cures 3d6 hp +1 hp/level, ability score damage, trauma, or several conditions. Reversible

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 3d6 hit points +1 hp/level. Alternatively, the target is cured of one of the following conditions: *paralyzed*, *blinded*, *deafened*, *diseased*, *poisoned*, *nauseated*. The spell may also be used to cure 1 point of ability score damage for each 2 caster levels, round up, or 1 point of trauma for each 3 caster levels, round up.

The spell can only restore hit points, restore ability score damage, remove trauma, or remove a condition; the caster chooses which. The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 3d6 hp +1 hp/level damage.

This spell is reversible. *Cause malaise* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 3d6 hp +1 hp/level damage, or it may impose one of the following conditions upon the target: *blinded*, *deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause malaise* spell has a threshold of 14, 13 on the next round, and so on.

It may also impose the *diseased* condition by infecting the target with one of the following diseases: *blinding sickness, cackling vapors, creeping chills, doldrums, filth fever, foot rot, grave stench, jungle ague, mindfire, red ache, shakes, slimy doom*. Refer to Chapter 7 for disease details. The initial infection roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the disease.

It may also impose the *poisoned* condition by infecting the target with one of the following poisons: *greyblade, goldwash, night honey, grave smoke*. Refer to Chapter 7 for poison details. The initial toxic roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the poison.

The reversed spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 3d6 hp +1 hp/level damage.

Damning Sermon

Spell Level: Cleric 4

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' radius

Duration: concentration

Materials: holy symbol

Short Description: Allies get +2 to hit, damage and morale; foes get -2's to same, plus 1 hp damage

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 60'. Allies within the area of effect at the start of the caster's turn receive a bonus of +2 to attacks, +2 to damage, and +2 to morale. Enemies within the area of effect at the start of the caster's turn receive a penalty of -2 to attacks, -2 to damage, and -2 to morale.

Additionally, every enemy within range at the start of the caster's turn takes 1 hit point of damage each round. These bonuses and penalties last until the caster can no longer be heard or can no longer concentrate on the spell. If the caster is prevented from speaking out loud (such as by being paralyzed), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Daylight

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 180' radius

Duration: 2 hours

Materials: holy symbol

Short Description: Creates 60'/120'/180' radius globe of sunlight for 2 hours. Can blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The light has all the qualities of bright sunshine, and creatures within the brightly lit portion of the area of effect of the spell who are vulnerable to daylight suffer penalties accordingly. The

spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition for the spell's duration. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Midnight* creates a 60' radius globe of total darkness. Even infravision cannot see within this area; however, the caster can see within this area as if the spell had not been cast. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition for the spell's duration. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

Death Knell

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 recently slain creature

Duration: 1 hour

Materials: holy symbol

Short Description: Destroy recently dead creature to gain 1d8 hp, +2 Strength, +1 caster level

Long Description: This spell is not commonly used by good-aligned Clerics. The caster touches a creature that has died within the last round and had at least 1 HD. No attack roll is necessary; the dead creature turns to dust and can never be brought back to life.

The caster gains 1d8 temporary hit points, a +2 bonus to Strength, and a bonus of +1 to the effective level at which spells are cast – this does not change the number of spells that can be cast, but does modify any effects associated with range, duration, damage, or other properties that may be level-dependent. A caster may only benefit from a single *death knell* at a time.

Death Spell

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 60'x60'x60' cube

Duration: instantaneous

Materials: spell components

Short Description: Spell attacks Toughness of 4d8 HD creatures; success means death

Long Description: The caster designates a point within range, and the spell potentially affects creatures inside a cube centered on that point. 4d8 are rolled to determine the maximum number of HD of living creatures affected. Lowest HD creatures in the area are affected first, and then higher HD; if a creature's inclusion would exceed the maximum number of HD, that creature is not a target. The spell individually attacks the Toughness defense of targets, and success means that creature is killed. It may be raised.

Death Ward

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Target gets +4 to defenses against death magic, immune to energy drain. Reversible

Long Description: The caster touches a living creature and asks their deity to protect the target from magical death effects. The target receives a +4 bonus to defenses against all such spells, such as the reverses of curative spells, *unholy smite*, *finger of death*, *vampiric touch*, or *death spell*. Additionally, the target becomes immune to the effects of *energy drain*, including the attacks of certain *undead*.

This spell is reversible. To cast *life ward*, the caster touches a creature, living or otherwise, and asks their deity to protect the target from positive energy. The target receives a +4 bonus to defense against all such spells, such as curative spells, *holy smite*, *searing light*, or *flame strike*. Additionally, the target becomes immune to the effects of channeling positive energy, such as skill checks to Turn Undead.

Delay Affliction

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour/level

Materials: holy symbol

Short Description: Poisons/diseases affect less readily and damage less for 1 hour/level

Long Description: The caster touches a creature and grants the target limited protection from afflictions, including diseases and poisons but not curses. For the duration of the spell, if the target is exposed to a disease, any **infection** rolls are made with defenses at +2. Similarly, for the duration of the spell, if the target is exposed to a poison, any **toxic** rolls are made with defenses at +2.

For afflictions that occur during the spell's duration, or even for afflictions that were present before the spell was cast, any infection or toxic attack rolls required during the spell's duration automatically fail. However, while the spell is affecting the target, no recovery rolls to end the *poisoned* or *diseased* conditions may be made.

Detect Alignment

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Materials: holy symbol

Short Description: Detects good or evil creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense good or evil alignments within range, and which remain in range for 1 full round.

Only monsters with the *good* trait, characters with a good alignment, and objects or locations affiliated with the cosmic pole of good, are detected as good; these things glow a pale mauve. Only monsters with the *evil* trait, characters with an evil alignment, and objects or locations affiliated with the cosmic pole of evil, are detected as evil; these things glow an intense yellow color.

Creatures or objects shrouded by illusion, invisibility, or darkness are not revealed. Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. These glows are visible only to the caster.

Detect Invisible

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Materials: spell components

Short Description: Detects invisible creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense creatures or objects that are magically subtracted from normal vision within range, and which remains in range for one full round. Creatures or objects subject to an *invisibility* spell effect that are on the Ethereal or Astral planes of existence or are out of phase with reality are revealed by this spell; creatures or objects shrouded by illusion or darkness are not revealed.

Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. The creature or object is limned by an emerald-green aura; the creature or object itself cannot be seen, but its outline betrays its presence. If the caster enters combat with an invisible creature revealed by this spell, attacks are only made at a -1 penalty. Only the caster can see the outlines of invisible effects; other creatures present cannot, although of course the caster can communicate whatever they see.

Detect Lie

Spell Level: Cleric 4

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' radius

Duration: 10 minutes

Materials: holy symbol

Short Description: Detects lies spoken in 60' radius for 10 minutes. Reversible

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. The caster can sense untruth in the spoken word. When a lie is spoken aloud, in a language the caster understands and within the area of the spell, the caster hears a harsh and grating distortion for the portion of the words that are untrue. Only the caster can hear this effect; others present cannot.

This spell is reversible. The spell *undetectable lie* is used to make the caster's lies much harder to penetrate. For the spell's duration, the caster receives a +8 bonus to their Charisma attribute for the purpose of using the Deceive skill. Furthermore, lies spoken while this spell is in effect cannot be automatically detected as false by use of the *detect lie* spell, although normal Intuition can certainly penetrate falsehoods, and the caster does not receive the +8 Charisma bonus against this means of detection.

Detect Magic

Spell Level: Cleric 1, Elf 1, Magic-user 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Detects magical creatures or objects in 60' cone for 10 minutes

Long Description: The caster creates an area of effect that moves with them for the spell's duration. The caster can sense creatures or objects that are under the effect of a temporary or permanent magical effect, if they are within the spell's range and remain within range for 1 full round. Creatures or objects that are subject to a spell effect, creatures with the *damage resistance (magical)* special ability, and items or locations that have temporary or permanent enchantments, are among the things revealed by this spell.

The portion of the creature or object under the magical effect is limned by a bright blue aura. Note that if a spell is higher than 1st level and is used to conceal the presence of a creature or item, such as *invisibility* or *darkness*, then its magic is not detected. Creatures or objects hidden by mundane means are easier to spot; a bonus of +4 to Seeing checks is typical. Even magic items hidden inside chests may be betrayed if the light can shine through cracks.

Magical traps are still very difficult to detect, but this spell grants a +4 bonus to perception checks to find these effects as well. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. Only the caster can see the glow of magical effects; other creatures present cannot, although of course the caster can communicate whatever they see.

Dimension Door

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 360'

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Materials: spell components

Short Description: Instantly transport self or 1 other creature up to 360'

Long Description: The caster envisions a location within range of the spell. They do not need to be able to see this point, only visualize its exact distance and orientation from their current spot. The spell instantly transports the caster, or 1 other creature within 10', to that location. The spell recipient can carry their own person plus 50 pounds per level of additional weight.

If the location is occupied by a solid object, or if there is no stable horizontal surface for the target to safely land on, the spell automatically fails. If the target is unwilling to be transported, the spell uses the caster's spell attack bonus +2 to attack the target's Dodge defense; if the attack succeeds, the *dimension door* transports the target. Transported individuals may only carry about 50 lbs. of unliving matter with them; the spell leaves behind additional mass.

Disintegrate

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 creature, 1 object, or a 10' cube of matter

Duration: instantaneous

Materials: spell components

Short Description: Target Dodge to vaporize 1 creature, object, or 10' cube of matter

Long Description: The caster points at a creature or object within range, and a thin green ray of energy shoots out, utterly and permanently disintegrating the target. If the target is unwilling, the spell attacks the target's Dodge defense, and if the attack succeeds, the creature is disintegrated. A disintegrated creature cannot be raised from the dead.

The spell affects at most a 10'x10'x10' cube of matter, so exceptionally large objects or creatures may not be entirely disintegrated; if the GM rules that an enormous creature might survive losing such a large amount of its body mass, it must take a minimum of 100 hp damage. Portions of very large structures can also be disintegrated. Solid objects made of force, such as a *wall of force*, can be targeted by this spell; however, non-solid magical effects cannot be targeted.

Dismissal

Spell Level: Cleric 4

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Banishes 1 *extraplanar* creature to their home plane. Attacks Poise

Long Description: The caster calls upon divine powers to force a creature from another plane of existence back to its dimension of origin. The spell attacks the Poise defense of one targeted creature within range with the *extraplanar* trait; if the attack is successful, a planar vortex opens near the target and sucks them through it, depositing them at a random location within their home plane. The targeted creature can have no more HD than the caster; if it does, the attack has no effect. Note that this spell only affects summoned *extraplanar* creatures; those that have passed through a Gate are unaffected. This spell is a simpler version of the *banishment* spell.

Dispel Evil

Spell Level: Cleric 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature or object within range, or all creatures within range

Duration: instantaneous, or concentration up to 10 minutes

Materials: holy symbol

Short Description: Attacks Poise within 30'; evil is destroyed or must flee. Reversible

Long Description: There are two ways to cast this spell. The caster may either create a continuous emanation around them that affects all creatures within range with the *evil* trait, including evil characters, or they may target a single evil creature or object within range.

For the first usage, the zone created moves with the caster and lasts while the caster concentrates on maintaining it, up to the maximum duration of the spell. At the start of the caster's turn, the spell attacks the Poise defense of all evil creatures within range with HD equal to or less than those of the caster. A successful attack means that creature is destroyed.

If the attack fails, the creature must flee on its next turn, using its most effective movement rate or magical ability to put maximum distance between itself and the caster, for a period not less than one hour. Creatures with more HD than the caster are not affected.

For the second usage, the spell attacks the Poise defense of one designated evil creature within range, but its defense is at -2. This usage does not have a maximum HD for the target. A successful attack means that creature is destroyed.

If the attack fails, the creature must flee, using its most effective movement rate or magical ability to put maximum distance between itself and the caster, for a period not less than one hour. Alternatively, the spell may target a single evil object within range; if the attack exceeds 5 plus the caster level of any curses associated with that object, those enchantments are broken.

This spell is reversible. *Dispel good* functions the same as *dispel evil*, but creatures of good alignment are affected.

Dispel Magic

Spell Level: Cleric 3, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' cube

Duration: instantaneous

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Attack 10+caster level to end spell effects within 20' cube

Long Description: The caster designates a point in space within range, and the area of effect is centered on that point. The spell impacts magical effects that are temporary or are permanent but dispellable; objects constructed with permanent enchantments are not affected. The spell individually targets each magical effect within range. The spell attacks 10 plus the caster level of the effect; if the attack succeeds, the effect immediately ends.

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The spell can also be used to disrupt another spell in the process of being cast; if a spell caster is within the area of effect of a *dispel magic* while they are in the middle of casting a spell (either because the spell has a long casting time, or because they have been targeted with a held action used as an interrupt), then their spell automatically fails.

Dispel Magic, Greater

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' cube

Duration: instantaneous

Materials: spell components

Short Description: Attack 5+caster level to end spell effects within 30' cube

Long Description: The caster designates a point in space within range, and the area of effect is centered on that point. The spell impacts magical effects that are temporary or are permanent but dispellable; objects constructed with built-in enchantments are not affected. The spell individually targets each magical effect within range. The spell attacks 5 plus the caster level of the effect; if the attack succeeds, the effect immediately ends.

The spell can also be used to disrupt another spell in the process of being cast; if a spell caster is within the area of effect of a *dispel magic, greater* while they are in the middle of casting a spell (either because the spell has a long casting time, or because they have been targeted with a held action used as an interrupt), then their spell automatically fails.

Divination

Spell Level: Cleric 4

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: holy symbol

Short Description: Ask level # of questions about a specific location

Long Description: The caster calls upon their deity to provide them with information about a specific area, which can be as large as a continent or as small as a specific room within a building. Information revealed can relate to the area's history, contents, current or former occupants, features, etc. The caster may ask a quantity of questions equal to their level; these questions must be simple and brief, and complex analysis or advice cannot be requested.

For each question asked, the GM rolls an Intuition check for the Cleric in secret; on a minimal success, the spell accurately answers the question, but on a failure, the spell provides misleading or inaccurate information.

Divine Power

Spell Level: Cleric 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: holy symbol

Short Description: Caster gains 18 Strength, 1 temp hp/level, 2 attacks/round

Long Description: The caster's body swells as they temporarily become a hulking warrior in service of their deity. The caster gains an 18 Strength, or a +4 bonus to their Strength ability score, whichever is higher. The caster gains all corresponding bonuses to weapon attacks and damage. They also gain one temporary hit point per level and can make an additional weapon attack as part of a single standard action. The caster cannot cast other spells while in this state.

Divine Ward

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1' around target

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, +1 to defenses or +2 vs. opposite alignment; hedges summoned

Long Description: The caster touches a creature and creates a shimmering radiant barrier that surrounds the target like a cloak. This magical ward moves with the target and serves as an obstacle to all attacks; the target receives a bonus of +1 to all defenses. The effect is more pronounced for creatures with an alignment opposite to the caster's; defenses against all such creatures' attacks are at +2.

Furthermore, any creature that has been magically summoned, regardless of alignment, is barred from making physical contact with the target; their melee attacks automatically fail (although spells and missile attacks may still succeed).

The last effect can be disrupted if the target forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen, and it would disrupt the ward with respect to the attacked creature only. The first effect remains undisrupted if the target makes an attack against a creature.

Divine Ward, 10' Radius

Spell Level: Cleric 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' around caster

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, +1 to defenses or +2 vs. opposite alignment; hedges summoned

Long Description: The caster creates a shimmering radiant barrier that surrounds them and those allies around them; the caster chooses who is defined as an ally. This magical ward moves with the caster and serves as an obstacle to attacks; defenses of allies within the warded area receive a bonus of +1. The effect is more pronounced

for attacks made by creatures with an alignment opposite of that of the caster; defenses against all such creatures' attacks are at +2.

Furthermore, any creature that has been magically summoned, regardless of alignment, is barred from physically crossing the ward; their melee attacks automatically fail (although spells and missile attacks may still succeed). Even creatures summoned by the caster cannot enter the area of the spell.

The last effect can be disrupted if the caster forces the ward up against a summoned creature; a melee attack against such a monster would cause this to happen. The first effect remains undisrupted if the caster or the caster's allies make an attack.

Elemental Aegis

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 1 hour

Materials: holy symbol

Short Description: For 1 hour, target ignores elements and gains temporary hit points for 1 damage type

Long Description: The caster designates one target within range, and it is protected from the effects of the natural elements. Even the coldest or warmest temperatures in nature do not make the target uncomfortable or cause damage.

Furthermore, the caster designates one of the four forms of elemental energy (cold, fire, electricity, acid) and an aura made from that energy type envelops the target, who receives advanced protection from that type of damage. The warded target receives the benefit of *resistance 2* against that form of elemental energy.

The target also receives temporary hit points equal to the maximum hp of the caster, but only against that energy type; when suffering damage of that type, the temporary hp are lost first. When all the temporary hp are gone, the target's defense is downgraded to *resistance 1* against that form of magical energy for the duration of the spell.

Elemental Summons

Spell Level: Elf 5, Magic-user 5

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 creature with the *elemental* trait

Duration: 1 hour

Materials: spell components

Short Description: Summons an earth, fire, air, or water *elemental* to perform a service.

Long Description: The caster creates a magical circle within range, and a portal to one of the four Elemental Planes (Air, Earth, Fire, Water) opens. The caster may choose which plane the portal is attuned to. An *elemental* associated with that plane comes through the portal, and then the portal closes. The most common creatures to answer the spell's summons are *air elementals*, *earth elementals*, *fire elementals*, and *water elementals*, but the GM may rule that some other sort of elemental creature appears instead.

The *elemental* can be commanded to perform a service for the caster, and the creature attempts to faithfully execute that service. The service can be short or long in duration, but the more complicated the instructions, the greater the chance the resentful *elemental* attempts to pervert the intent of the service it is obliged to perform. The monster disappears when it has completed the service, when it is killed, or after an hour has passed – whichever comes first.

Enhance Ability Score

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Increase 1 ability score for 10 minutes

Long Description: The caster touches themselves or another creature to grant a temporary increase to one ability score. The caster chooses which ability score is affected; only one ability score is affected per casting, but multiple castings can affect the same target if they affect different ability scores. The ability score improves as follows:

- Below 9: Score becomes a 9
- 9-12: Score becomes a 13
- 13-15: Score becomes a 16
- 16-17: Score becomes an 18
- 18 and Above: No effect

Enhance Ability Score, Mass

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature/level

Duration: 10 minutes

Materials: holy symbol

Short Description: Increase 1 ability score for 10 minutes for 1 creature/level

Long Description: The caster touches 1 creature per level to grant a temporary increase to one ability score. The caster chooses which ability score is affected; only one ability score is affected per casting, but multiple castings can affect the same targets so long as they affect different ability scores. Each target receives an enhancement to the same ability score. The ability score improves as follows:

- Below 9: Score becomes a 9
- 9-12: Score becomes a 13
- 13-15: Score becomes a 16
- 16-17: Score becomes an 18
- 18 and Above: No effect

Enlarge

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: spell components

Short Description: Attacks Dodge defense to increase 1 creature's size for 10 minutes. Reversible

Long Description: The caster points at a creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the spell attacks the defender's Dodge bonus. If the attack is successful, the creature increases in size.

There are four steps of size increase that depend on the caster's level:

- A 1st-level caster can increase size by one step
- A 4th-level caster can increase size by two steps
- A 7th-level caster can increase size by three steps
- A 10th-level caster can increase size by four steps

A higher-level caster can choose a lower step of size increase if desired. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces. The following table reveals the results of each step of enlargement:

Table 4-3: TOTIL Enlarge Effects Table

	1 shift	2 shifts	3 shifts	4 shifts
Target's Strength Score	New Strength			
8-	9	13	16	18
9 to 12	13	16	18	19
13 to 15	16	18	19	21
16 to 17	18	19	21	24
18+	19	21	24	24
Target's Weapon Damage	New Weapon Damage *			
1d4	1d6	1d8	1d10	2d6
1d6	1d8	1d10	2d6	2d8
1d8	1d10	2d6	2d8	2d10
1d10	2d6	2d8	2d10	4d6
Target's Dexterity Score	New Dexterity			
3	3	3	3	3
4 to 5	3	3	3	3
6 to 8	5	3	3	3
9 to 12	8	5	3	3
13+	12	8	5	3
Target's Height	x1.5	x2	x2.5	x3
Target's Weight	x4	x8	x15	x27

* Attacks of 2d8 hp do 1 shp damage.

* Attacks of 2d10 hp do 1d2 shp damage.

* Attacks of 4d6 hp do 1d3 shp damage.

This spell is reversible. When casting *reduce*, the caster points at a creature within range, and a thin purple beam streaks from the caster's finger toward the target. If the target is unwilling, the spell attacks the defender's Dodge bonus. If the attack is successful, the creature decreases in size.

There are four steps of size reduction that depend on the caster's level:

- A 1st-level caster can reduce size by one step
- A 4th-level caster can reduce size by two steps
- A 7th-level caster can reduce size by three steps
- A 10th-level caster can reduce size by four steps

A higher-level caster can choose a lower step of size reduction if desired. The following table reveals the results of each step of reduction:

Table 4-4: TOTIL Reduce Effects Table

	1 shift	2 shifts	3 shifts	4 shifts
Target's Dexterity Score	New Dexterity			
8-	9	13	16	18
9 to 12	13	16	18	19
13 to 15	16	18	19	21
16 to 17	18	19	21	24
18+	19	21	24	24
Target's Weapon Damage	New Weapon Damage *			
1d4	1d2	1	N/A	N/A
1d6	1d3	1	N/A	N/A
1d8	1d4	1d2	1	N/A
1d10	1d6	1d3	1	N/A
Target's Strength Score	New Strength			
3	3	3	3	3
4 to 5	3	3	3	3
6 to 8	5	3	3	3
9 to 12	8	5	3	3
13+	12	8	5	3
Target's Height	1/2	1/4	1/8	1/16
Target's Weight	1/8	1/64	1/512	1/4096

* Below a certain size, weapons don't do damage.

ESP

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Materials: spell components

Short Description: Read thoughts in a 60' cone for 10 minutes

Long Description: The caster creates a conical area of effect, which moves with the caster for the spell's duration, in which they can hear and understand the surface thoughts of creatures with at an Intelligence of 2 provided those creatures remain within the cone for at least 1 full round. It is not necessary for the caster and any targets to share a language.

The thoughts of creatures with Intelligence scores lower than 3 are very simple and direct; targets with higher Intelligence scores are more complex. The spell does not grant the caster the ability to communicate with any targets; hearing thoughts is one-way only. Such scanning does not require an attack roll, and targets are unaware that their thoughts are being read.

The caster can probe for thoughts or memories deeper than whatever the target is immediately thinking of, but this requires the spell to attack vs. the target's Poise defense. Depending on how deeply buried a particular thought may be, the DM may grant the target a bonus up to +5 to its defense. If the attack fails, the target knows it has been probed and what information is being sought.

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If there are multiple thinking creatures within the area of the spell, the thoughts become jumbled and difficult to discriminate from each other; the caster must spend at least one minute concentrating on sorting the thoughts out before they can understand what any one of the creatures is thinking. This spell can sense thoughts through walls and into spaces the caster cannot see, but the area of effect is blocked by stone at least two feet thick, or any continuous thickness of lead or gold.

Excoriating Sermon

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' radius

Duration: concentration

Materials: holy symbol

Short Description: Allies get +3 to hit, damage and morale; foes get -3's to same, plus 1d6 hp damage

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 60'. Allies within the area of effect at the start of the caster's turn receive a bonus of +3 to attacks, +3 to damage, and +3 to morale. Enemies within the area of effect at the start of the caster's turn receive a penalty of -3 to attacks, -3 to damage, and -3 to morale. Additionally, every enemy within the area of effect at the start of the caster's turn takes 1d6 hit points of damage each round.

These bonuses and penalties last until the caster can no longer be heard or can no longer concentrate on the spell. If the caster is prevented from speaking out loud (such as by being paralyzed), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Exorcise

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Target 5+caster level to remove control/possession of 1 creature

Long Description: This spell attempts to overcome spells and supernatural effects that rob creatures of their free will. Such effects include *magic jar* spells, all forms of charm, the *possession* monster special ability, and the *afraid* and *confused* conditions.

The caster designates a single target and touches it. If the target is unwilling, the spell attack bonus +2 is used to attack the target's Dodge defense. On a hit, the spell then attacks each mind-affecting enchantment on the target individually. If the attack hits 5 + the caster level of the effect, the effect is permanently dispelled. If any attack misses, the target takes 1d6 hit points of damage.

Fabricate

Spell Level: Elf 4, Magic-user 4

Casting Time: 10 minutes

Range: 60'

Targets/Area of Effect: 10 cubic feet/level of non-living organic matter or 1 cubic feet/level of minerals

Duration: permanent

Materials: spell components

Short Description: Transmute 10 cu. ft./level of raw materials from one form to another

Long Description: The caster uses magic to reshape a raw material from one form to another. The spell cannot change the raw material from one thing to another, so it could not change an ingot of copper into a steel weapon, but it could change a wooden beam into a wooden garden trellis. The spell affects up to 10 cubic feet of organic matter per caster level, or up to 1 cubic feet of mineral matter per caster level.

Raw material is neither created nor destroyed, so the same volume of material is present at the end of the spell as there was at the beginning. Living material can never be affected by this spell. If the caster attempts to create objects that require any degree of craftsmanship, an appropriate skill check (Build, Mechanisms) must be rolled to determine success. With such skill checks, this spell can be used to repair 1 structural hit point per caster level.

Fear

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: minimum of 1 full turn

Materials: spell components

Short Description: Attacks Poise in 60' cone to flee for 1 round or more. May drop items

Long Description: The caster generates an instantaneous conical area of effect. The spell individually attacks the Poise defense of all targets in the area. For any successful attack, the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible. Additionally, for all targets who become frightened, the spell attacks their Poise defense again, and if this attack is successful, the targets drop any items held in their hands before fleeing.

A successful *fear* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *fear* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll.

Feather Fall

Spell Level: Elf 1, Magic-user 1

Casting Time: instant

Range: 60'

Targets/Area of Effect: self or 1 creature

Duration: length of fall

Materials: none

Short Description: Instant casting; target falls slowly for 250' + 50'/level

Long Description: This spell can be cast with a snap of the fingers and does not even need to be cast on the caster's turn; it can be used as an interrupt without a held action. The caster points to one creature in range, and that creature's speed of freefall becomes like that of a falling feather – about 10' per round. This speed is slow enough that no damage is taken when the target finishes their fall, provided the height of the fall does not exceed 250' plus an additional 50' per level. Once the target has fallen for the maximum height covered by the spell, they then begin to fall at normal rates of speed and take the remaining damage accordingly.

Example: if Mystrella, a 3rd-level Magic-user, falls over a 420' cliff and casts *feather fall* on herself, then the first 400' of falling is at a feather's pace. Within 20' of the bottom, 40 rounds later, Mystrella will begin to fall at a normal rate, and will take 20' worth of falling damage unless they can cast the spell a second time.

This spell can be cast more than once simultaneously; the only limitation placed on this is the number of spell points the caster has available to expend.

Find the Path

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 2 hours

Materials: holy symbol

Short Description: Target can find shortest path to a physical location

Long Description: The caster touches a creature, and that target gains the ability to unerringly find the shortest and most direct path to a physical location. This spell does not allow the target to find an object or a creature, but it will allow it to find a specific room, or an exit from a maze, or a stair to another level. The spell grants the target the knowledge of not only where they need to go, but what actions they need to take to get there, such as how to find a secret door. Note that this spell does not find the safest path, only the shortest and most direct route.

Find Traps

Spell Level: Cleric 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long cone, 60' wide at the end

Duration: 10 minutes

Materials: holy symbol

Short Description: Magical or non-magical traps within range glow silver

Long Description: The caster creates an area of effect that moves with the caster for the duration of the spell. Mechanical or magical traps within the area of effect glow silver. The spell does not grant any knowledge of what

the trap does, nor how to overcome it; it merely reveals the trap's location. The spell can sense intent behind the trap's creation, so a pitfall trap built by intelligent creatures will be detected, but a crumbling floor that may finally give way when somebody steps on it will not be detected by this spell.

If a spell is used to hide a trap, such as an illusion or a darkness spell, and that spell is higher level than this spell, this spell does not reveal the trap. If all elements of the trap are hidden from view, such as a trapped box inside a closed chest, this spell will at least make it easier to detect; a bonus of +4 to Seeing checks is typical. Stone walls that are two feet thick, or any thickness of lead or gold, block this spell. This spell's glow is visible only to the caster.

Fire Ball

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20' radius

Duration: instantaneous

Materials: spell components

Short Description: 20' radius ball of fire attacks Dodge for level x 1d6 hp, fail for half

Long Description: The caster chooses a starting point within range, and a pea-sized glowing pellet shoots out to that point. It then explodes, generating a very hot but very fast-burning cloud of damaging fire. The spell affects all within the radius of the blast, attacking each creature's Dodge defense individually.

If the attack succeeds, that creature takes level x 1d6 hit points of fire damage. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target.

The spell also sets fire to combustibles and liquefies metals with low melting points. If the initial pellet cannot reach the intended point of destination, such as by striking an invisible barrier, then the *fire ball* detonates early.

Fire Shield

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 round/level

Materials: spell components

Short Description: Hot or cold flames damage those who attack caster for 1 round/level

Long Description: Upon casting this spell, the caster must decide whether they are creating a **warm** fire shield or a **cool** fire shield. Both versions of the spell wreath the caster in dancing flames, but this magical fire does not harm the caster. The warm fire shield feels hot to those close by, and the cool fire shield feels cool, but neither effect will damage even those very close to the caster, unless they attack with hostile intent.

If the caster is protected with a warm fire shield, and they are attacked by a creature in melee, the caster takes normal damage from a successful attack; however, the spell then instantly counterattacks, automatically doing exactly double the number of hit points dealt by the weapon. This is fire damage for the purpose of magical

resistances. The caster receives the monster special ability of *resistance (cold 2)*. However, they suffer the monster weakness of *vulnerability (fire 1)*.

If the caster is protected with a cool fire shield, and they are attacked by a creature in melee, the caster takes normal damage from the attack; however, the spell then instantly counterattacks, automatically doing exactly double the number of hp dealt by the weapon. This is cold damage for the purpose of magical resistances. The caster receives the monster special ability of *resistance (fire 2)*. However, they suffer the monster weakness of *vulnerability (cold 1)*.

Refer to Chapter 8 for monster special abilities and weaknesses.

Fire Snake

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' long non-linear path, 5' wide

Duration: instantaneous

Materials: spell components

Short Description: Attacks Dodge in 60' long, 5' wide non-linear path for level x 1d6 hp fire, fail for half

Long Description: The caster generates a serpentine blast of fire, 5' wide, that emanates from their hands for 60'. This path does not necessarily follow a straight line, but can turn corners and cross itself multiple times, provided the caster can see all points of its trajectory. The spell targets all creatures within the area of effect, individually attacking each target's Dodge defense.

If the attack succeeds, the target takes level x 1d6 hit points of fire damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target.

The spell also sets fire to combustibles and liquefies metals with low melting points.

Fire Trap

Spell Level: Elf 4, Magic-user 4

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one door, window, chest, or another object that can be opened or closed

Duration: permanent

Materials: spell components

Short Description: Opening warded object attacks Dodge for level x 1d6 hp fire damage, fail for half

Long Description: The caster creates a magical trap upon a single door, window, chest, or other object that can be opened or closed. This trap is permanent but can be dispelled or disabled; refer to chapters 3 and 7. If the trap is discharged, it explodes within a 10' radius. The spell affects all targets within this area, individually attacking with the spell attack bonus against their Dodge defenses.

If the attack succeeds, the target takes level x 1d6 hit points of fire damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target.

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Unlike a *fire ball* spell, the fire from this spell does not harm combustibles or metals within the area, and it leaves the warded object and any contents completely unharmed. Once the trap is discharged, the spell ends.

Flame Strike

Spell Level: Cleric 5

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: a column 30' tall and 5' in radius

Duration: instantaneous

Materials: holy symbol

Short Description: Column of fire 30' tall, 5' radius attacks Dodge for 6d8 hp fire, fail for half.

Long Description: The caster designates a point within range, and a column of fire roars down, centered on that spot. All creatures within the area of effect are targeted. The spell individually attacks each target with the spell attack bonus against the Dodge defense.

If the attack succeeds, the target takes 6d8 hit points fire damage. If the attack fails, the target takes half damage. Roll damage for this spell one time and apply it (or half of it) to all targets.

The spell also sets fire to combustibles and liquefies metals with low melting points. The fire is divine in origin and can be defended against with a *life ward* spell, but defenses against fire are also effective against this spell.

Floating Disc

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 6'

Targets/Area of Effect: 1 invisible disc of force

Duration: 4 hours

Materials: spell components

Short Description: Makes 3' diameter disk of force floating near caster for 4 hours. Carries 500 lbs

Long Description: The caster designates a point within 6', and an invisible disc of force is created in that location. The disc is about 3' in diameter and is slightly concave; it can carry about 2 gallons of liquid, but if weight is placed on top of it, it can support up to 500 lbs. It floats at approximately the elevation of the caster's mid-section, and it travels with the caster, generally floating behind them, but always within 6'.

If the caster climbs a rope or falls into a pit, the disc follows them, but if it is unable to remain within 6' of the caster, perhaps because it cannot fit into the space available, the spell ends. The spell lasts for 4 hours and is therefore often useful for carrying heavy supplies over long distances.

Fly

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes/level

Materials: spell components

Short Description: 1 creature gains 120' flying movement for 10 minutes/level

Long Description: The caster designates one target within range. That target gains the ability to fly, using mental control to direct speed and direction. The full movement rate is 120', or 60' as a partial move, unless that round's movement involves gaining altitude, in which case the full movement rate is 60', or 30' as a partial move.

Armor worn does not affect this movement rate. The spell recipient can carry their own person plus 50 pounds per level of additional weight. The flying creature can hover in place, and can take actions, including casting spells, while flying.

If the spell duration expires while a target is still flying, they fall only 60' per round for the next five rounds and take no damage if they land during this time. After this period, normal falling rates apply – see Chapter 6.

Fog Cloud

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' radius

Duration: 10 minutes/level

Materials: spell components

Short Description: Within 120', create 30' radius fog cloud with 5' visibility

Long Description: The caster designates a point within range, and the area of effect radiates out from that point. The area of effect fills with a thick fog. Visibility within the fog is limited to 5'; beyond that distance, targets are treated as if they are invisible. A strong wind can disperse the fog.

Forceful Hand

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: 1 round/level

Materials: spell components

Short Description: Giant hand blocks and pushes away one opponent for 1 round/level

Long Description: The caster designates one target within range. The spell creates a large, disembodied hand made of magical force; the hand is translucent and as large as an adult human. The hand floats in the air, always remaining between the target and the caster, moving even when the target moves to interpose itself as an interrupt.

The hand has substance; it has defenses of 10, an effective Strength ability score of 22, and it has as many hit points as the caster has at full health. The hand provides the caster with a +4 bonus to AC against the target's attacks and hampers the opponent's ability to move closer to the caster. On the opponent's action, if the target attempts to move in a way that brings it closer to the caster, the target and the hand must each make Feats of

Might checks. The target must succeed at a Feats of Might check by more than the hand to approach the caster; even with a success, such movement is halved.

Additionally, on the caster's turn, the hand pushes back. The hand and the target must both make Feats of Might checks. If the hand succeeds, and it succeeds by more than the target, then the target is pushed away from the caster by 5' times the difference in number of successes (maximum 30' in one round). This does not require an action by the caster.

This spell can push targets over cliffs and into dangerous areas, but it is not strong enough to damage a target by pushing them into a solid object.

Freedom of Movement

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Touch makes immune to slowing or hampering for 10 minutes

Long Description: The caster touches a target and beseeches their deity for protection from constraint. Magical and mundane effects that would bind the target or hamper their movement simply do not work.

Protected targets are immune to paralysis or *web* spells, cannot be grabbed or grappled, can slip out of ropes or manacles without needing to make skill checks, and cannot be slowed. A creature under the effects of a *freedom of movement* spell can move, attack, and make skill checks normally while wading or swimming, without suffering any of the penalties typical to movement and attacks through water. However, a *forceful hand* or a *repulsion* spell will still affect such a creature's movement.

Freezing Sphere

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: varies

Duration: instantaneous or 1 round/level

Materials: spell components

Short Description: Creates one of a variety of cold effects chosen by the caster

Long Description: The caster opens a gateway to a dimension of infinite cold, and they size this spherical gateway to generate one of three effects. The effect is chosen by the caster as the spell is cast.

- **Freezing Pinpoint:** The caster launches an infinitesimally sized portal of cold at a single opponent within range. This creates a cold ray which attacks the target with the spell attack bonus against the target's Dodge defense. If the attack succeeds, the target takes 50 hit points of cold damage and is frozen solid inside a block of ice, which persists for 1 round per level. While inside the block, the victim acquires the *paralyzed* condition; however, the block of ice protects the victim from physical damage. No recovery from this condition is possible; only the end of the spell frees the victim.

- **Freezing Marble:** The caster launches a one-inch diameter pearl of pure white cold at a body of water within range. The water's surface freezes solid with a layer of ice six inches thick. A maximum of 100 square feet of ice per caster level is formed; the caster may determine how much ice is created and what portions of the body of water are frozen, provided all parts of the affected area are within range of the spell. The ice is thick enough to be walked upon and requires a fantastic success on a Feats of Might check to shatter the ice.
- **Freezing Orb:** The caster launches a six-inch diameter shimmering bauble of cold at a point within range, where it explodes, creating a brief but intense winter storm in the area. The area of effect is a 20' radius burst. All within the area take 4d6 hp of cold damage, with no attack required, unless that target is magically protected from cold. Additionally, the spell attacks all targets individually with the spell attack bonus against the Toughness defense, and if this attack succeeds, that target acquires the *slowed* condition for 1 round/level. No recovery is possible; only the end of the spell removes the *slowed* condition.

Gaseous Form

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Materials: spell components

Short Description: Target becomes *incorporeal* and can fly at 10'/round for 1 hour

Long Description: The caster touches a creature, and that target turns into a formless vapor with the *incorporeal* trait. While in this form, the target has all its usual perceptual senses and its mental faculties, but they can neither attack nor be attacked, they cannot speak, and they cannot cast spells or use items on their person. The insubstantial vapor can fly at a speed of 10' per round and can seep through cracks to gain access to all but completely airtight spaces.

Gaseous creatures cannot pass through liquids, and force effects are airtight. Strong winds may blow the target off course. The target can end the spell prematurely and resume their normal form at any time; this requires a basic action. At this point the spell ends; the character cannot resume the vapor state even if the spell duration has not expired.

Geas

Spell Level: Cleric 5, Elf 6, Magic-user 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: varies

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Attacks Poise; target is compelled to complete a quest or become cursed

Long Description: The caster designates a target within range. The spell attacks the Poise defense of the target; if the attack succeeds, the target is compelled to take on and complete a quest. If the target does not take active steps to complete the quest, a curse chosen by the caster befalls the target.

This curse cannot be dispelled by the usual magic; only the successful completion of the quest lifts the curse. Refer to Chapter 7 for available curse effects. A *geas* can potentially last for years if the quest is not completed.

Gentle Repose

Spell Level: Cleric 2

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 deceased creature

Duration: 1 day/level

Materials: holy symbol

Short Description: 1 dead creature cannot rot or be animated for 1 day/level

Long Description: The caster touches one dead creature. For the duration of the spell, the body cannot rot. It also cannot be animated into an *undead* creature during this time, although the only permanent solution to this problem is the *hallow* spell.

The *raise dead* spell places a limit on the number of days a creature may be dead before it can be revived; days spent under *gentle repose* do not count towards this limit.

Ghoul Touch

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: varies

Materials: spell components

Short Description: Touch 1 living creature to attack Dodge to paralyze; stench in 10' radius.

Long Description: The caster touches a living creature using their spell attack bonus +2 to attack the target's Dodge defense; if the attack is successful, the target receives the *paralyzed* condition. Simultaneously, the stench of the grave rises from the target.

All creatures (except for the caster) within 10' of the victim are affected by this noisome odor; the spell attacks with the spell attack bonus against these secondary targets' Toughness defense. If these attacks are successful, the secondary targets receive the *nauseated* condition. This spell uses necromantic magic, and a *death ward* spell protects the target from its effects.

A successful *ghoul touch* spell's paralyzing effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *ghoul touch* spell has a threshold of 14, 13 on the next round, and so on.

The secondary nauseating effects also persist for a minimum of one full turn. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 10, and if the roll succeeds, they lose the *nauseated* condition. If the roll fails, the *nauseated* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *ghoul touch* spell has a threshold of 9, 8 on the next round, and so on.

The nauseating odor will not attack targets other than the ones that were within the 10' radius at the time of the casting of the spell.

Giant Vermin

Spell Level: Cleric 4

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 30' radius

Duration: 2 hours

Materials: holy symbol

Short Description: Makes 1 HD/level of giant *vermin* for 2 hours

Long Description: The caster prays for a giant arthropod servant; the creature appears within 30' and will obey the caster for the spell's duration. The created *vermin* can immediately act. The caster may use the rules in Chapter 8 to create a *vermin* monster with Hit Dice equal to the caster's level. The monster must be a giant version of a spider, centipede, scorpion, ant, or beetle, and it may draw from the following list of special abilities: *ability score bonus, all-terrain, amphibious, blood draw, burrow, charge, climb, enhanced senses, fly, grab, improved natural attack, infravision, leap, mobile, ongoing damage, poison spittle, poison touch, pounce, reach, rend, scent, tremorsense, web ball*. It may not have any weaknesses, and it may not be a swarm monster. Any poison must be chosen from the list of Monster Poisons found in Chapter 8.

The created creature follows one-word instructions of the caster, but its low Intelligence will not allow it to understand more complicated orders, and its span of attention is so short that it will only work effectively if the caster is continuously commanding it. It can for instance be directed to attack a target but asking it to wait to attack until a certain condition is met will not work. The creature disappears when the spell ends.

Globe of Invulnerability

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius

Duration: 1 round/level

Materials: spell components

Short Description: Creates a 10' radius globe that bars 4th-level spells coming in

Long Description: The caster creates a 10' radius shimmering emanation around their current location. The caster can subsequently move from that position, but the spell effect does not move with them.

Spells of 4th level or below, if cast outside the area of effect, cannot affect any creature inside the area of effect. However, spells of any level cast from inside the area of effect can affect those inside or outside the globe as

normal. The globe has no effect on spells of 5th level or higher, nor does it impact spells that had been cast prior to the creation of the globe. The globe can be dispelled.

Globe of Invulnerability, Lesser

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius

Duration: 1 round/level

Materials: spell components

Short Description: Creates a 10' radius globe that bars 3rd-level spells coming in

Long Description: The caster creates a 10' radius shimmering emanation around their current location. The caster can subsequently move from that position, but the spell effect does not move with them.

Spells of 3rd level or below, if cast outside the area of effect, cannot affect any creature inside the area of effect. However, spells of any level cast from inside the area of effect can affect those inside or outside the globe as normal. The globe has no effect on spells of 4th level or higher, nor does it impact spells that had been cast prior to the creation of the globe. The globe can be dispelled.

Glyph of Warding

Spell Level: Cleric 3

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one object, portal, or up to a 10'x10' area

Duration: permanent, until triggered

Materials: holy symbol

Short Description: Creates a magical trap that explodes for damage or triggers a spell

Long Description: The caster designates a single object, portal, or up to a 10'x10' area of a room or passageway. The caster traces thin lines of magical energy on the target, which once scribed turn almost invisible; this is a magical trap that has been placed over the target. A password is set at the time of the casting; if the password is not spoken aloud by any individual touching, passing over, or interacting with the target, then the trap is triggered, at which point the spell ends.

There are two types of glyphs that can be created:

- **Blast Glyph:** The caster infuses the glyph with fire, electricity, acid, or cold energies. If the trap is discharged, the blast goes off in a 20' radius area centered on the glyph. All within the blast are affected by the spell, which attacks their Dodge defenses using the spellcaster's spell attack bonus. If the attack is successful, targets take 2 hp of damage per level of the caster. If the attack is unsuccessful, targets take 1 hp of damage per level of the caster.
- **Spell Glyph:** The caster turns the trap into a trigger for an attack spell. The attack spell must be of a sort that the caster is high enough level to cast; when the glyph is created, both spell points for the *glyph of warding* spell and the associated attack spell are erased. When the trap is triggered, only the creature closest to the glyph becomes the target of the attack spell; although the spell may ordinarily have an area

of effect, only the triggering creature becomes a target. The attack spell is resolved as if the caster were present and attacking the target with that spell. All choices regarding the spell must be made at the time of the casting.

Glyphs can be dispelled or disabled; refer to Chapters 3 and 7.

Godspeed

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: allies within 30' radius

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, all party initiative rolls are made twice, and the best is used

Long Description: All allies within 30' of the caster are affected by the spell, which favors a deity's servant and companions by granting them quickness of thought and reactions in combat. For the spell's duration, all initiative rolls made by allies within the spell's area are made by rolling the die two times and using the better of the two results. The spell continues to affect its initial targets even if they then move outside the area of the spell's effect.

Guards and Wards

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: emanates from caster

Targets/Area of Effect: 10'/level radius

Duration: 1 hour/level

Materials: spell components

Short Description: Caster's lair is protected with a variety of magical effects, 1 hour/level

Long Description: The caster uses this spell to protect an interior environment with magical tricks and traps which provide the caster with a defensive advantage. This spell may only be cast in a location with which the caster is intimately familiar through daily contact. The spell generates each of the following effects, which are separate effects for the purpose of dispelling, to which the caster is immune:

- Every wall, floor, ceiling, door, and other surface radiates magic.
- Every corridor within the area of effect is filled with fog, which limits vision to 5', even with infravision.
- Every door within the area of effect is protected with an *arcane lock* spell.
- Every stair within the area of effect is filled top to bottom with webs, which are exactly like those generated by the *web* spell. However, if these webs are removed, they grow back within ten minutes.
- At each corridor intersection, a mild disorientation effect attempts to affect any character making a map. The spell attacks the target's Poise defense with the spell attack bonus, and if the attack succeeds, the GM tells the character's player the wrong direction for any side corridors, i.e., a left-hand passage is described as a right-hand passage.
- Additionally, the caster may place the following phenomena at any desired location within the area of effect: 4 *phantasmal forces*; 2 *stinking clouds*; 1 *gust of wind*; 1 *suggestion*. All these effects last for the

entire duration of the *guards and wards* spell, instead of the normal spell listing's duration – even *gust of wind*, which is usually instantaneous. In the case of the *suggestion* spell, the caster can dictate the text of the suggestion, and the spell randomly attacks one target passing within 5' of a designated location, but not more than one time every ten minutes. The *phantasmal force* portions of this spell qualify as an illusion for purposes of immunity, but the rest of the spell is very real.

Guidance

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, grant 1 creature bonus of +1 to skill checks

Long Description: The caster touches one creature. The target gains a bonus of +1 to their ability scores for the purpose of making skill checks. The ability scores do not otherwise increase during this time for other effects, combat or otherwise.

Gust of Wind

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: path 10' wide and 10'/level long

Duration: instantaneous

Materials: spell components

Short Description: Create blast of air in path 10' wide, 10'/level long

Long Description: The caster designates a direction, and strong blast of air emanates from the caster in that direction. This gust creates a path of air movement that is 10' wide and is a maximum of 10' per level long. The gust extinguishes all candles or torches and has a 75% chance to extinguish lanterns.

Walking creatures of human-size or smaller are knocked over and acquire the *prone* condition; flying creatures of human-size or smaller are blown back 1d6 x 10'. All creatures within the area of effect must then move at half speed on their next round.

Hallow

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 100' radius

Duration: 1 year

Materials: holy symbol

Short Description: Building or area receives *divine ward*, turn bonus, dead can't be animated.

Long Description: The caster designates a point, and one structure or one area entirely within the area of the spell is protected. This protection takes three basic forms.

First, no dead creature interred within the area of the spell can be animated or raised to be an *undead* creature. Second, Turn Undead checks by creatures of the same alignment as the caster have a +4 bonus, while Turn Undead checks by creatures of the opposite alignment as the caster have a -4 penalty. Finally, all within the area of the spell are protected as if they were inside the area of effect of a stationary *divine ward 10' radius* spell.

This effect cannot be dispelled.

Hallucinatory Terrain

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 1000' feet

Targets/Area of Effect: 100'/level radius

Duration: permanent

Materials: spell components

Short Description: Area permanently appears as a different type of terrain

Long Description: This spell can only be cast outdoors. The caster designates a point within range, and the area of effect radiates outward from that point. The terrain within the area of effect assumes an illusory appearance of a terrain type that differs from reality. If a creature enters the area of effect, the spell attacks the target's Poise defense; if the attack succeeds, the creature suffers the effects of the terrain type as follows:

Terrain	Effect
Alpine	Target's movement rate is halved, and effective Constitution is at -1.
Desert	Target's movement rate is reduced to 3/4, and the target takes 1 hp of fire damage for each 1 minute spent in the area.
Glacial	Target's movement rate is reduced to 3/4, and the target takes 1 hp of cold damage for each 1 minute spent in the area.
Forest	Target's missile attacks receive a -2 penalty.
Swamp	Target's movement rate is halved, and effective Dexterity is at -1.
Deep Sea	Target's movement rate is reduced to 1/4.

If the attack fails, targets can see through the illusionary terrain and ignore it. The caster is not affected by their own spell. This spell qualifies as an illusion for purposes of immunity.

Haste

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' radius

Duration: 1 round/level

Materials: spell components

Short Description: Targets double attacks, movement, not spells. Lasts 1 round/level, reversible

Long Description: The caster designates a point within range, and the spell's area of effect emanates from that point. All creatures within the area of effect acquire the *hasted* condition and move more quickly; targets have doubled movement rates for the duration of the spell.

Hasted creatures who use their standard action to perform a melee attack may make an additional melee attack as part of the same action; creatures who use their standard action to perform a missile attack may make an additional missile attack as part of the same action. *Hasted* creatures have a bonus of +1 to initiative rolls. If a *haste* spell is cast upon a target suffering from the effects of a *slow* spell, the effects cancel each other.

This spell is reversible. To cast *slow*, the caster designates a point within range, and the spell's area of effect emanates from that point. The spell individually attacks the Poise defense of all targets within the area of effect. If an attack succeeds, that target acquires the *slowed* condition and moves more slowly for the spell's duration; targets have halved movement rates.

A successful attack also means that the target can only take one of the following actions in a round: a basic action, a partial move, or a standard action. *Slowed* creatures suffer a penalty of -1 to initiative rolls. If a *slow* spell is cast upon a target enjoying the benefits of a *haste* spell, and the spell's attack succeeds on any given target, then the effects cancel each other for that target only.

Heal

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Touch cures many conditions and all damage. Reversible

Long Description: The caster touches a creature and calls upon their deity to relieve the target of many afflictions and wounds. The spell cures a living being of one or more of the following conditions: *bleeding, blinded, confused, deafened, diseased, fatigued, nauseated, paralyzed, poisoned, unconscious, unhinged*. Additionally, the spell cures all hit point damage, all ability score damage, all trauma damage, restores all fatigue, and restores any levels of energy drain (if cast within 24 hours of the draining). If the target of the spell is *undead*, the spell instead grievously wounds the creature, removing all but 1d4 of its hit points. Such a target is unwilling; the caster must attack with the spell attack bonus +2 against the creature's Dodge defense to damage it.

This spell is reversible. To cast the *harm* spell, the caster touches a creature and calls upon their deity to bring the target closer to death. The caster uses the spell attack bonus +2 to attack the target's Dodge defense, and if the attack is successful, the target is wounded for all but 1d4 of its hp. If the target of the spell is *undead*, the spell instead cures the target of all but 1d4 of its hp damage and removes harmful conditions.

Heroes' Feast

Spell Level: Cleric 6

Casting Time: 1 hour

Range: emanates from caster

Targets/Area of Effect: allies within 20' radius

Duration: 1 day

Materials: holy symbol

Short Description: Hour-long feast grants 2d8 temp hp, +2 to Poise, other cures and bonuses

Long Description: The caster conjures up a magnificent banquet within the area of the spell. All within the area of effect may partake of the feast; if they leave the banquet during the casting time, they do not receive the benefits of the spell. At the conclusion of the casting, the feast disappears, and those who partook gain all the following benefits for the spell's duration:

- 2d8 temp hp
- +2 to their Poise defense
- +4 to defenses for attacks made that impose the *poisoned*, *diseased*, and *afraid* conditions
- all non-curse diseases and poisons in effect prior to the feast are permanently cured

Hold Humanoid

Spell Level: Cleric 2, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 or more *humanoid* creatures

Duration: minimum of 1 full turn

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Spell attacks Poise to paralyze 1 or more *humanoids*

Long Description: The caster selects up to four targets with the *humanoid* trait within range. The spell individually attacks the Poise defenses of the targets.

If one target is chosen, the Poise defense is at -2. If two targets are chosen, their Poise defenses are at -1. If three targets are chosen, their Poise defenses are unmodified. If four targets are chosen, their Poise defense is at +1. If the attack succeeds against a target, that target acquires the *paralyzed* condition. They may take no actions and may not move, although they continue to perceive the world around them.

A successful *hold humanoid* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *hold humanoid* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have made a successful recovery roll.

Hold Monster

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 or more living creatures

Duration: minimum of 1 full turn

Materials: spell components

Short Description: Spell attacks Poise to paralyze 1 or more living creatures

Long Description: The caster selects up to four targets within range. The spell individually attacks the Poise defenses of the targets.

If one target is chosen, the Poise defense is at -2. If two targets are chosen, their Poise defenses are at -1. If three targets are chosen, their Poise defenses are unmodified. If four targets are chosen, their Poise defense is at +1. If the attack succeeds against a target, that target acquires the *paralyzed* condition. They may take no actions and may not move, although they continue to perceive the world around them.

A successful *hold monster* spell's effects persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *paralyzed* condition. If the roll fails, the *paralyzed* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *hold monster* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll.

Holy Chant

Spell Level: Cleric 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: allies within 30' radius

Duration: concentration

Materials: holy symbol

Short Description: Chanting caster's allies get +1 to hit, damage and morale; foes get -1's to same

Long Description: The caster beseeches their deity for assistance during battle, setting up a continuous chant whose effects can be felt by all within 30'. Allies within the area of effect at the start of the caster's turn receive a bonus of +1 to attacks, +1 to damage, and +1 to morale. Enemies within the area of effect at the start of the caster's turn receive a penalty of -1 to attacks, -1 to damage, and -1 to morale.

These bonuses and penalties last until the caster can no longer be heard or can no longer concentrate on the spell. If the caster is prevented from speaking out loud (such as by being paralyzed), or is subjected to magical silence, then the spell ends. If the caster takes damage while the spell is in effect, refer to concentration rules earlier in this chapter.

Holy Smite

Spell Level: Cleric 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius

Duration: instantaneous

Materials: holy symbol

Short Description: 120' range, attacks Poise in 20' radius, damages/blinds opposite alignment

Long Description: The caster designates a point within range, and the area of effect emanates from that point. A blast of energy attuned to the caster's deity fills the area of effect, individually attacking the Toughness defense of all targets inside.

- If the attack succeeds, and the target is the opposite alignment of the caster, then the spell inflicts damage equal to 1d6 hit points x caster level, and the target receives the *blinded* condition.
- If the attack succeeds, and the target has no alignment, the spell inflicts half damage, and the target is not blinded.
- If the attack fails, and the target is the opposite alignment of the caster, the spell inflicts half damage, and the target is not blinded.
- If the attack fails, and the target has no alignment, then the spell has no effect.
- If a target is of the same alignment as the caster, the spell has no effect.

The *blinded* condition is permanent until cured.

Ice Storm

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 20' radius or 40' radius

Duration: instantaneous or 10 minutes

Materials: spell components

Short Description: Create hailstorm for 3d10 hp cold damage or sleet storm to impair movement and vision

Long Description: The caster designates a point within range, and the area of effect emanates from that point. The caster must choose one of two types of ice storm effects to generate.

A **hailstorm** effect has a 20' radius. It creates an instantaneous storm of magical hailstones which damage all targets within the area for 3d10 hit points cold damage; no attack is required. The hailstones disappear immediately.

A **sleet storm** effect has a 40' radius. It creates a driving, stinging icy precipitation within the area of effect that lasts for 10 minutes; this sleet does not cause damage, but it does hamper movement by making the ground extremely slippery. Targets who attempt to move within the area of effect must make a Feats of Agility check and achieve a minimal success; otherwise, they acquire the *prone* condition and cannot move or stand up that round. Those who pass the check may only move at half rate while they are inside the area of effect. Additionally, the sleet storm reduces visibility for those inside the area of effect; Seeing checks and missile attacks are made at a -2 penalty.

Identify

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 hour

Range: touch

Targets/Area of Effect: 1 or more objects

Duration: permanent

Materials: spell components

Short Description: Casting takes 1 hour. Learn 1 property of an item per level

Long Description: The caster spends a full hour closely examining one or more items. If the spell is interrupted during the casting, no information is gained. The caster must touch an item and use it in its intended manner to *identify* it; this includes wielding a weapon, wearing a ring, etc. If the item is cursed, this may expose the caster to the item's negative effects.

This is one of the few times when a Magic-user can wear armor without disrupting a spell's casting. At the end of the spell's duration, the spell attacks a target with 5 + the item's caster level as the defense. The spell makes a quantity of attacks equal to the caster's level.

For each successful attack, one property of an item is learned; if an attack is unsuccessful, the caster gains no information. If an item has no more properties to be learned, the caster knows this. The caster may select the order in which the spell targets items if multiple items are being examined.

Infravision

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 day

Materials: spell components

Short Description: 1 touched creature gains 60' infravision

Long Description: The caster touches a creature. The target receives the monster special ability of *infravision*, gaining infravision with a 60' range. Creatures who already have *infravision* gain the monster special ability of *enhanced senses (infravision)*. Refer to Chapter 8.

Insect Plague

Spell Level: Cleric 5

Casting Time: 1 round

Range: 480'

Targets/Area of Effect: 60' radius

Duration: concentration, up to 10 minutes

Materials: holy symbol

Short Description: Creates 60' radius insect swarm, does 1d6 hp each round

Long Description: This spell can only be cast in the outdoors. The caster designates a point within range, and the area of effect emanates from that point. The area fills with stinging, biting insects that attack all creatures within the effect. The spell causes 1d6 hit points of damage per round with no attack required; this damage is ongoing throughout the entire round, and spellcasting within the area of effect will require concentration checks as described earlier in this chapter.

Suffering from such an attack typically requires morale checks from weak or undisciplined creatures. The spell lasts while the caster concentrates upon it, up to 10 minutes; during this time, the caster cannot take standard actions. The caster can move the effect up to 20' per round as a basic action; but it otherwise remains fixed in place.

Interdicted Heart

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 day

Materials: holy symbol

Short Description: Remove own heart and hide it; for 1 day, cannot go to 0 hp or be affected by spells

Long Description: In a gruesome ritual, the caster removes their own still-beating heart, yet they do not die. The heart is fragile; it has AC 5 and only 1 hit point. If the heart is destroyed while removed from the caster's body, the caster is instantly turned to ash and cannot be raised from the dead.

However, the caster's body becomes temporarily immortal. The caster can lose hit points down to 1 but cannot be reduced to 0 hp; similarly, they cannot gain trauma or acquire the *unconscious* condition. The attacks of spells, poisons, and diseases cannot succeed against the caster; only effects resulting from failed attacks accrue to the character warded by this spell.

Traditionally, the caster of the spell hides their heart someplace where it cannot be destroyed; they must remain within 300' of the heart, or the heart returns to their body and they become mortal again. The heart cannot be located with a *locate object* spell, but a fantastic result on a Hearing skill check may detect its continuous beating.

Invisibility

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: spell components

Short Description: 1 creature becomes invisible until they attack

Long Description: The caster touches a creature, which turns invisible. An invisible creature cannot be seen by other creatures using normal vision or infravision.

Anything the target is carrying in their Inventory also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The target remains invisible for the spell's duration until they engage in an attack, whether it is melee, missile, or spell. Only directly offensive actions count as an attack, so opening a cage that releases a hostile wild boar does not count as an attack, nor does triggering a trap door that causes an enemy to fall.

Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot see them, although they become visible as soon as the attack is made, even if it misses. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus. An invisible creature that is slain immediately turns visible.

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This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by this spell.

Invisibility 10' Radius

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius

Duration: 10 minutes

Materials: spell components

Short Description: Creatures within area of effect become invisible until they attack

Long Description: The area of effect emanates outward from the caster and moves with them. All creatures designated by the caster within the area of effect become invisible to all other creatures. An invisible creature cannot be seen by normal vision or infravision.

Anything the target is carrying also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The caster and affected creatures remain invisible for the spell's duration until they leave the area of effect or engage in an attack, whether it is melee, missile, or spell. If the caster becomes visible, the spell ends. Only directly offensive actions count as an attack, so opening a cage that releases a hostile wild boar does not count as an attack, nor does triggering a trap door that causes an enemy to fall. Visible creatures cannot become invisible by entering or re-entering the area of effect.

Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot see them, although they become visible as soon as the attack is made, even if it misses. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus. An invisible creature that is slain immediately turns visible.

This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by this spell.

Invisibility Purge

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30' radius

Duration: 10 minutes

Materials: holy symbol

Short Description: 120' range, all invisibility negated within 30'. Lasts 10 minutes

Long Description: The caster designates a point within range, and the area of effect emanates outward from that point. Magical invisibility effects within the area of effect are dispelled without any attack required. This spell

affects invisibility created by an item or spell, but does not affect invisibility inherent to a monster, such as an *invisible stalker*.

Invisibility to Undead

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius

Duration: see below

Materials: holy symbol

Short Description: Creatures within area of effect become invisible to undead until they attack

Long Description: The area of effect emanates outward from the caster and moves with them. All creatures within the area of effect become invisible to *undead* creatures only. An invisible creature cannot be seen by normal vision, infravision, or lifestense. Anything the target is carrying also turns invisible, although anything that extends beyond 10' from the character can be seen. Light sources also turn invisible, although the light itself does not; an invisible lit torch still illuminates an area.

The caster and affected creatures remain invisible indefinitely until they leave the area of effect or engage in an attack, whether it is melee, missile, or spell; if the caster becomes visible, the spell ends. Only directly offensive actions count as an attack, so opening a cage that releases a hostile wild boar does not count as an attack, nor does triggering a trap door that causes an enemy to fall.

Visible creatures cannot become invisible by entering or re-entering the area of effect. Invisible creatures can only be attacked if their opponent knows approximately where they are; even then, attacks are made at a -4 penalty. In return, an invisible creature receives a +1 bonus to their melee attacks when their opponent cannot see them, although they become visible as soon as the attack is made, even if they miss. If the opponent is completely unaware of the invisible creature's presence, attacks are made at an additional +2 bonus.

Invisible Stalker

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 slithering tracker

Duration: see below

Materials: spell components

Short Description: Summons a slithering tracker to perform a service

Long Description: The caster creates a magical circle within range, and at that point a portal to another point in the Prime Material Plane opens. A *slithering tracker*, a monster described in Chapter 8, emerges from the gate and then the portal closes. The monster can be commanded to perform a service for the caster, and it will attempt to faithfully execute that service.

The service can be short or long in duration, but the more complicated the instructions, the greater the chance the resentful *slithering tracker* will attempt to pervert the intent of the service it is obliged to perform. Regardless, the monster will not return to its point of origin until it has completed its service, or until it is killed.

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Jump

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, make big jumps, no more than 1 plus level/3 over duration

Long Description: The caster gains the ability to make fantastic leaps. Once per round, in addition to any other movement, the caster may make a single leap up to 20' upwards or up to 30' horizontally. The caster can carry their own person plus 50 pounds per level of additional weight. The number of jumps the caster can make depends on their level.

Caster Level	# of Jumps
1 st level	1
3 rd level	2
6 th level	3
9 th level	4
12 th level	5

Knock

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 locked, stuck, or barred door, gate, box, or chest

Duration: instantaneous

Materials: spell components

Short Description: Opens 1 door or container that is locked, stuck, or barred

Long Description: The caster designates one door, gate, box, or chest within range. The spell undoes any mundane means that are closing that device, whether it is a lock or latch, a jammed frame, a sliding bar, chain and padlock, a doorstop, or a portcullis mechanism. The spell does not affect traps, which may still be triggered by the spell opening the target. Any door must be located before it can be the target of this spell, so *knock* is not helpful for locating secret doors, although it can be useful for opening them once they have been found.

Legend Lore

Spell Level: Elf 6, Magic-user 6

Casting Time: varies

Range: caster only

Targets/Area of Effect: caster only

Duration: varies

Materials: spell components

Short Description: Caster learns legends about an important person, place, or thing

Long Description: When using magic to gather hidden information, rather than exposing their mind to the potentially hazardous energies of the cosmos (as when casting *contact other plane*), the caster may instead choose to seek answers from closer to home. By fishing in the ocean of subconscious energies that connect all thinking minds of the Prime Material Plane, a spellcaster can learn much without chancing dodgy otherworldly intelligences or the risk of insanity.

This spell may be cast no more than once per month, and it always asks for specific information about a famous or legendary person, place, or thing. The information obtained from the collective subconscious is always accurate, but it is gleaned piecemeal from many sources at once, and therefore is never couched in direct terms; the answers to questions posed in a *legend lore* spell always come in the form of riddles or cryptic clues. Furthermore, the more information one seeks with this spell, the greater the chance that the caster's mind will become sidetracked by the shifting tides and uncertain currents of thought.

The caster must choose how many questions they will ask, and this determines the casting time:

Questions	Casting Time
1	1d10 minutes
2	1d4 hours
3	1d20 hours
4	1d4 days
5	1d4 weeks

For the duration of the spell, while the caster's mind is seeking lore elsewhere, their body exists in a state of suspended animation. They do not need to eat, drink, or even breathe. However, they are entirely helpless during this period, and they can be easily slain while in this vulnerable state. This spell may only be cast once per month.

Levitate

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Materials: spell components

Short Description: For 1 hour, caster can go up or down 20'/round

Long Description: The caster grants to themselves the ability to defy gravity by rising or dropping down by the power of their mind alone. The caster can carry their own person plus 50 pounds per level of additional weight. Every round the caster may descend or ascend up to 20' as a full move, although they may choose to move more slowly. The spell does not grant any ability to move horizontally, but if the caster is touching a surface of some kind, they can slowly move along it using their hands and feet. The caster needs not concentrate on the spell while levitating, and they may cast other spells or attack while mid-air.

Light

Spell Level: Cleric 1, Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 60' radius

Duration: 2 hours

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Creates 20'/40'/60' radius globe of light for 2 hours. Can blind; reversible

Long Description: The caster designates an object, creature, or point in space within range, and a sphere of bright light radiates outward from that point. The spell can be cast on the eyes of a creature to blind it; the spell attacks the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition for the spell's duration. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

This spell is reversible. *Darkness* creates a 20' radius globe of total darkness; even infravision cannot see within this area. The spell can be cast on the eyes of a creature to blind it; the caster makes a spell attack against the target's Dodge defense, and if the attack succeeds, the creature receives the *blinded* condition for the spell's duration. If the attack fails, the spell effect goes off on a point in space just behind the target's head. The radius of effect may be reduced by the caster at the time of casting.

Lightning Bolt

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 60' long, 5' wide bolt

Duration: instantaneous

Materials: spell components

Short Description: 60' long, 5' wide lightning bolt attacks Dodge for level x 1d6 hp lightning damage, fail for half damage

Long Description: The caster chooses a starting point within range, and a bolt of lightning arcs from that point to an end target creature not more than 60' from the starting point. The spell attacks the end target creature, and all other creatures within the 5' wide path, attacking each creature's Dodge defense individually.

If the attack succeeds, that creature takes level x 1d6 hit points of lightning damage. If the attack fails, that creature takes half damage. Roll damage for this spell one time and apply it (or half of it) to each target. The spell also sets fire to combustibles and liquefies metals with low melting points.

Locate Object

Spell Level: Cleric 3, Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 50' radius/level

Duration: 1 hour

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: For 1 hour, know direction of closest one of a particular object

Long Description: The area of effect emanates out from the caster and moves with the caster for the duration of the spell. The caster chooses a particular specific type of object and visualizes it in their mind. If an object of that type lies within the area of effect, the caster unerringly knows its direction, although they do not know its distance. If there are two such objects within range, the spell detects the closest one.

The spell does not allow the location of a particular unique object unless the caster has seen it before or has some other means to picture its exact appearance.

Lower Water

Spell Level: Cleric 4

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 10,000 square feet of liquid water, 3' depth per level

Duration: 2 hours

Materials: holy symbol

Short Description: 10,000 sq. ft. of water is lowered by 3'/level for 2 hours

Long Description: The caster designates an area, which must be entirely within the range of the spell and does not exceed 10,000 square feet. This area of effect needs not be any specific shape, and it may be as irregular as the caster desires, provided the entirety of the area of effect can be seen by the caster. Within the area of effect, the depth of liquid water recedes by as much as 3' per level of the caster, down to the depth designated by the caster – possibly including draining all water away.

The water is not eliminated, merely drained away to a temporary extradimensional space via multiple tiny portals that only allow the passage of water; those same portals quickly refill the body of water once the spell's duration is complete. Any material larger than a grain of sand is left behind by this process, including fish and other living creatures that may find themselves in danger if insufficient breathable water remains.

If the area of effect only lowers water in part of a body of water, the water outside the area of effect remains at the previous levels. Invisible force fields that only impede the passage of liquid water hedge the area of effect, preventing elevated water from flowing into a lower reservoir. Other objects, including living creatures, are not blocked by these magical barriers, and these beings potentially can attack across them or move through them.

Magic Jar

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 day

Range: emanates from focus object

Targets/Area of Effect: 1 living creature within 120'

Duration: indefinite

Materials: spell components, soul object focus (see below)

Short Description: Caster can possess other bodies, forcing souls into a focus object.

Long Description: The caster prepares a special **soul object focus**. This focus takes the form of a large jewel or crystal receptacle of the highest possible quality; such an object costs a minimum of 1,000 gp to create.

The caster spends a full day enchanting the focus object, known as the **magic jar**, and at the end of the casting time, the caster's soul enters the object. The caster's body becomes inert and appears lifeless, but it has entered a

state of suspended animation; while the caster's soul is outside their body, they require no food, water, or air, and are immune to the passage of time. However, they are subject to injury, and a helpless body can be easily destroyed.

The magic jar glows with an eerie radiance when it contains a soul. From within the magic jar, the caster can sense any life force that approaches within the area of effect of the spell. The caster may choose to attack such a target's Poise defense, and if successful, the souls of the caster and the victim trade places: the victim's soul is entrapped within the magic jar, while the caster's soul inhabits the victim's body.

While the caster possesses a body, they retain their Intelligence, Wisdom, and Charisma scores, and they retain their spellcasting ability, although they may not be able to cast spells if they lack a voice and manipulating digits. All physical aspects of the body are retained, including Strength, Dexterity, and Constitution scores, hit points, defenses, movement types, sensory abilities, and physical characteristics such as the ability to spin webs or breathe fire. None of the body's spellcasting abilities or supernatural talents are available to the possessing caster.

Once a victim is trapped in the magic jar, they are trapped indefinitely. If the possessed body is within range of the magic jar, the caster can choose to move their soul back into it and restore the possessed creature to its body; they can also return to their true body, assuming it still exists nearby. Killing the caster's body while they are possessing another, or while they are within the magic jar, does not kill the caster's soul; a caster stranded within a focus object can potentially remain on the lookout for bodies to possess indefinitely.

A *dispel evil* spell or *exorcise* spell forces a possessing soul out of a body. If the soul is more than 120' away from the magic jar when this happens, the caster dies. Similarly, if the possessed body dies more than 120' away from the magic jar, the caster dies as well. The victim's soul may live on within the trap of the magic jar, even after the spellcaster has perished, but the means for freeing it and restoring it to a body is beyond the scope of these rules.

The magic jar itself has an AC of 12 and 5 hp. If it is smashed, any soul within it is destroyed and the spell ends, although the caster may remain resident in any bodies currently possessed. In this case, the caster's natural body crumbles into dust.

Magic Missile

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 or more creatures

Duration: instantaneous

Materials: spell components

Short Description: 1d6+1 hp missiles always hit within 120'. 1 per 4 levels round up.

Long Description: The caster fires magical bolts of energy from their fingertips. They can fire a quantity of missiles equal to one quarter of their level rounded up; therefore, a 1st-level character can fire one missile, a 5th-level character can fire 2 missiles, and a 9th-level character can fire 3 missiles.

The caster designates one target within range for each missile; if multiple missiles are fired, they may target different creatures. Magic missiles always hit targets that can be seen, unless blocked by force effects such as a *wall of force*, but all missiles are fired simultaneously, and the targets must be chosen as the spell is cast. A magic missile inflicts 1d6+1 hit points of damage.

Magic missiles only target creatures; they may not target inanimate objects.

Magic Stone

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 3 stones

Duration: 10 minutes

Materials: holy symbol

Short Description: Make 3 stones into +1 ranged weapons, 20/40/60, 1d6+1 hp damage, for 10 minutes

Long Description: The caster picks up three ordinary pebbles and asks their deity to transform them into enchanted weapons. Each of the three stones acquires a magical +1 bonus to attacks, and they count as magic weapons for the purpose of determining whether they can inflict damage on a monster (see Chapter 8). Although the pebbles are small, once enchanted they pack a deadly punch.

The caster or another creature can throw one pebble per round as a ranged weapon with range increments of 20/40/60; all users are treated as proficient in that weapon's use. A stone that hits a target's AC defense inflicts 1d6+1 hp damage. Once the spell's duration expires, the magic stones transform back into ordinary pebbles; however, thrown stones can be found and used again during the spell's duration.

Magic Vestment

Spell Level: Cleric 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 suit of armor

Duration: 10 minutes

Materials: holy symbol

Short Description: Provide +1 AC bonus for every 3 levels to 1 suit of armor

Long Description: The caster asks their deity to protect the wearer of a suit of armor. Upon touching the object, it receives a protective enchantment equal to a +1 bonus for each 3 caster levels, round up. The enchantment grants the bonus to the wearer's AC defense but no other defenses.

Make Whole

Spell Level: Cleric 2

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: up to 10 cubic feet of non-magical material per level

Duration: permanent

Materials: holy symbol

Short Description: Repair up to 10 cu. ft./level of nonmagical items

Long Description: The caster touches constructed items that have the *broken* property or are otherwise worn, corroded, jammed, or otherwise non-functional, and asks their deity to restore them to their original condition. No

skill check is required for this; the items are restored to the full level of functionality they had when they were originally created. All pieces of the original items must be present.

This spell cannot affect magical items, nor can it restore expended charges or ammunition. It can be used to heal 2d6+2 hit points for monsters that have the *constructs* primary trait. One casting of the spell can up to 1 shp of a damaged structure.

Meld into Stone

Spell Level: Cleric 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: holy symbol

Short Description: Caster phases entirely inside nearby rock, can hear what happens outside

Long Description: The caster gains the ability to step inside a nearby solid mass of rock as if it were insubstantial. The stone may be natural or worked, but it must be large enough to entirely accommodate the caster's height, width, and depth inside it. The rock is solid to everybody else, so while they are melded, the caster is effectively shielded from most normal forms of harm and can only be detected by magical means.

While inside the rock, the caster can cast spells or use items on themselves, but they cannot see so they cannot use scrolls. They can hear, however, and they can listen to events occurring in locations outside their stony hiding place, although such checks are made with a penalty of -2 to the Hearing skill owing to the mass of the rock. The phased caster does not make any noise.

At any time within the spell's duration, the caster can choose to step back outside of the rock; this ends the spell. They cannot partially exit the rock to peek at what is going on outside; if any portion of the caster leaves the stone they are melded into, they are fully expelled from the rock.

Minor scrapes and chips made on the rock's surface do not harm the caster while they are phased. However, if a spell that affects rock's shape or substance (*transmute rock to mud, stone to flesh, stone shape, disintegrate, etc.*) removes all or a significant portion of the rock the caster is phased into, they take 5d6 hit points of damage and are expelled from the stone; the spell then ends.

Minor Illusion

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration

Materials: spell components

Short Description: Create audible OR visual illusion within 20' cube

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster must choose whether to create an auditory illusion or a visual illusion. If

auditory, the caster can create sounds within the area of effect from as soft as a whisper to as loud as a roar. If visual, the caster can make anything they want to appear within the area of effect.

Both effects appear real to the senses of onlookers, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. Furthermore, in the case of visual illusions, an onlooker may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

In the case of visual illusions, if a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the target's Poise defense.

A successful attack causes 1d6 hp points of illusory damage. The GM should report this to the player as lethal hit point damage, as they believe it to be real. An unsuccessful attack appears to be a miss. If the character dies because of this damage, they instead acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 1 point of trauma.

The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell ends immediately. This spell cannot cause real sounds or sights to disappear – it cannot be used to duplicate *invisibility* or *silence* spells – but it may be able to mask real sights and sounds if the illusion tracks closely enough to reality.

This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by visual components of this spell, and creatures with no auditory perception are unaffected by auditory components of this spell.

Mirror Image

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components

Short Description: Creates 1d4+1/(3 levels) images that look like caster, absorb attacks sacrificially

Long Description: The caster creates a series of illusory images that look exactly like them. They swim around in a tight cluster, mimicking the caster's actual movements and actions such that it is very difficult to distinguish images from the real thing. The caster creates 1d4 images, plus one additional image for every three full caster levels.

These images confuse opponents and step in the way of any attacks made against the caster, physical or magical. The images have no defenses; any weapon or spell attack directed at the caster will instead strike one of the images, and that image then disappears, leaving the caster with one fewer illusory double. However, the attacker may make a Seeing check (as a free action) to attempt to distinguish the caster from the images, and if they achieve a fantastic success, they may bypass this spell's protection. Spells that attack an area of effect have no impact on the images and affect the caster as normal. When all images are destroyed, the spell ends.

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This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by this spell.

Move Earth

Spell Level: Elf 6, Magic-user 6

Casting Time: 10 minutes

Range: 240'

Targets/Area of Effect: up to level # of 10'x10'x10' cubes per ten minutes

Duration: 1 hour

Materials: spell components

Short Description: Move level # of 10' cubes of loose earth every 10 minutes

Long Description: The caster can move a number of 10'x10'x10' cubes of loose dirt, sand, or gravel equal to their level, over the course of a 10-minute period. A different set of cubes can be targeted, in 10-minute increments, for the duration of the spell. The matter needs not occupy actual cubes; equivalent volumes may be calculated.

The caster can transport the material from any point to any other point, provided all points are within range of the spell. The movement of the earth is too slow to be used as an attack; creatures cannot be buried by this spell unless they are helpless.

Passwall

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: one tunnel, 10' tall, 10' wide, level x 10' long

Duration: 1 hour

Materials: spell components

Short Description: Create 10' tall, 10' wide, level x 10' long tunnel. Lasts for 1 hour

Long Description: The caster indicates a location on a stone, brick, wooden, or mortar wall within range that the caster can see, and then indicates a direction. The spell creates a temporary tunnel through that wall. The tunnel is 10' high, 10' wide, and is no longer than 10' times the caster's level.

The tunnel proceeds in the direction indicated by the caster until it opens into a space large enough to accommodate the caster's body, at which point the tunnel ends. If no such space is encountered by the tunnel, the spell ends immediately. This spell has no ability to penetrate metal walls or harder substances, and it cannot bypass a *wall of force* spell.

Pavilion of Respite

Spell Level: Cleric 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 extra-dimensional space

Duration: 1 hour/level

Materials: holy symbol

Short Description: Creates a secure shelter with food, water, where one can rest safely

Long Description: The caster indicates a point within range of the spell. At that location, an opening appears that blends in with the terrain; in a cavern system, this opening might appear as a side cave, while in an open field, this might appear as a large hole in the ground.

The opening does not lead to a location in the Prime Material Plane; it instead leads to a large extra-dimensional space, with one 40'x40' common room and four separate private rooms measuring 20'x30'. The common room has a fountain that flows with clear, fresh water, and a light banquet is set on tables nearby. Each private room has multiple chairs, tables, and plentiful carpets and mattresses for comfortable sleeping.

Regardless of the noise level or temperature or weather conditions outside the pavilion, conditions inside are always quiet, warm, and dry. The spell provides an excellent place for up to 16 individuals to rest comfortably, or four times that number to rest in close quarters.

The entrance is inconspicuous and does not radiate magic, but it can be found by searching. The caster controls who may pass through the extra-dimensional portal; those who are barred from entry find themselves completely unable to use the passage, nor may they attack through it. They may wait outside the entrance for the caster to emerge – and the entrance represents the only way in and out of the pavilion. Once the caster leaves the pavilion, the spell ends.

Phantasmal Force

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration

Materials: spell components

Short Description: Create audible and visual illusion within 20' cube

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster can create sounds within the area of effect from as soft as a whisper to as loud as a roar. Additionally, the caster can make anything they want to appear within the area of effect.

These effects appear real to the senses of onlookers, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. Furthermore, in the case of visual illusions, an onlooker may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

In the case of visual illusions, if a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the target's Poise defense. A successful attack causes 1d6 hp points of illusory damage. The GM should report this to the player as lethal hit point damage as they believe it to be real. An unsuccessful attack will appear to be a miss.

If the character dies from this damage, they acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 1d3 points of trauma.

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The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell ends immediately. This spell cannot cause real sounds or sights to disappear – it cannot be used to duplicate *invisibility* or *silence* spells – but it may be able to mask real sights and sounds if the illusion tracks closely enough to reality.

This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by visual components of this spell, and creatures with no auditory perception are unaffected by auditory components of this spell.

Plague Storm

Spell Level: Cleric 6

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30'x30' area

Duration: 1 hour

Materials: holy symbol

Short Description: Pestilence fog moves, inflicts creatures with disease

Long Description: The caster designates a point up to 60' away, and a noisome orange cloud of pestilence springs up with its 30'x30' area centered on that point. At the beginning of the caster's subsequent turns, the cloud begins to slowly roll its far edge away from the caster at a rate of 10' per round, while leaving its closest side stationary – after three rounds, for example, the total area of the cloud is 30'x50'.

The far edge continues to expand for ten rounds, but the cloud persists for a full hour before dissipating. If the cloud reaches a solid wall, it stops moving. The fog of the cloud is heavier than air, and it pours down pits or tunnels at the same rate that it expands horizontally.

The pestilential fog is thick, and visibility within it is limited to 5'. The vapors are also pregnant with a host of diseases. The spell individually attacks the Toughness defenses of living creatures within the area of effect; a successful attack affects targets identically to the *cause malaise* spell (the reverse of *cure malaise*), randomly selecting a disease from the table in Chapter 7.

These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. Holding one's breath is not a defense against the damage of a *plague storm* spell, but creatures immune to disease are not affected. If a target already suffers from a disease, and the random roll for this spell has the same result, the spell has no additional effect.

Planar Ally

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: 30'

Targets/Area of Effect: 1 *extraplanar* creature

Duration: indefinite

Materials: holy symbol, payment for creature (see below)

Short Description: bargain with an *extraplanar* creature to gain its services

Long Description: the caster asks their deity to send a powerful creature matching their alignment to assist. The caster requests one of the creatures on the list below that shares their alignment; the deity may send that type of creature or may choose to send a different kind of creature instead, but some help will be provided.

Table 4-5: TOTIL Planar Allies

Caster Alignment	1d10 roll	Planar Ally Summoned
Good	1	Anemone Queen
	2	Angel, Avenging
	3	Angel, Guardian
	4	Couatl
	5	Djinni
	6	Galeb Duhr
	7	Ki-Rin
	8	Lammasu
	9	Phoenix
	10	Shedu
Evil	1	Dao
	2	Demon, Hezrou
	3	Demon, Vrock
	4	Devil, Barbed
	5	Devil, Bone
	6	Efreeti
	7	Lamia Matriarch
	8	Marid
	9	Mihstu
	10	Rakshasa

The summoned creature will not work for free. The caster must bargain with the creature for its services, and if the caster and the summoned being cannot agree upon a fee (payable up front), the creature returns to its plane of origin and the spell ends. The amount of the fee demanded depends on how onerous the requested service is.

For straightforward tasks, the summoned creature might demand 100 gp per Hit Die (HD) for tasks that take minutes to perform, 500 gp per HD for tasks that take hours to perform, and 1000 gp per HD for tasks that take days to perform. Exceptionally simple tasks may require less payment, but very complicated or hazardous tasks may double these fees, or the creature may demand magic or services in return. The GM may rule that the creature may instead demand payment in the form of a service or a magic item – but payment is always received up front.

At least the first round after the creature is summoned is spent bargaining before it takes any actions on the caster's behalf. The summoned creature faithfully completes the task unless it is prevented by death. When the task is completed, the creature returns to its home plane.

Plane Shift

Spell Level: Cleric 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 unwilling creature, or up to 8 willing creatures

Duration: up to 10 days

Short Description: Send 8 willing creatures to another plane, or attack Dodge to send 1

Long Description: The caster can use this spell to send one or more creatures to another plane of existence. The caster can designate which plane, but they cannot specify a location within that plane. Refer to Chapter 10 for information on planes of existence and planar nodes.

If the caster wishes to transport willing creatures, the spell accommodates up to 8 creatures who stand in a circle with joined hands. The caster may or may not be one of these creatures. If the caster uses this spell against an unwilling creature, they can only affect one target. They attempt to touch the creature using the spell attack bonus +2, and the spell attacks the target's Dodge defense. If the attack succeeds, the victim is transported to a random planar node on the plane of the caster's choice.

The transportation is not a planar Gate, and it is not one-way; inevitably the targets of this spell must return to their plane of existence of origin. The caster may, at any time, end the spell and return all targets back to where they began. If this does not happen, all targets will return in 10 days' time. All targets of this spell count as 'summoned' for the purposes of which spells can affect them.

Plant Growth

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: up to 3,000 sq. ft. of plants or 1 plant creature

Duration: 2 hours

Materials: spell components

Short Description: Make 3000 sq. ft. of plants overgrown or enhance 1 *plant* creature

Long Description: The caster must choose whether to cast this spell upon an area or upon a single *plant* creature. If the spell is cast upon an area, the caster designates an area not exceeding 3,000 square feet, which needs not be regular in shape, but every portion of which must be within range.

Within that area, normal plant life grows tremendously in girth and height, and foliage becomes overgrown. As a result, the area of effect becomes choked with vegetation. Movement through this area is impossible unless one hacks one's way through the overgrowth, and then movement is limited to 5' per round.

If the spell is cast at a single creature with the *plant* trait, the caster points at a creature within range, and a thin orange beam streaks from the caster's finger toward the target. If the target is unwilling, the caster's spell attack bonus attacks the defender's Dodge defense. If the attack is successful, the creature increases in size. The creature gains the *elite* () enhancement, where the number in the parentheses is no greater than the caster's level divided by 3, rounded up. A 7th level spellcaster can therefore make a *plant* creature *elite* (3), while a 10th level spellcaster can make it *elite* (4). Each step of *elite* () enhancement makes a *plant* creature approximately 50% larger in every dimension. If increasing the target's size would result in injury by growing into a space too small to occupy, the spell stops growth before that point; however, growth can certainly harmlessly trap targets in small spaces. This spell does not stack with the *enlarge* spell.

Polar Vortex

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: instantaneous

Materials: spell components

Short Description: Makes a vortex of sleet that attacks Toughness for 1d8 +1 hp/level cold within a 10' radius

Long Description: The caster conjures up a small tornado of ice and snow and directs it to attack a point within range. The vortex whirls out from that point and attacks all creatures within a 10' radius. The spell individually attacks the Toughness defenses of all targets, and on a hit deals 1d8 hit points of cold damage, plus an additional 1 hit point per level of the caster.

Polymorph Other

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 1 creature

Duration: minimum 1 full turn

Materials: spell components, change talisman

Short Description: Attack Toughness to transform 1 creature into another type of monster

Long Description: This spell requires a special material component: a change talisman, which is described in Chapter 5. This component is not consumed by casting the spell and can be reused multiple times. The caster points at one creature within range, and a sky-blue beam emanates from the caster's finger to strike the target. If the creature is willing, the spell works; if the creature is unwilling, the spell attacks the Toughness defense of the creature.

Upon a successful attack, the target is transformed into another type of creature, a piece of which must be contained within the change talisman. The new form may not have more than the Hit Dice of the target's original form (counting character levels), and the new form has no character levels. The target takes on the physical and mental abilities of its new form, including its intelligence and instincts, attack forms, and defenses. A tabulation of these statistics for many creatures is provided in Chapter 8. The target shall only acquire the new form's special abilities as described in the Polymorph Limitations Table:

Table 4-6: TOTIL Polymorph Limitations

Caster Level	Special Abilities Usable by Polymorphed Form
7	Special abilities involving movement modes or metabolism
8	all special abilities listed above, plus special abilities involving form's senses
9	all special abilities listed above, plus <i>damage resistance</i> and <i>resistance</i>
10	all special abilities listed above, plus touch or area effect attacks that impose conditions
11	all special abilities listed above, plus <i>throw rocks</i> , <i>breath weapon</i> , and <i>hurl energy</i>
12	all special abilities

All the new form's weaknesses apply. The target's hit points remain the same as they were in its previous form, and any conditions affecting the previous form remain in place for the new form unless the new condition is inapplicable (e.g., a creature without feet cannot be *prone*; a creature without eyes cannot be *blinded*).

The target only retains the memories of its old form to the extent that the new form can understand them; animals at best will retain vague inclinations toward that which attracted them in their earlier lives, and at worst will retain nothing at all. The caster cannot change a target into a specific individual, only a general example of that creature.

A successful *polymorph other* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they return to their original form. If the roll fails, the transformation persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *polymorph other* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when the victim has succeeded at a recovery roll. A creature may choose not to make a recovery roll, in which case the spell lasts no longer than 10 minutes. Current hp and conditions continue to apply when the original form is resumed.

Polymorph Self

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components, change talisman

Short Description: For 10 minutes, caster changes form to monster of same HD or less. Retains mind

Long Description: This spell requires a special material component: a change talisman, which is described in Chapter 5. This component is not consumed by casting the spell and can be reused multiple times. The caster chooses the form of another creature, a piece of which must be contained within the change talisman, to temporarily change themselves into.

The new form may not have more HD than the caster's original form (counting character levels), and the new form has no character levels. The caster retains their personality and memories. They keep their Intelligence, Wisdom, and Charisma scores, and they retain their spellcasting ability, although they may not be able to cast spells if they lack a voice and manipulating digits.

All physical aspects of the new body are retained, including Strength, Dexterity, and Constitution scores, attack forms, and defenses (modified for the caster's ability scores). A tabulation of these statistics for many creatures is provided in Chapter 8. The target shall only acquire the new form's special abilities as described in the Polymorph Limitations Table.

All the new form's weaknesses apply, except for codes of conduct. The caster's hit points remain the same as they were in its previous form, and any conditions affecting the previous form remain in place for the new form unless the new condition is inapplicable (e.g., a creature without feet cannot be *prone*; a creature without eyes cannot be *blinded*). The caster cannot change into a specific individual, only a general example of that creature.

The spell can be dispelled, but it otherwise lasts for ten minutes. Current hp and conditions continue to apply when the original form is resumed.

Prayer

Spell Level: Cleric 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 60' radius

Duration: 1 round/level

Materials: holy symbol

Short Description: Allies get +1 to hit, damage and morale; foes get -1's to same. 1 round/level

Long Description: The caster beseeches their deity for assistance during battle, and an effect radiates out 60' from the caster. Within this area, allies and the caster receive a bonus of +1 to attacks, +1 to damage, and +1 to morale. Enemies receive a penalty of -1 to attacks, -1 to damage, and -1 to morale.

This spell is like *holy chant*, except for the fact that the caster needs not continue to concentrate on continuing the effect, and its area of effect is larger. Bonuses and penalties are instantly conferred upon casting; after that point, they persist for each target even if they leave the area of effect, and no new bonuses or penalties are conferred.

Programmed Illusion

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 20'x20'x20' cube

Duration: concentration, plus 1 hour

Materials: spell components

Short Description: Create audible and visual illusion within 20' cube, lasts 1 hour

Long Description: The caster designates a point within the range of the spell, and the spell's area of effect is centered on that point. The caster can create sounds within the area of effect from as soft as a whisper to as loud as a roar. Additionally, the caster can make anything they want to appear within the area of effect.

These effects appear real to the senses of onlookers, but proactive attempts to disbelieve illusions may be made – see the Intuition skill in Chapter 3. Furthermore, in the case of visual illusions, an onlooker may attempt to attack or otherwise physically contact a portion of the illusion that seems to have physical substance; the AC and Dodge defenses of illusions are both 10. If the attack succeeds, the illusion is disrupted for that onlooker only; others continue to be affected by the spell.

In the case of visual illusions, if a creature is inside the area of effect, the caster can use a standard action to cause the illusion to seem to attack one target per round; this contact does not count as physically touching the illusion as described above. The illusion appears to attack the AC defense, but the GM will secretly cause it to attack the

target's Poise defense. A successful attack causes 2d6 hp of illusory damage. The GM should report this to the player as lethal hit point damage as they believe it to be real.

An unsuccessful attack will appear to miss. If the character dies from this damage, they acquire the *unconscious* condition for the duration of the spell. When the spell ends, all targets find that none of the hit point damage inflicted was real, but if any illusory damage was taken, the target suffers a very real 3d6 points of trauma, which may cause the victim to remain *unconscious*.

The spell lasts while the caster concentrates on it. The caster can change the illusion's appearance during this time, including causing illusionary creatures to seem to react to real events. When the caster ceases concentration, the spell lasts for an additional hour. During this time, the caster can program one reaction per level into the illusion: if something happens in the real world, the illusion follows the program's instructions to adapt accordingly.

By this means, even after the caster has stopped concentrating on the spell, and potentially after the caster has left the area, an illusion can seem to roar in pain if shot with arrows, seem to cast a protective spell if fire is used, etc. Unlike lesser illusion spells, this spell can cause real objects within the area of effect to become invisible, and it can cause real noises within the area of effect to become inaudible.

This spell qualifies as an illusion for purposes of immunity. Creatures with no visual perception are unaffected by visual components of this spell, and creatures with no auditory perception are unaffected by auditory components of this spell.

Project Image

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components

Short Description: Create illusory image of self within 240', spells are cast from it

Long Description: The caster designates a point within range that they can see, and then creates an illusory image of themselves at that location. They can cause the image to appear to move to other locations within the spell's duration, and the caster can move as well, provided the image always stays within range and sight of the caster.

The image is quasi-real; it looks, sounds, and smells exactly like the caster, but it is insubstantial and is unaffected by weapons or spells. The caster can see through the image's eyes and hear through its ears. Furthermore, spells may be cast from either the caster's true location, or from the image, at the caster's option. Even touch spells can be delivered by the image. Although the image is illusory in nature, it cannot be disbelieved, and it cannot deliver damage, real or imagined, other than the spells cast from it.

This spell qualifies as an illusion for purposes of immunity, but only with respect to seeing the caster's true position; spells still emanate from the image.

Protection from Normal Missiles

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, caster is immune to small non-magical missiles

Long Description: The caster wards themselves from attack by missile weapons. All small and non-magical missile attacks bounce harmlessly off the caster. Magical weapons can hit and inflict normal damage. Additionally, weapons larger than those normally wielded by a human-sized creature are exempt, so the caster can still be injured by a boulder thrown by a *giant*, or by bolts thrown by siege weapons. Spells count as magical attacks.

Purify Food and Drink

Spell Level: Cleric 1

Casting Time: 1 round

Range: 10'

Targets/Area of Effect: 1 ration of food or 1 waterskin per level

Duration: permanent

Materials: holy symbol

Short Description: Make 1 food or water ration per level from spoiled. Range 10', reversible

Long Description: This spell requires spoiled food or non-potable water to cast successfully. The caster turns old or rotten food, and tainted or poisonous water, into fare fit for consumption. For each level, the caster may either create one unpreserved food ration or fill one waterskin (see Chapter 5).

Spoiled meat that previously could have been cooked into something edible can be used as the feedstock for this spell, but matter that could never have been digestible under any circumstances cannot. Similarly, even the most putrid and stagnant water can be made potable, but a flask of acid cannot.

This spell is reversible. The reverse spell, *putrefy food and drink*, causes all food items and potable beverages within the range of the spell to become spoiled and unfit for consumption. This spell has no effect on magic items such as potions.

Raise Dead

Spell Level: Cleric 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 dead creature

Duration: permanent

Materials: holy symbol

Short Description: Restores 1 dead creature within 120' to life, but it is weak. Reversible

Long Description: The caster designates one dead creature within range. The target cannot have been dead for more days than the caster has levels, or the spell will fail. Additionally, all major portions of the target must be present (although not necessarily in one piece), or the spell will fail.

The target is restored to life. The target has 1 hit point and has no spell points. Furthermore, it has trauma damage equal to its Constitution, and therefore has the *unconscious* condition. Magical or normal healing can restore the raised creature to its full health, but they must roll on the Disfigurements and Derangements table in Chapter 7.

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Alternatively, this spell can target a single *undead* creature. The spell attacks the target's Toughness defense, and if the attack succeeds, the creature is killed. *Life ward* protects against this use of the spell.

A creature who has died of old age cannot be raised. Any poisons or diseases that were in the raised creature's system when it died are no longer present after it has returned to life; however, curses persist even after death and rebirth.

This spell is reversible. To cast the reverse of the spell, *finger of death*, the caster designates one living creature within range. The spell attacks the target's Toughness defense, and if the attack succeeds, the creature is killed. *Death ward* protects against this spell.

Read Languages

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 hour

Materials: spell components

Short Description: For 1 hour, the caster can read any written language or code

Long Description: The caster gains the ability to perfectly read writing in languages they do not understand. This includes codes, ciphers, and languages no longer spoken by any living being. This does not guarantee perfect understanding; a riddle in another language is still a riddle. This spell does not grant the caster the ability to understand spoken languages, nor do they gain the ability to speak or even write in the languages they can read through the spell.

Rebuke Undead

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: up to 1d4 HD/level within 40'

Duration: instantaneous

Materials: holy symbol

Short Description: attack Toughness of 1d4 HD/level *undead* within 40'; success kills

Long Description: the caster calls upon their deity's power to banish *undead* creatures. The area of effect emanates from the caster. 1d4 per level are rolled to determine the maximum number of Hit Dice of *undead* creatures affected. The lowest HD creatures in the area are affected first, and then higher HD; if a creature's inclusion would exceed the maximum number of HD, that creature is not a target.

The spell individually attacks the Toughness defense of targets, and success means that creature is killed. Each creature killed is turned to dust and cannot be reanimated again.

Reincarnate

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 day

Range: touch

Targets/Area of Effect: 1 dead creature

Duration: permanent

Materials: spell components

Short Description: Dead creature returns to life in a new form

Long Description: The target of this spell is a creature that has been deceased for no longer than one week per level of the caster. The caster needs a portion of the body of the dead creature; even a handful of dust from the remains is sufficient to cast this spell. The spellcasting takes a full day, after which the target returns to life in a new form. Use random monster tables for the terrain where the spell is cast (see Chapter 8) to determine a creature that is likely to be in the area.

The target returns to life as a healthy young adult version of that creature. It only retains the memories of its old form to the extent that the new form can understand them; *animals* at best will retain vague inclinations toward that which attracted them in their earlier lives, and at worst will retain nothing at all. Intelligent creatures will remember what they knew in their earlier life, but a new set of ability scores and statistics must be generated for the creature; any skills or abilities related to their former form are lost.

If the target returns as a species that can become an adventurer, then they begin as a 1st-level character; if the target is a *humanoid*, then they begin as a base creature but may accumulate experience points to gain enhancements at the same rate that characters gain levels; see Chapter 8. In other cases, a creature may adventure but will not progress in levels.

Remedy Injury

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Touch cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 2d6 hit points +1 hp/level. Alternatively, the target is cured of one of the following conditions: *paralyzed*, *blinded*, *deafened*. The spell may also be used to cure 1 point of ability score damage for each 3 caster levels, round up. The spell can only restore hit points, restore ability score damage, or remove a condition; the caster chooses which.

The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 2d6 hp +1 hp/level damage.

This spell is reversible. *Cause injury* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 2d6 hp +1 hp/level damage, or it may impose one of the following conditions upon the target: *blinded*, *deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the

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threshold drops by 1, meaning the recovery roll after two rounds of a *cause injury* spell has a threshold of 14, 13 on the next round, and so on.

The spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 2d6 hp +1 hp/level damage.

Remedy Injury, Mass

Spell Level: Cleric 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: self and allies within 30'

Duration: permanent

Materials: holy symbol

Short Description: Within 30' cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible

Long Description: The caster invokes the power of their deity, and targets within 30' are healed for 2d6 hit points +1 hp/level. Alternatively, a target is cured of one of the following conditions: *paralyzed, blinded, deafened*. The spell may also be used to cure 1 point of ability score damage for each 3 caster levels, rounded up. The spell can only restore hit points, restore ability score damage, or remove a condition for each target; the caster chooses which.

The caster may choose to omit targets within the area of effect. The spell can also be used to harm creatures with the *undead* trait. The spell individually attacks the targets' Toughness defenses. If an attack succeeds, the target takes 2d6 hp +1 hp/level damage.

This spell is reversible. *Cause injury, mass* individually attacks living creatures within range, using the spell attack bonus against the targets' Toughness defenses. If an attack succeeds, the target takes 2d6 hp +1 hp/level damage, or it may impose one of the following conditions upon the target: *blinded, deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause injury, mass* spell has a threshold of 14, 13 on the next round, and so on.

The caster chooses whether to inflict hit point damage or impose a condition on each target. The caster may choose to omit targets within the area of effect. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 2d6 hp +1 hp/level damage.

Remedy Injury, Ranged

Spell Level: Cleric 4

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Within 30', cures 2d6 hp +1 hp/level, or ability score damage, or several conditions. Reversible.

Long Description: The caster points at a living creature within range and invokes the power of their deity; the target is healed for 2d6 hit points +1 hp/level. Alternatively, the target is cured of one of the following conditions: *paralyzed, blinded, deafened*. The spell may also be used to cure 1 point of ability score damage for each 3 caster levels, round up. The spell can only restore hit points, restore ability score damage, or remove a condition; the caster chooses which.

The spell can also be used to harm a creature with the *undead* trait. The spell attacks the target's Toughness defense. If the attack succeeds, the target takes 2d6 hp +1 hp/level damage.

This spell is reversible. *Cause injury, ranged* attacks the defender's Toughness defense. If the attack succeeds, the target takes 2d6 hp +1 hp/level damage, or it may impose one of the following conditions upon the target: *blinded, deafened*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause injury, ranged* spell has a threshold of 14, 13 on the next round, and so on.

The spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 2d6 hp +1 hp/level damage.

Remove Curse

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Cast as part of the lifting of a curse. Reversible

Long Description: Curses are terrible magical afflictions that are not easily removed. The caster touches a target who is suffering from the *curse*d condition, and this spell serves as part of the requirements necessary to liberate the victim. The remainder of those requirements are specific to the curse; refer to Chapter 7 for more information.

This spell is reversible. To cast *bestow curse*, the caster attempts to touch a target using their spell attack bonus +2. The spell attacks the target's Dodge defense, and if the attack succeeds, the caster chooses one of the following curses to inflict upon the victim: *brass and glass, butterfingers, discordant lullaby, evil eye, humming hex, plague of truth, ravenous revenge, red hand of the adder, shrivelling, spellburn*.

Bestow curse may also be placed upon a location or object, with a set of triggering conditions, and if those conditions are met, the first creature to trigger them is attacked by the spell as if the caster were present.

Remove Fatigue

Spell Level: Cleric 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Removes all points of fatigue from target. Reversible

Long Description: The caster touches a creature that has one or more points of fatigue. All points of fatigue are removed from the target, and if the target was suffering from the *fatigued* condition, that condition is removed.

This spell is reversible. To cast *cause fatigue*, the caster touches a creature using their spell attack bonus +2. The spell attacks the target's Dodge defense; if the attack succeeds, the target gains enough points of fatigue to equal their fatigue limit, and the target acquires the *fatigued* condition. This condition persists until the target's fatigue points drops below their fatigue limit.

Remove Fear

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: Fear effect is removed from 1 target. Reversible

Long Description: The caster touches a creature that is currently under the effect of magical fear, whether from a spell, from a supernatural monster, or from a magic item or area effect. The *afraid* condition is removed.

This spell is reversible. To cast *cause fear*, the caster touches a creature using their spell attack bonus +2. The spell attacks the target's Dodge defense; if the attack succeeds, the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible.

A successful *cause fear* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *cause fear* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when the victim has succeeded at a recovery roll.

Repulsion

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius

Duration: 1 round/level

Materials: spell components

Short Description: Repels creatures coming within 10' of caster

Long Description: The caster creates a field of repulsion that surrounds them. They may choose a quantity of creatures equal to their level to exclude from the effects of the spell. All other creatures who approach within 10' of the caster must immediately move the remainder of their full movement (not partial movement) or 30',

whichever is greater, in a straight line away from the caster. No attack is required; there is no defense against this spell.

On subsequent turns, the caster may move to include creatures within the area of effect and use a basic action to trigger the repulsion effect again; all creatures within the area of effect must immediately move away. A solid wall may prevent a target from moving the full amount required by the *repulsion*, but a fall over a cliff does not.

Resilient Sphere

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: 1 round/level

Materials: spell components

Short Description: Attack Dodge to trap targets in 10' radius force globe for 1 round/level

Long Description: The caster designates a point within range, and a 10' radius globe of force springs into existence centered on that point. The globe may partly intersect with solid inanimate objects, in which case the inanimate objects are unaffected; the globe cannot be cast to intersect with creatures.

If one or more creatures' positions are entirely within the volume of the sphere, the spell individually attacks the Dodge defenses of those targets. If an attack succeeds, that target is trapped within the bubble; if the attack fails, the target is pushed outside the bubble in a random direction. The bubble is transparent, and its sides are slightly yielding, but it cannot be broken by mundane means or by a *dispel magic*, although it can be removed by a *disintegrate* spell. Once created, the sphere is fixed in place until the spell ends.

Resist Elements

Spell Level: Cleric 1

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 1 hour

Materials: holy symbol

Short Description: For 1 hour, target ignores elements, +2 Toughness vs. 1 energy type, and -1 hp per die of damage.

Long Description: The caster designates one target within range, and that target is protected from the effects of the natural elements. Even the coldest or warmest temperatures in nature do not make the target uncomfortable or cause damage.

Furthermore, the caster designates one of the four forms of elemental energy (cold, fire, electricity, acid) and the target receives protection from that type of damage. A warded target receives the monster special ability of *resistance 1* against that form of energy damage. Refer to Chapter 8.

Restore Health

Spell Level: Cleric 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Touch cures 4d6 hp +1 hp/level, ability score damage, trauma, or several conditions. Reversible

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 4d6 hit points +1 hp/level. Alternatively, the target is cured of one of the following conditions: *paralyzed, blinded, deafened, diseased, poisoned, nauseated, intoxicated, stunned, confused*. The spell may also be used to cure 1 point of ability score damage per level, or 1 point of trauma for each 2 caster levels, round up, or reverse the effects of 1 level of energy drain (if cast within 24 hours of the draining). The spell can only restore hit points, restore ability score damage, remove trauma, remove a condition, or restore a lost energy level; the caster chooses which.

The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 4d6 hp +1 hp/level damage.

This spell is reversible. *Destroy health* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 4d6 hp +1 hp/level damage, or it may impose one of the following conditions upon the target: *blinded, deafened, unhinged*. These conditions persist for a minimum of one full turn for each victim. At the beginning of their next turn, each victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the condition. If the roll fails, the condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *destroy health* spell has a threshold of 14, 13 on the next round, and so on.

It may also impose the *diseased* condition by infecting the target with one of the following diseases: *blinding sickness, cackling vapors, creeping chills, doldrums, filth fever, foot rot, grave stench, jungle ague, mindfire, red ache, shakes, slimy doom*. Refer to Chapter 7 for disease details. The initial infection roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the disease.

It may also impose the *poisoned* condition by infecting the target with one of the following poisons: *greyblade, goldwash, night honey, grave smoke*. Refer to Chapter 7 for poison details. The initial toxic roll does not need to be made, and the onset period is skipped; the onset effects occur immediately. Recovery from this condition is as normal for the poison.

The spell can only cause hit point damage or impose a condition; the caster chooses which. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 4d6 hp +1 hp/level damage.

Righteous Might

Spell Level: Cleric 5

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 1 round/level

Materials: holy symbol

Short Description: Caster enlarges, gains +2 to defenses, makes Constitution checks to ignore damage

Long Description: The caster implores their deity to make them into an unstoppable engine of combat. The caster increases in size, choosing which of the size shifts they wish to experience as described in the Enlarge Effects table provided for the *enlarge* spell.

Additionally, the caster receives a +2 bonus to all defenses, and gains the ability to shrug off damage. Whenever the caster takes hit point damage from any one source (weapon, spell, falling, traps, poison, etc.), they may make a Constitution check, and if they achieve a minimal success, they do not take that damage. All sources of hit point damage may be negated in this manner, but each different source of damage must be checked separately. Effects that do not cause hit point damage are not affected by this spell. This spell does not stack with the *enlarge* spell.

Sacrificial Respite

Spell Level: Cleric 1

Casting Time: instant

Range: 30'

Targets/Area of Effect: 1 successful weapon or spell attack on an ally

Duration: instantaneous

Materials: holy symbol

Short Description: Instant. 1 successful attack or spell effect within 30' redirects to caster

Long Description: The caster takes a harmful effect upon themselves, instead of allowing it to hurt an ally. Any time a successful weapon or spell attack is made, and the target of that attack is an ally within the range of this spell, the caster can instantly trigger this spell as an interrupt to take the effects of the attack upon themselves. The warded ally is unaffected by that attack, but other creatures targeted by that attack are not protected.

No new attack rolls must be made; the attack is successful, and the caster suffers the effects of the attack. The caster still enjoys the benefits of any resistances they may have, however, if these can reduce the damage sustained. The effects of an unsuccessful attack cannot be redirected.

Sanctuary

Spell Level: Cleric 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: all who can see the caster

Duration: 10 minutes

Materials: holy symbol

Short Description: Attacks Poise of all in visual range; success means cannot target caster

Long Description: The caster asks their deity to shield them in a cloak of pacifism. The caster does not become invisible, but they become difficult for enemies to directly attack. The spell individually attacks the Poise defense of all creatures who can see the caster. If an attack succeeds, that victim cannot directly target the caster with a weapon or spell.

Indirect attacks such as area-effect spells and flaming oil can still be made. While this spell is in effect, the caster cannot engage in direct attacks themselves, or else the spell ends immediately. They can heal creatures, cast defensive spells, or even engage in indirectly attacking actions (such as sawing through the ropes that hold up a bridge), but they cannot directly cause damage or cast a spell that attacks a defense.

Scare

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 15' long cone, 15' wide at the end

Duration: 12 rounds

Materials: spell components

Short Description: Attacks Poise in 15' cone to flee for 3 rounds or more

Long Description: The caster generates a conical area of effect. The spell individually attacks the Poise defense of all targets in the area. For any successful attack, the target acquires the *afraid* condition and must take no actions except to move away from the caster at the fastest speed possible.

A successful *scare* spell's effects persist for a minimum of one full turn. At the beginning of their next turn, a victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *afraid* condition. If the roll fails, the *afraid* condition persists for another round. A new recovery roll may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of a *scare* spell has a threshold of 14, 13 on the next round, and so on. The spell ends when all victims have succeeded at a recovery roll.

Scorching Ray

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 or more creatures

Duration: instantaneous

Materials: spell components

Short Description: Target Dodge with 1 or more rays, 4d6 hp fire on a hit

Long Description: The caster fires one or more pencil-thin rays of white-hot energy at targets within range. The caster can fire 1 ray at 6th level or lower, 2 rays at 10th level or lower, and 3 rays at higher levels. For each ray, the spell individually attacks the Dodge defense of one target within range; more than one ray can attack each target. If an attack hits, that target takes 4d6 hp fire damage.

Scrying

Spell Level: Cleric 5

Casting Time: 1 hour

Range: see below

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: holy symbol, a scrying focus (see below)

Short Description: Attacks Poise to view 1 creature through a magic glass

Long Description: The caster needs a focus for this spell that is not expended: a large mirror, a very reflective flat surface, or an extremely still and clear pool of water. The caster concentrates upon this focus for an hour and wills it to show them one creature who the caster specifies by name. The target may be any distance away from the caster, including on other planes of existence, but there are modifiers to the spell based on familiarity; see below. The spell attacks the target's Poise defense, with the following modifiers:

Familiarity	Modifier
Caster has never heard of the subject	+10
Caster has only limited second-hand knowledge of the subject	+5
Caster has met the subject	+0
Caster is intimately familiar with the subject	-5
Caster has a picture or other likeness of the subject in their possession	-2
Caster has jewelry or a garment of the subject in their possession	-4
Caster has a lock of hair or other piece of the subject in their possession	-10

If the attack succeeds, the caster may secretly observe the target for the duration of the spell. The view shows an area about 10' in diameter around the subject, even if the subject is in unlit conditions. The scrying view moves with the subject. No auditory or other information is obtained through the scrying, and the subject cannot see the spellcaster. If the scry attempt fails, the spell ends.

Searing Light

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: holy symbol

Short Description: 120' light beam attacks Dodge for 1d6 hp per 2 levels, more against undead

Long Description: The caster indicates a target within range, and an intense beam of brilliant life energy shoots out to boil away flesh. The spell attacks the Dodge defense of a target within range. If the attack succeeds against a living creature, the spell deals 1d6 hp of fire damage for every two full levels, meaning it deals 2d6 hit points at 5th level, 3d6 hp at 6th level, 4d6 hp at 8th level, 5d6 hp at 10th level, and 6d6 hp at 12th level. If the attack succeeds against a creature with the *undead* trait, the spell deals 1d6 hp of fire damage for each level of the caster. *Life ward* is a defense against this spell.

Sending

Spell Level: Cleric 4

Casting Time: 10 minutes

Range: infinite

Targets/Area of Effect: 1 creature known to the caster

Duration: 1 round

Materials: holy symbol

Short Description: Target receives a 25-word message, can respond

Long Description: The caster selects a target with whom the caster is personally familiar. The target can be very far away, or even on another plane of existence, but in the latter case there is a 5% chance of failure. The caster composes a brief message, no longer than 25 words, and sends it to the target. The target hears the message in their mind and recognizes that it comes from the caster.

A *sending* can be sent to creatures with Intelligence scores of 1 or higher, but animals may be limited in their comprehension. If the target is capable of communication, it may immediately compose a return message, again no longer than 25 words, and the caster receives this reply. Note that the target of the spell is not obliged to act upon the *sending* to any degree.

Shatter

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 30' radius, or 1 creature or object

Duration: instantaneous

Materials: spell components

Short Description: Within 60', shatters small fragiles in 30' radius or attacks 1 crystal target

Long Description: This spell creates clear tones that set up sympathetic vibrations through matter; this can be damaging to objects with crystalline structures. The caster chooses whether this spell is used as an area effect, or as an attack on a single creature or object.

If the spell is used as an area effect, the caster chooses a point within range, and the area of effect radiates outward from that point. All objects with the *fragile* property within the area of effect are shattered. This includes window glass, china, pottery, crystal, and glassware. Magic items are not affected by this use of the spell, but potion flasks might be.

If the spell is used to attack one target, the caster chooses a large crystalline object or creature within range. If the target is a creature, the spell attacks their Toughness defense with a bonus of +2. If the attack succeeds, the spell deals 1d6 hp/level of damage to the target. Only creatures with a mineral crystalline structure are subject to this damage.

Shield

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components

Short Description: For 10 minutes, caster gets armor equivalent of AC 17 vs. missiles, AC 15 vs. other attacks

Long Description: The caster creates a transparent force field that floats immediately in front of them, intercepting many weapon attacks. This force field grants the caster the equivalent AC defense of 17 against missile attacks, and the equivalent AC defense of 15 against melee attacks.

Note that this defense does not stack with other forms of physical armor or shields; if the spell caster is wearing an armor or shield, the better of the physical and magical protections are used. This AC defense does stack with other AC modifiers, such as those granted by high Dexterity, non-armor protective magic items, certain other spells, etc.

Shield of Faith

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, touched creature is not subject to critical hits. Deflect one attack to end spell

Long Description: The caster touches a creature, and they ask their deity to grant the target protection. A sparkling shield of energy springs up in front of the target, serving to deflect the worst of weapon attacks. For the duration of the spell, the target cannot be affected by critical hits; attacks that hit score normal damage even if a 20 was rolled on the attack die, or if special abilities were used to generate critical hits.

This spell also grants the target the ability to cause one weapon attack to miss; this causes the spell to end immediately. The decision whether to use this ability must be made before the attack die is rolled.

Shocking Grasp

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 creature

Duration: instantaneous

Materials: spell components

Short Description: Attacks Dodge for 1d4 hp + 1d4 hp/level lightning damage, up to 6d4 hp

Long Description: The caster touches a target using their spell attack bonus +2. The spell attacks the Dodge defense of the target, which is at -2 if the target is wearing metal armor of AC 13 or higher. If the attack succeeds, it deals 2d4 hit points at 1st level, 3d4 hp and 2nd level, 4d4 hp at 3rd level, 5d4 hp at 4th level, and 6d4 hp at 5th and higher levels. This damage is electricity damage.

Shower of Acid

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 20' long cone, 20' wide at the end

Duration: instantaneous

Materials: spell components

Short Description: 1d6+1 hp/level acid damage in 20' cone, Attacks Dodge, miss is half damage

Long Description: The caster designates an orientation, and a spray of bubbling acid shoots out of the caster's fingers in that direction. The area of effect is a cone emanating from the caster. The spell individually attacks the Dodge defense of all targets within the area of effect. If an attack succeeds, that target takes 1d6 + 1/level hp acid damage. If an attack fails, that target takes half the above damage.

Silence

Spell Level: Cleric 2

Casting Time: 1 round

Range: 180'

Targets/Area of Effect: 15' radius

Duration: 10 minutes

Materials: holy symbol

Short Description: For 10 minutes, 15' radius area within 180' is completely silent

Long Description: The caster indicates a point within range. If that point is a point in space, then the spell's area of effect emanates from that point. If that point is on an unwilling creature, the spell attacks the target's Dodge defense, and if the attack succeeds, the area of effect emanates from that creature, even if it moves. If the attack fails, the spell's area of effect emanates from a fixed point within 1' of the target.

The spell can also be cast on an unattended object or willing creature within range, and the spell's area of effect emanates from that object or creature even if it moves. All sounds that originate within the area of effect are dampened; no speech or spellcasting is possible, no alarm bells can be rung, scrolls cannot be read, etc. For the purposes of noises created within the area of effect, creatures acquire the *deafened* condition. Noises from outside the area of effect are audible within the area of effect, however.

Sleep

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: 240'

Targets/Area of Effect: 1 target of 4 HD, or 2d8 HD of targets with fewer HD

Duration: 10 minutes

Materials: spell components

Short Description: Range 240', lasts 10 minutes. Attacks Poise to sleep a 4 HD target or several < 2d8 HD

Long Description: The caster designates a quantity of creatures, all of whom must be within range and must be visible by the caster. If only one target is designated, and that creature has more than 4 HD or is immune to the *sleeping* condition, then the spell fails. If multiple targets are designated, the GM eliminates all targets with more than 4 HD (these creatures are too powerful to be affected by this spell) or are immune to the *sleeping* condition, and they then roll 2d8 for the total HD allowance of creatures that can be affected. Starting with the weakest creature, if that creature has exactly 4 HD, then the spell only attacks that target. Otherwise, the spell attacks additional targets with less than 4 HD under the total HD allowance.

Once the potential targets are determined, the spell individually attacks the Poise defenses of the targets. If an attack succeeds, that target acquires the *sleeping* condition, and it falls to the ground with the *prone* and *sleeping* conditions. The target remains asleep for the spell's duration unless vigorously shaken awake; loud sounds do not rouse creatures from this magical sleep. A *sleeping* character drops objects in its hands. If it falls from a great height, it is likely to take falling damage, but this damage will awaken the target. A *sleeping* creature is helpless for purposes of being easily damaged by attacks, but any damage will awaken the target.

Sleep of Miracles

Spell Level: Cleric 1

Casting Time: 10 minutes

Range: emanates from caster

Targets/Area of Effect: up to 1d4+1/level creatures within 30'

Duration: 8 hours

Materials: holy symbol

Short Description: Cast prior to overnight rest. If undisturbed, rest heals everybody 1d6+1 hp

Long Description: The caster asks their deity to grant their companions a deep, restful, and restorative sleep. This spell is cast immediately prior to creatures beginning a Full Rest. The caster may select up to 1d4 targets, including themselves, plus 1 additional target per level of experience.

Once the spell is cast and the targets begin resting, they fall into a very deep sleep; noises do not awaken them, but damage or being shaken awake will. If a target is awakened prior to completion of an 8-hour sleep, the spell is spoiled for that creature, but it continues to work for all targets not roused in this way.

If a target completes 8 hours of sleep, they are healed of 1d6+1 hit points of damage, and all trauma and fatigue are eliminated.

Snake Charm

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: any number of snakes up to the caster's level of HD

Duration: 1 hour or 1 minute

Materials: holy symbol

Short Description: Within 60' caster's level of snake HD become inoffensive

Long Description: The caster designates a quantity of snakes within range. Only snakes with the *animal* primary trait may be affected by this spell. The total allowance of HD that the caster can affect is equal to the caster's level. The designated targets with the lowest HD are targeted first, and then the next, until the HD allowance would be exceeded. The spell individually attacks the Poise defense of the targets. Any successful attack means that snake takes no offensive actions and lies torpid for the spell's duration.

Snakes that are not already engaged in combat can be made calm for a longer period. The duration of the spell is 1 hour if the snakes are not already engaged in combat, but for snakes that are already fighting, or are otherwise angry or stirred up, the duration is only 1 minute.

Sound Burst

Spell Level: Cleric 2

Casting Time: 1 round

Range: 60'

Targets/Area of Effect: 10' radius

Duration: instantaneous

Materials: holy symbol

Short Description: Sonic blast in 10' radius within 60' does 1d8 hp, attacks Toughness to stun

Long Description: The caster designates a point within range, and the area of effect radiates outward from that point. An incredibly loud and jarring jumble of sounds fills the area; so intense is this cacophony that it can harm and disorient those subjected to it. All creatures within the area of effect take 1d8 hp damage; no attack is needed, and this damage cannot be avoided, even if the victims are deaf or have no hearing organs.

The spell individually attacks the Toughness defense of targets within the area of effect; upon a successful attack, that target acquires the *stunned* condition for their next round and cannot take any actions. Creatures with no sense of hearing are not subjected to the stunning effect. After one round, the *stunned* condition is removed.

The noise created by this spell is significant; hearing creatures hundreds of feet away from the area of effect will hear it.

Speak with Animals

Spell Level: Cleric 2

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: animals within 30'

Duration: 1 hour

Materials: holy symbol

Short Description: Caster can speak to and understand all animals within 30'

Long Description: The caster gains the ability to understand the vocalizations, posture, and expressions of creatures with the *animal* trait, effectively granting them the ability to comprehend animal communications. Furthermore, the spell gives animals the ability to similarly interpret the caster's verbal and non-verbal communications. In this manner, the caster can converse with animals – after a fashion.

This spell does not grant animals any greater intelligence than they would normally have, and the ability of creatures with an Intelligence ability score of 1 or 2 to comprehend complex ideas is limited. A caster can talk to animals about their moods, about their fears, threats in their immediate area, etc. However, getting in-depth explanations of the nature of threats may be tricky. Almost without exception, animals cannot count, and have difficulty distinguishing among creatures and situations that are not intimately familiar to the animal.

Once communication is established, the caster can attempt to use various Charisma-based skills to convince, trick, or bully animals into giving information or performing a service. The spell does not make the caster more inherently appealing to an animal.

Speak with Dead

Spell Level: Cleric 3

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 dead creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Dead creature briefly regains enough intellect to answer questions

Long Description: The caster touches a dead creature and asks their deity to restore a measure of temporary life to the deceased. A portion of the creature's life essence returns; it cannot move its body or cast spells, but its mind functions the way it did just before death, and it has the power of speech, no matter how badly the body has decomposed. The spell does not work if the body has been deceased for too long an amount of time; the caster's level dictates how long is too long, and how many questions can be asked:

- A 6th-level caster may speak with creatures dead for 7 weeks. They may ask 3 questions.
- A 9th-level caster may speak with creatures dead for 7 months. They may ask 4 questions.
- A 12th-level caster may speak with creatures dead for 7 years. They may ask 5 questions.

The target speaks and understands the languages it spoke and understood in life; the spell does not confer any translating abilities upon the caster. The dead creature also still has its own personality, and possibly its own agenda; the creature may not wish to provide answers to the questions it is asked. The spell compels it to answer truthfully, but if the dead creature objects to what it is asked, its answers may be cryptic. This spell has no effect upon *undead* creatures.

Speak with Plants

Spell Level: Cleric 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: plants within 30'

Duration: 1 hour

Materials: holy symbol

Short Description: Caster can speak to and understand all plants within 30'

Long Description: The caster gains the ability to understand the subtle twining, outgassing, and twitching of plants, effectively granting them the ability to comprehend plant communications. Furthermore, the spell gives plants the ability to similarly interpret the caster's verbal and non-verbal communications. In this manner, the caster can converse with plants – after a fashion.

This spell does not grant plants any great intelligence, although even the simplest blade of grass or shrub will display a minimum Intelligence score of 1. The ability of creatures with an Intelligence ability score of 1 or 2 to comprehend complex ideas is limited. A caster can talk to plants about their moods, about their fears, threats in their immediate area, etc. However, getting in-depth explanations of the nature of threats may be tricky. Plants cannot count and have difficulty distinguishing among creatures and situations that are not intimately familiar to the plant.

Once communication is established, the caster can attempt to use various Charisma-based skills to convince, trick, or bully plants into giving information or performing a service. The spell does not make the caster more inherently

appealing to a plant. It also does not give a plant any greater mobility than it would normally have, apart from possibly making passage through a tangled area somewhat easier.

Spider Climb

Spell Level: Elf 1, Magic-user 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 hour

Materials: spell components

Short Description: Lasts 1 hour. Target climbs unflinching but hands are sticky, can't cast spells

Long Description: The caster touches a target, and that creature's hands and feet become very sticky. The target gains the ability to scale walls and even traverse ceilings exactly as if they were a spider. This climbing does not require a skill check; even on very slick surfaces with no handholds, the target of this spell climbs as easily as walking. Their movement rate when climbing is half of their walking speed.

The target of this spell must have one hand free to climb, but they may hold an object in the other hand. Unfortunately, the stickiness of the target's hands means that it becomes effectively impossible to cast spells while the spell effect is active. Note that this cannot be used as an offensive spell to prevent an enemy from casting spells, because the target can choose to end the spell as a basic action.

Spiritual Weapon

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 10 minutes

Materials: holy symbol

Short Description: Makes ghost weapon that attacks with combat attack bonus for 1d6 +1 hp/3 levels

Long Description: The caster invokes the power of their deity and asks for a spectral weapon to smite their foes. A ghostly weapon appears, taking the form of a weapon that is commonly favored by the caster's deity, that floats in midair and glows faintly. The caster then directs this weapon to attack a creature within range. The weapon attacks with the caster's combat attack bonus, not their spell attack bonus, but receives no bonuses or penalties to attack rolls for the caster's ability scores.

Regardless of the weapon form that the spell assumes, successful hits always deal 1d6 hit points of damage, with an additional +1 hp for each full 3 levels of the caster. The weapon attacks once per round, but only when the caster uses a basic action that round to direct it, and they must be able to see the target being attacked. Every round the caster can use a standard action to change the target being attacked by the spell provided the new target is within range. Any round that the caster uses a standard action to direct the *spiritual weapon's* attacks, including when the spell is first cast, the caster may add their Wisdom modifier to the attack roll. The weapon counts as magical for the purpose of overcoming some monsters' defenses; refer to Chapter 8.

Sticks to Snakes

Spell Level: Cleric 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 stick/level

Duration: 2 hours

Materials: holy symbol, sticks

Short Description: 1 stick/level turns into several kinds of snakes for 2 hours, follow orders

Long Description: The caster designates a quantity of plain wooden sticks within range. The caster may designate up to 1 stick per level, but not more total HD of snakes than twice the caster's level. When the spell is cast, the sticks are temporarily transformed into living snakes. The caster may choose among the following types of snakes: *giant asp*, *giant constrictor*, *spitting cobra*. Refer to Chapter 8 for more details on these creatures.

The caster may create a mixed group of snakes, potentially drawing from all three sorts. The snakes become ordinary versions of their respective types, but they can comprehend the speech of the caster, and will follow instructions simple enough for them to understand, including attacking the caster's enemies. Any snake killed turns back into a stick, and all snakes turn back into sticks at the end of the spell.

Stinking Cloud

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 10' radius

Duration: 10 minutes

Materials: spell components

Short Description: 10' radius smog cloud within 30' attacks Toughness to nauseate targets

Long Description: The caster designates a point within range, and the area of effect radiates out from that point. The area of effect fills with a thick yellow smog. This cloud is difficult to see through, even with infravision, and visibility inside it is limited to 5'. Additionally, the spell individually attacks the Toughness defense of all targets within its area. If the attack succeeds, the victim is overcome with fits of retching and heaving; they receive the *nauseated* condition.

The cloud persists for ten minutes before dispersing; every round, it continues to affect those who remain in the cloud, including making additional attacks on unaffected targets who remained inside, and making new attacks on those who enter it. *Nauseated* effects persist while the victim is in the cloud, and for a minimum of one full turn for each victim who leaves the cloud. At the beginning of their next turn after leaving the cloud, the victim may make a recovery roll with a threshold of 15, and if the roll succeeds, they lose the *nauseated* condition. If the roll fails, the *nauseated* condition persists for another round. New recovery rolls may be made at the beginning of each round, and for each failed roll, the threshold drops by 1, meaning the recovery roll after two rounds of leaving the cloud has a threshold of 14, 13 on the next round, and so on.

Strong winds can disperse a *stinking cloud* before the end of the spell's duration.

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Stone Shape

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 cubic foot of stone per level

Duration: 1 minute, then permanent

Materials: spell components

Short Description: Caster can work 1 cu. ft./level of stone like clay

Long Description: The caster designates a mass of natural or worked stone, up to 1 cubic foot of material per level of the caster. This material becomes soft and workable by the caster, having an effective consistency of clay or putty. This allows the caster to mold the stone into different shapes and configurations, and possibly create rudimentary structures.

The caster has 1 minute to work the stone into the desired shape; after that point, the stone becomes permanently as hard as would have been if it had been carved into that shape from a solid block. The caster does not have enough time to make items with moving parts.

Stoneskin

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: 10 minutes

Materials: spell components, diamond dust

Short Description: Caster's skin turns hard, absorbing first 10 hp of each blow, max 10 hp/level

Long Description: This spell requires a special material component: 250 gp worth of diamond dust, which is lost when the spell is cast. The caster sprinkles the diamond dust on themselves, and their skin transforms to take on a dull gray color with a slight sparkle. The caster's skin has temporarily become as hard as stone.

For every weapon (but not spell) attack made upon the caster, the first 10 hit points of each blow is absorbed by the caster's hard skin. Any remaining damage injures the caster as normal. Every successful attack on the caster cracks this protective stony hide a bit at a time, and after 10 hp per caster level is absorbed, the *stoneskin* crumbles into dust. No powdered diamond can be recovered from the spell's remnants.

Stone Tell

Spell Level: Cleric 6

Casting Time: 1 round

Range: touch

Targets/Area of Effect: stones touched by the caster

Duration: 10 minutes

Materials: holy symbol

Short Description: Caster gains ability to talk to stones and ask them questions

Long Description: The caster asks their deity to grant them the power to speak to the stones of the world. All stones touched by the caster for the spell's duration retroactively gain an effective Intelligence ability score of 3, a set of simple visual/audible/tactile senses, and the ability to communicate telepathically with the caster. The caster can ask the stones questions about what has passed by recently, what lies under or around them, and other questions that a stone might be able to answer if it suddenly became nominally sentient.

Both worked and natural stone can be spoken with, but bricks and concrete cannot. The stones answer honestly and to the best of their ability. Stones may not be extremely intelligent, but their memory possibly extends back for millennia.

Stone to Flesh

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 creature

Duration: permanent

Materials: spell components

Short Description: Petrification removed from 1 creature within 120'. Reversible

Long Description: The caster indicates a creature within range with the *petrified* condition. The petrification upon the creature and its possessions is removed; the creature becomes flesh again and resumes living a normal life. The creature has no memories from when it was petrified, and it suffers no ill effects from aging while it was in stone form. The creature is in the same condition it was in when it was petrified, and any damage, afflictions, or other effects that were upon it before petrification are still in effect. The same is true for its equipment, if any. However, a creature who has been petrified for a long time may have a difficult time resuming life in a world that may have advanced many years.

This spell is reversible. To cast *flesh to stone*, the caster designates a target within range. A slate blue ray strikes at the target, and the spell attacks the target's Dodge defense. If the attack succeeds, the target and all gear, if any, acquires the *petrified* condition. *Dispel magic* does not undo petrification.

Strength

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 1 round/level

Materials: spell components

Short Description: 1 creature touched gets +5 to Strength for 1 round/level

Long Description: The caster touches a creature and temporarily grants the target tremendous physical might. The target receives a bonus of +5 to their Strength ability score. This spell does not stack with *enhance ability score* spells or items that confer similar effects, but it does stack with the benefits of an *enlarge* spell.

Striking

Spell Level: Cleric 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 weapon

Duration: 10 minutes

Materials: holy symbol

Short Description: Grants 1 weapon within 30' an additional 1d6 hp damage

Long Description: The caster designates one weapon within range. This weapon can be a manufactured implement, or it can be a creature's natural weapon such as its bite or one of its claws. The spell is cast, and the weapon glows with a brilliant golden nimbus.

For the duration of the spell, any successful attack with the target weapon deals an additional 1d6 hp damage in addition to its ordinary damage and any other bonuses the wielder may enjoy. Additionally, the weapon counts as a magical weapon for the purpose of overcoming some monsters' defenses; refer to Chapter 8.

Suggestion

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 creature

Duration: 1 hour plus 1 hour/level

Materials: spell components

Short Description: Verbal instruction attacks Poise of 1 target within 30'; on success, it compiles

Long Description: The caster designates a target creature within range. The caster verbalizes a short set of instructions, limited to 1 or 2 sentences in a language both the caster and target understand, that is couched as a request. The spell attacks the target's Poise defense, and if the attack succeeds, the spell causes the victim to perceive this *suggestion* as the most reasonable course of action it could possibly perform.

If the *suggestion* is reasonable, the target may receive a penalty to its Poise defense, subject to the GM's discretion. Once under the effects of the spell, the victim will take all reasonable efforts to comply with its instructions, until the spell's duration elapses, at which point the creature will know it was enchanted. Under no circumstances will a creature comply with a *suggestion* to perform obviously suicidal actions, but it might be convinced to believe that a deadly poison is a refreshing beverage.

Summon Aerial Servant

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: 10'

Targets/Area of Effect: 1 *aerial servant*

Duration: 1 day/level

Materials: holy symbol

Short Description: Summoned *aerial servant* performs 1 task for caster

Long Description: The caster asks their deity to summon an *aerial servant*, a dangerous creature from the Plane of Elemental Air. Ordinarily conjuring such a creature would require significant protections for the caster, since *aerial servants* resent being involuntarily drawn into the Prime Material Plane. However, this spell provides the caster with some initial protection: the creature will not attack or attempt to harm the caster while it is given instructions.

The caster may task the *aerial servant* with a single errand that it must perform; typical tasks are to retrieve an item or to track down a creature. The *aerial servant* will not accept instructions to fight a foe, but if it must engage in violence in pursuit of its designated task, it will attack. The *aerial servant* does its best to complete the job it is given, but if it cannot finish the task within the spell's duration, it returns to the caster and attempt to kill them. The spell only ends when the *aerial servant* or the caster are slain, or the task is completed, at which point the *aerial servant* returns home.

The *aerial servant* counts as a summoned creature for the purposes of affecting it with spells.

Sunbeam

Spell Level: Elf 6, Magic-user 6

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: line of sunlight, 5' wide and 60' long

Duration: 1 round/level

Materials: spell components

Short Description: Makes beams of sunlight, attacks Dodge for 4d6 hp and blind, *undead* more

Long Description: The caster gains the ability to create beams of light. These beams only last for a fraction of a second, but they are overpoweringly bright. The caster can create 4 beams, no more than one usable per round, and all four beams must be used by the end of the spell's duration, or else they are lost.

Casting the spell represents a standard action as usual but using *sunbeam* on subsequent turns is a basic action. To fire a beam, the caster indicates a direction, and a 5' wide, 60' long beam extends in that direction. The spell individually attacks the Dodge defense of all targets within the area of effect. If an attack hits, the target takes 4d6 hit points of damage and receives the *blinded* condition. If the attack misses, the target takes 2d6 hp damage and is not blinded. Roll damage for each beam one time and apply it (or half of it) to each target. Blindness is permanent until cured.

Creatures who have the monster weakness of *light sensitivity* take double damage from this spell. *Undead* are even more sensitive; they take damage equal to 1d6 hp per caster level. If an *undead* creature also has the monster weakness of *light sensitivity*, such as a *vampire*, then a successful beam attack destroys that creature.

Symbol of Conflict

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Materials: holy symbol, emerald dust

Short Description: Inscribed rune attacks Poise or targets bicker for 10 minutes

Long Description: This spell requires a special component: 1,000 gp worth of powdered emerald dust, which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol causes it to malfunction, because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim becomes argumentative and chooses another creature to bicker with. If no other creatures are present, the spell fails. Arguing creatures take no actions save for loudly and passionately taking exception to something about the object of their conflict.

This arguing may spill over into violence; their opponent must make a minimal success at a Convince skill check to defuse the situation. If this check fails, the victim of the spell attacks for 1 round before resuming verbal arguing. If this check succeeds, the victim continues arguing but will not become violent for 1 minute. Victims continue bickering for 10 minutes. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Symbol of Despair

Spell Level: Cleric 6

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Materials: holy symbol, ruby dust

Short Description: Inscribed rune attacks Poise or targets despair for 1 hour

Long Description: This spell requires a special component: 2,000 gp worth of powdered ruby dust, which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol causes it to malfunction, because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim becomes despondent. Overcome with ennui and hopelessness, it becomes a

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battle for the creature to do anything other than contemplate its own gloom. In any given round, there is only a 25% chance that the victim may take an action or move; the rest of the time they remain motionless as if stunned. This despair effect lasts for 1 hour. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Symbol of Pain

Spell Level: Cleric 5

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: 1 surface, container, or portal

Duration: permanent until activated, then 2 hours

Materials: holy symbol, beryl dust

Short Description: Inscribed rune attacks Poise or inflicts pain for 1 hour

Long Description: This spell requires a special component: 1,000 gp of powdered beryl dust which is expended when the spell is cast. The caster spends ten minutes carefully inscribing a rune of power on a flat surface, a container, or a portal. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the symbol cause it to malfunction, because it must be prominently displayed.

If any creature triggers the symbol, it activates. Means to trigger the symbol include reading or studying it, touching it, opening the inscribed container, or passing through the inscribed portal. This trap cannot be disabled through use of the Mechanisms skill. It is permanent until activated. A symbol remains activated for 2 hours, and then the spell ends.

While the symbol is activated, the spell individually attacks the Poise defense of all creatures who approach within 60'. If the attack succeeds, the victim suffers agonizing and shooting pains all through their body. They suffer a -4 penalty to both spell and combat attack bonuses, and they suffer a temporary reduction in effective Dexterity of -2 (note that this is not damage to the Dexterity score, and this penalty goes away once the spell ends).

Spellcasters must succeed at a Constitution check whenever they cast a spell, or the agony causes them to lose their concentration – the spell fizzles and is lost. The pain effect lasts for 1 hour. If victims are still within the area of effect of the symbol after that time, and the symbol is still activated, they will be attacked again.

If a symbol attack fails, the target is immune to the spell unless they leave the area of effect and then return. At that point, if the symbol is still activated, it will attack again.

Telekinesis

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: 1 creature or 1 object at a time within 60'

Duration: 10 minutes

Materials: spell components

Short Description: Caster can use mind to move objects, fling missiles or grab creatures

Long Description: The caster gains the ability to move objects with their mind. For the duration of the spell, each round they can accomplish one of the following effects as a standard action, and can switch between these effects from round to round:

- The caster can move a heavy object slowly – no more than 20' horizontally or vertically. The maximum amount of weight the caster can move is 100 pounds per level. The object moves too slowly to be used as a weapon.
- The caster can fling an object no heavier than 20 pounds, with the intent to injure. The caster designates a target within range, selects an appropriately sized missile that is also within range, and launches it. The spell attacks the target's Dodge defense, and if the attack succeeds, the target sustains damage equal to 1d6 hit points for every 2 full spellcaster levels, i.e., a 9th-level caster's missile does 4d6 hp, but a 10th-level caster's missile does 5d6 hp.
- The caster can pick up and move a living creature. The maximum amount of weight the caster can move is 100 pounds per level. The spell attacks the target's Dodge defense, and if the attack succeeds, the caster can move the target up to 20' horizontally or vertically. This movement is too slow to directly damage a creature, but a creature can be dropped from a height (maximum height is the range of the spell, or 60') and will take falling damage. The caster can use this effect to levitate themselves.
- The caster can hold a living creature motionless. The spell attacks the target's Dodge defense, and if the attack succeeds, the caster can prevent the target from moving or taking any actions that requires moving any part of their body.

For effects that involve attacking another creature, the attack must be made each round. Multiple effects cannot be operating at the same time, so if a caster is using the *telekinesis* spell to move a heavy statue, they must put it down before they can push an enemy over a cliff. For effects that involve holding a creature or object, the caster can release the target at the end of an action – so lifting an enemy 20' and dropping them is possible in a single round. No concentration is required to maintain the spell for the entire duration, and on rounds when *telekinesis* is not being used, the caster may take other standard actions including casting other spells.

Other uses of *telekinesis* are possible; the GM should use their discretion to adjudicate creative uses for this spell.

Teleport

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: infinite (but not extraplanar)

Targets/Area of Effect: self or 1 creature

Duration: instantaneous

Materials: spell components

Short Description: Instantly transport self or 1 willing creature any distance

Long Description: The caster envisions a location within range of the spell. The spell instantly transports the caster, or one willing creature within 10', to that location. The caster must select a location that is not already occupied by solid matter. The spell recipient can carry their own person plus 50 pounds per level of additional weight.

The caster must have some familiarity with the intended destination; the better the familiarity, the less of a chance that the caster will make a mistake and cause the *teleport* to malfunction. Every time *teleport* is cast, the caster must make an Intelligence check to avoid mishap.

- A minimal success is required if the caster is intimately familiar with the destination, perhaps because they have been there many times, or have lived or worked there.

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- A good success is required if the caster has carefully studied the location, like a Thief casing a potential crime scene.
- A great success is required if the caster has visited the location one time.
- A fantastic success is required if the caster only has second-hand information about the destination: a detailed map, or perhaps a thorough physical description.
- If less information than this is available to the caster, the teleport cannot succeed.

In the event there is a mishap, roll 1d20, add the caster's level, and consult the following table:

- Under 15: teleport fails, and the spell is lost.
- 16 to 18: teleport goes to the wrong place - a place that resembles the intended destination. It may be thousands of miles off course.
- 19 to 21: teleport is off course by 1d6 miles in a random direction.
- 22 to 24: teleport is off course by 1d6 hundred feet in a random direction.
- 25+: teleport is on target but places the subject in an awkward or uncomfortable position, such as inside a hollow log, in a darkened broom closet, or under a bed.

The teleport spell will never place a target inside a solid object, and the spell automatically adjusts their arrival location by whatever distance is necessary to allow them to arrive safely. Likewise, the spell will never deposit the teleported individual in a place without a floor beneath them, although traps or other environmental hazards may still make arrival dangerous.

Threshold of Safety

Spell Level: Cleric 1

Casting Time: 10 minutes

Range: touch

Targets/Area of Effect: one portal or passageway

Duration: 8 hours

Materials: holy symbol

Short Description: For 8 hours, all who pass a rune suffer a -1 penalty to attack and damage

Long Description: The caster spends ten minutes carefully inscribing a rune of power on a portal or passageway. This creates a magical trap, but unlike most forms of traps it is not hidden. Indeed, any attempt to conceal the rune causes it to malfunction, because it must be prominently displayed.

It can be disabled through use of the Mechanisms skill. Additionally, the caster can create a password associated with the rune, and those who provide the password can freely pass the rune without harm. This spell is commonly used to protect a place used for overnight rests.

Once placed, the rune lasts for 8 hours. During this time, any creature that passes through the portal or passageway receives a -1 penalty to combat attack rolls and a -1 penalty to combat damage rolls. No attack roll is required; the act of voluntarily crossing the threshold accepts the power of the rune. These penalties last for the full duration of the spell.

Tiny Hut

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 10' radius hemisphere

Duration: 8 hours

Materials: spell components

Short Description: Creates 10' radius hemisphere opaque tent to protect from elements

Long Description: The caster touches the ground, and a 10' radius opaque hemisphere of pearlescent force is generated around them. This hemisphere can accommodate up to 10 human-sized creatures comfortably, and twice that number in close quarters. This tiny hut serves as a kind of soft-sided tent; creatures and carried objects can pass freely through its walls, but it sheds rain, snow, and sand, and may even prevent a tragedy in the event of an avalanche. It provides no protection from magic or missiles, although its opacity may hinder targeting.

The interior of the tent is always a comfortable 70°F, whether it is freezing cold or boiling hot outside, although it is no protection against magical cold or heat. The caster can cause the interior of the hut's surface to glow, and they can control the degree of illumination from very dim to broad daylight. From outside the hut initially appears to be pearly white, but the caster can alter its coloration to better match its surroundings. From inside the hut, the walls are entirely transparent, making it easy to spot approaching intruders.

Once the hut is created, the caster can enter and leave it; it remains in one place.

Tongues

Spell Level: Cleric 4, Elf 3, Magic-user 3

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: creatures within 60'

Duration: 1 hour

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: For 1 hour, caster knows all languages within 60'. Reversible

Long Description: The caster gains the ability to speak and comprehend the languages spoken by all creatures within 60', to the maximum proficiency allowed by their Intelligence. Only true languages can be understood and spoken; the vocalizations of animals cannot be understood using this spell. This spell also only affects verbal language proficiency; the caster is not granted the ability to read or write in any language. Codes and cyphers qualify as language for the purpose of this spell.

This spell is reversible. The reverse of the spell, *babble*, creates a zone within 60' of the caster wherein no verbal communication involving language is possible. No attack is required for this effect to work. Spellcasters may use the language they use to perform magic, as that does not qualify as communication. This spell cannot prevent hand gestures, mimicking actions, or written instructions.

Tongues, Mass

Spell Level: Cleric 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 60' radius

Duration: 1 hour

Materials: holy symbol

Short Description: For 1 hour, targets know all languages within 60'

Long Description: The caster designates a point within range, and the area of effect radiates outward from that point. Targets within the area of effect gain the ability to speak and comprehend the languages spoken by all creatures within 60' of that target, even if the target moves outside the spell's range. The spell grants the maximum level of language proficiency allowed by the target's Intelligence.

Only true languages can be understood and spoken; the vocalizations of animals cannot be understood using this spell. This spell also only affects verbal language proficiency; the caster is not granted the ability to read or write in any language. Codes and ciphers qualify as language for the purpose of this spell.

Transmute Rock to Mud

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 30,000 cubic feet of rock

Duration: permanent

Materials: spell components

Short Description: Transmutes 30,000 cu. ft. of rock within 120' to mud. Reversible

Long Description: The caster indicates a volume of rock within range. The area of effect needs not be a rectangular volume, but the caster must be able to see a surface of the rock within 10' of all points of the volume affected. The volume of rock turns into a soft, squishy mud.

Structures that rely on gravity to support them will sag and drain away if a path for flow exists. Mud that cannot flow away remains trapped in its current location, and any creature that attempts to walk across it find their movement reduced by 90%. Creatures who are underneath a mass of stone when it turns into mud may find themselves entombed and suffocating unless they can somehow escape.

This spell is reversible. To cast *transmute mud to rock*, the caster designates a volume of mud or loose soil within range. The volume of material turns into sandstone. Creatures partially encased in the material may find themselves restrained unless they can escape using a Feats of Agility skill check, while creatures entirely inside the volume may find themselves entombed and suffocating unless they can somehow escape.

No volume of material may be transmuted by either version of the spell unless at least ten minutes have elapsed since the last time the material changed form.

Transposition

Spell Level: Cleric 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1 ally

Duration: instantaneous

Materials: holy symbol

Short Description: Caster trades places with an ally within 120'

Long Description: The caster designates a willing creature within range that they can see. The caster and the target instantaneously exchange places, teleporting from one place to another. If the target of the spell was somehow physically constrained, such as by ropes or a monster's clutching tentacles, then the target is freed from that constraint. The caster does not automatically become constrained in the same manner unless the act of entering the target's space exposes them to such a risk – a pit of quicksand will still suck the caster in, for instance. Both individuals are only transported with any objects listed in their inventories at the time of the casting of the spell.

Treat Wounds

Spell Level: Cleric 1

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Touch cures 1d6 hp +1 hp/level, or paralysis. Reversible

Long Description: The caster touches a living creature and invokes the power of their deity; the target is healed for 1d6 hit points plus 1 hp/level. Alternatively, the *paralyzed* condition is removed from the target. The spell can only heal damage or remove paralysis; the caster chooses which. The spell can also be used to harm a creature with the *undead* trait. This requires a touch attack, using the spell attack bonus +2 against the target's Dodge defense. If the attack succeeds, the target takes 1d6 hp +1 hp/level damage.

This spell is reversible. *Cause wounds* requires a touch attack against a living creature, using the spell attack bonus +2 against the defender's Dodge defense. If the attack succeeds, the target takes 1d6 hp +1 hp/level damage. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 1d6 hp +1 hp/level damage.

Treat Wounds, Mass

Spell Level: Cleric 5

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: self and allies within 30'

Duration: permanent

Materials: holy symbol

Short Description: Within 30' cures 1d6 hp +1 hp/level, or paralysis. Reversible

Long Description: The caster invokes the power of their deity, and all targets within 30' are healed for 1d6 hit points plus 1 hp/level. Alternatively, the *paralyzed* condition is removed from a target. The spell can only heal damage or remove paralysis in each target; the caster chooses which. The caster may choose to omit targets within the area of effect. The spell can also be used to harm creatures with the *undead* trait. The spell individually attacks the targets' Toughness defenses. If an attack succeeds, the target takes 1d6 hp +1 hp/level damage.

This spell is reversible. *Cause wounds, mass* individually attacks the defenders Toughness defenses. If an attack succeeds, the target takes 1d6 hp +1 hp/level damage. Alternatively, this reversed spell can be used to heal creatures with the *undead* trait of 1d6 hp +1 hp/level damage.

Treat Wounds, Ranged

Spell Level: Cleric 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self or 1 creature

Duration: permanent

Materials: holy symbol

Short Description: Within 30', cures 1d6 hp +1 hp/level, or paralysis. Reversible

Long Description: The caster points at a living creature within range and invokes the power of their deity; the target is healed for 1d6 hit points plus 1 hp/level. Alternatively, the *paralyzed* condition is removed from the target. The spell can only heal damage or remove paralysis; the caster chooses which. The spell can also be used to harm a creature with the *undead* trait. The spell attacks the target's Toughness defense. If the attack succeeds, the target takes 1d6 hp +1 hp/level damage.

This spell is reversible. *Cause wounds, ranged* attacks the defender's Toughness defense. If the attack succeeds, the target takes 1d6 hp +1 hp/level damage. Alternatively, this reversed spell can be used to heal a creature with the *undead* trait of 1d6 hp +1 hp/level damage.

True Seeing

Spell Level: Cleric 5, Elf 5, Magic-user 5

Casting Time: 1 round

Range: touch

Targets/Area of Effect: self or 1 creature

Duration: 10 minutes

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: For 10 minutes, touched creature sees things as they truly are

Long Description: The caster touches a creature, who gains the ability to see everything around them in its true form. Illusions are automatically seen through, as is invisibility; all forms of darkness become transparent; things that are out of phase or on the Ethereal or Astral Planes can be clearly seen. Hidden creatures and secret doors become obvious; the true form of transmuted or polymorphed objects can be discerned. Where fog or other clouds obscure vision, the target's normal range of vision applies.

Vampiric Touch

Spell Level: Elf 3, Magic-user 3

Casting Time: 1 round

Range: touch

Targets/Area of Effect: 1 living creature

Duration: instantaneous, then 1 hour

Materials: spell components

Short Description: Touch attacks Dodge to drain 1d6 hp per 2 levels, heal self for same

Long Description: The caster attempts to touch a target, which must not be *undead*. The spell uses the spell attack bonus +2 against the target's Dodge defense, and if it succeeds, the target is drained of 1d6 hit points for every 2 full levels, i.e., a 5th-level caster would drain 2d6 hp, but a 6th-level caster would drain 3d6 hp. *Death ward* is a defense against this spell. A creature cannot be drained lower than 0 hp. For every hit point drained, the caster is healed by the same amount. If more hp are drained than the caster needs to be fully healed, then the caster receives the remainder as temporary hp, which persist for an hour.

Wall of Fire

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: 2 hours

Materials: spell components

Short Description: Make vertical wall of fire, 2000 sq. ft. within 120', 1d6 hp/level fire to cross

Long Description: The caster creates a vertical wall of fire. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall is very thin, but the vertical area of the wall may be any height and length that multiply to less than 2000 square feet, provided every portion of the wall is within range. The wall may be straight or curved as seen from overhead, and it can even be formed into a circle.

The wall is opaque. If any creature attempts to touch or pass through the wall, the spell attacks their Dodge defense. On a successful attack, the target takes 1d6 hit points fire damage per caster level. On an unsuccessful attack, the target takes half damage. The wall is not solid and does not prevent objects from passing through it.

Wall of Force

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 1250 square feet plane OR 10' radius sphere OR 15' radius hemisphere

Duration: 2 hours

Materials: spell components

Short Description: Make 1250 sq. ft. invisible plane of indestructible force for 2 hours

Long Description: The caster creates simple shapes out of pure indestructible force. Three different shapes can be made from this spell: a rectangular plane with a total area not exceeding 1250 square feet, a 10' radius sphere, or a 15' radius hemisphere. These shapes can be oriented in any direction and do not need to rest on a solid surface; they can ignore gravity and float in space. The wall may not be placed such that any portion of it intersects with a solid object or creature, and every portion of the wall must be within range.

The *wall of force* is invisible, immobile, and cannot be destroyed by physical means, or even by use of a *dispel magic*; however, a *disintegrate* spell will destroy it. Gases and spells cannot pass through a *wall of force*, but sound can.

Wall of Ice

Spell Level: Elf 4, Magic-user 4

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: 2 hours

Materials: spell components

Short Description: Make vertical wall of ice, 2000 sq. ft. within 120', 1d6 hp/level cold to cross

Long Description: The caster creates a vertical wall of ice. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall is very thin, but the vertical area of the wall may be any height and length that multiply to less than 2000 square feet, provided every portion of the wall is within range. The wall may be straight or curved as seen from overhead, and it can even be formed into a circle.

The wall is opaque. If any creature attempts to touch or pass through the wall, it is easy to break through the thin shell of ice, but the plane of the spell is intensely cold - the spell attacks their Dodge defense. On a successful attack, the target takes 1d6 hit points cold damage per caster level. On an unsuccessful attack, the target takes half damage.

Wall of Iron

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: permanent

Materials: spell components

Short Description: Make planes of iron totaling 2000 sq. ft., 10 hp/level or 1 shp/level to break

Long Description: The caster creates a wall of iron plates several inches thick. The wall may not be placed such that any portion of it intersects with a solid object or creature. Sections of the wall may be vertical or horizontal, but all sections must be rectangular and supported on a hard surface. The wall may be any dimensions of height and width that result in an area no greater than 2000 square feet, provided every portion of the wall is within range.

To breach a section of the wall, attackers must inflict 10 hit points per caster level, or 1 structural hit point (shp) per caster level; this creates a 5'x5' opening. Once created the wall is permanent, although it may be dispelled. The wall automatically supports and braces itself; it cannot be cast such that it will fall over on an enemy.

Wall of Stone

Spell Level: Elf 5, Magic-user 5

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: permanent

Materials: spell components

Short Description: Make vertical stone wall, 2000 sq. ft., 20 hp/level or 2 shp/level to break

Long Description: The caster creates a wall of stone about 1 foot thick. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall must be one straight rectangular section, and it must be supported on a hard surface along its entire length – the wall of stone cannot be used to form a bridge, for instance. The wall may be any dimensions of height and width that result in an area no greater than 2000 square feet, provided every portion of the wall is within range.

To breach a section of the wall, attackers must inflict 20 hit points per caster level, or 2 structural hit point (shp) per caster level; this creates a 5'x5' opening. Once created the wall is permanent, although it may be dispelled. The wall automatically supports and braces itself; it cannot be cast such that it will fall over on an enemy.

Water Breathing

Spell Level: Cleric 3, Elf 3, Magic-user 3

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: 1 or more creatures

Duration: 24 hours total

Materials: spell components (Arcane version), holy symbol (Divine version)

Short Description: Targets can breathe water, split 24 hours among targets

Long Description: The caster designates one or more targets within range. The maximum number of targets is equal to the caster's level. The targets receive the ability to breathe both air and water. They can also speak normally underwater and understand underwater speech, and they can cast spells underwater. This spell does not confer any special ability to swim or move easily underwater, nor does it make equipment waterproof. The total duration is 24 hours, which is split evenly among all the targets of the spell, i.e., if the spell is cast upon 8 targets, each gains the benefits of the *water breathing* spell for 3 hours.

Casters who normally breathe water can cast a version of this spell that allows recipients to breathe air.

Web

Spell Level: Elf 2, Magic-user 2

Casting Time: 1 round

Range: emanates from caster

Targets/Area of Effect: 15' long cone, 15' wide at the end

Duration: Web – 1 hour

Materials: spell components

Short Description: Web attacks Dodge defenses within 15' cone; success means trapped

Long Description: The caster points in a direction, and a cone of multi-stranded webbing shoots out of their fingers, filling the area of effect with slender, sticky fibers like the webs spun by giant spiders. These webs make it impossible to move through the area of effect any faster than 5' per round. The spell also individually attacks the Dodge defense of any creature within the area of effect. At the beginning of their turn, any non-*ensnared* creature within the area of effect is attacked again, and any creature that moves into the area of effect on their turn is attacked as an interrupt. If an attack succeeds, that target is trapped by the web and acquires the *ensnared* condition.

The webs are highly flammable, and if they are touched by open flame, the entire web is quickly engulfed in fire. All trapped creatures take 1d6 hit points of fire damage per round for 2 rounds, but at that point the web is destroyed, and the targets are no longer trapped. Unless burned in this way, a *web* persists for an hour.

Every round, a victim may use their movement action to attempt to escape the *ensnared* condition, which requires a fantastic success on a Feats of Might check. Those outside the area of effect can help trapped creatures escape; see Chapter 3 for helping others with skill checks. Victims who escape the *ensnared* condition may act normally, including taking standard actions, but if they remain inside the area of effect, they may be *ensnared* again in the next round.

Wind Walk

Spell Level: Cleric 6

Casting Time: 1 round

Range: 30'

Targets/Area of Effect: self and up to 3 other creatures

Duration: 1 hour/level

Materials: holy symbol

Short Description: Caster and others turn mist-like, fly 8 miles/hour

Long Description: The caster has the option to designate up to three other creatures within 30'. The caster, and any other targets they designate, turns insubstantial and misty; they retain their shape and coloration but assume a composition like that of a cloud or a mass of smoke. While in this form, the targets cannot be physically attacked, nor can they attack physically. They also cannot cast spells, and spells cannot be cast upon them that require one to be designated as an individual target, but area effect spells still affect them.

Wind walking creatures can magically fly at a rate of 8 miles per hour, or about 70' per round. They may choose their own paths and may separate while in flight. While in this form they are somewhat difficult to detect; a Seeing skill check with a good result is required to distinguish high-flying targets from quickly moving clouds. A Seeing skill check with a fantastic result is required if all participants in the spell wear white.

As soon as a target chooses to land, they resume their normal solid form, and the spell ends for that person. If the spell duration expires while a target is still flying, they fall only 60' per round for the next five rounds and take no damage if they land during this time. After this period, normal falling rates apply – see Chapter 6.

Wind Wall

Spell Level: Cleric 3

Casting Time: 1 round

Range: 120'

Targets/Area of Effect: 2000 square feet of area

Duration: 1 round/level

Materials: holy symbol

Short Description: Make vertical wall of air, 2000 sq. ft. within 120', bollixes missiles and birds

Long Description: The caster creates an invisible vertical wall of air in an updraft configuration. The wall may not be placed such that any portion of it intersects with a solid object or creature. The wall is very thin, but the vertical area of the wall may be any height and length that multiply to less than 2000 square feet, provided every portion

of the wall is within range. The wall may be straight or curved as seen from overhead, and it can even be formed into a circle.

Small flying creatures and gases and dust cannot cross the barrier, and it stops gaseous breath weapons. Arrows, bolts, darts, daggers, and sling stones cannot be shot through the wind wall, while larger missile weapons thrown by human-sized creatures have a 30% chance to be deflected upwards and miss. Missile weapons thrown by larger than human-sized creatures or siege weapons are not affected by the spell.

Creatures in gaseous form cannot cross the wind wall, but creatures with the *incorporeal* trait can. Any size of creature that moves on the ground can cross the barrier, as can flying creatures of halfling size or larger.

Word of Recall

Spell Level: Cleric 6

Casting Time: 1 round

Range: caster only

Targets/Area of Effect: caster only

Duration: instantaneous

Materials: holy symbol

Short Description: Instantly transport self any distance back to sanctum

Long Description: The caster designates a home sanctum; it must be a place that the caster has visited frequently and considers to be relatively safe. The spell instantly transports the caster to that location, regardless of distance, even if it is on another plane of existence – provided it is on the caster’s home plane. Unlike a *teleport* spell, there is no chance of failure. The caster can carry their own person plus 50 pounds per level of additional weight.

Zone of Truth

Spell Level: Cleric 2

Casting Time: 1 round

Range: 30’

Targets/Area of Effect: 20’ radius

Duration: 1 round/level

Materials: holy symbol

Short Description: In 20’ radius within 30’, attacks Poise or targets must tell truth

Long Description: The caster designates a point within range, and the area of effect emanates outward from that point. All creatures inside the area of effect when it is created, and all creatures who enter the area of effect for the spell’s duration, are attacked by the spell. The spell individually attacks the Poise defense of targets, and if the attack is successful, the victim may only say truthful things while inside the area of effect.

The victim is not compelled by the spell to answer questions and may remain silent or evasive unless motivated to talk by other means. The *zone of truth* is not a subtle effect, and those inside it are aware that an enchantment is at work before they choose to speak.

TOTIL SPELLBOOK WORKSHEET

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