

DEER MAGIC



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DEEP MAGIC

13th Age Compatible Edition

13TH AGE CONVERSION CREDITS

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First Edition

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Table of Contents

Introduction	4
Chapter 1 – Deep Magic.....	5
Deep Magic and Wizards.....	5
Deep Magic and Other classes	6
Spell Feats.....	6
Recharge Spells.....	6
Schools of Magic.....	6
New Talents	6
Mana & Empowering Spells.....	7
New Talent: Deep Magic Initiate	7
New Talent: Deep Magic Adept	8
New Talent: Deep Magic Wizard	8
New Talent: Deep Magic Dilettante.....	9
Chapter 2 – Specialty Schools.....	10
The Acolytes of the Prism	11
The Arbonesse Academy.....	11
The Champions of Light.....	11
The Children of the Stones	11
The Cult of Ouroboros	12
The Daughters of Freyja	12
The Doom Tollers	12
The Faceless League	13
The Forlorn Elementalists	13
The Free Cantons Mages’ Lodge.....	14
The Hammer of Valhalla.....	14
The Inklings	14
The Lorekeepers	14
The Oracles of Fate.....	15
The Order of the Inverted Tower.....	15
The Osteomancers’ Guild	16
The Outsiders	16
The Red Inquisition	16
The Scholars of Dust	17
The Scions of Leoflyn	17
The Servants of Akyishigal.....	17
The Shadow Dancers of Allain	18
Shield Maidens and Sword Brothers.....	18
The Temple of Veneration.....	18
The Treasure Keeper’s Guild.....	18
The Vindicators	19
The Vril Seekers.....	19
The Watchers of the Sky.....	19
The Wizards of the Clockwork Tower	20
The Zobeck School for Scoundrels	20
Chapter 3 – The Spells.....	21
Cantrips	21
1st level spells.....	25
3rd level spells	67
5th level spells	98
7th level spells	167
9th level spells.....	128

Chapter 4 – Magical Campaign Options.....	134
Hubris	135
Guild War	136
Guild Membership & Secrets	136
The Secret of the Alchemists’ Guild.....	136
The Secret of the Conjurors’ Guild.....	136
The Secret of the Dark Tower of Necromancy	136
The Secret of the Guild of Abjurors	137
The Secret of the House of Illusion	137
The Secret of the Noble Guild of Diviners	137
Ley Lines	137
The Ley Caster	137
Awaken the Deep Magic	138
Ride Ley Path	138
Stones of Power	139
Mana Stones	139
Vril Energy	140
The Vril Controller	140
Wield Vril.....	141
Vril Battery.....	141
Vril Wand.....	141
Vril Weapon	142
Mixing magical campaigns.....	142
Chapter 5 - Parting words.....	143
Make Magic Your Own.....	144
Spells As Plot Hooks	145



BRYAN SYME

Introduction

So a couple of months back, I was helping Wolfgang Baur put on a wizard's robe so he could cast a fireball.

The occasion was the filming of the infamous 'fire' promotional video for *Deep Magic*, the newly released, massive tome of spells for *Pathfinder Roleplaying Game*. I happen to own a couple of wizard robes, quite a few wizard hats, and can hold a camera semi-still, so I ended up surrounded by professional real-world pyromancers as they helped Wolfgang blow up bits of the countryside.

While I recovered from the many blasts of heat on that flame-filled evening, I mentioned that somebody should really do a 13th Age Roleplaying Game compatible version of *Deep Magic*. Wolfgang stomped out the fire that was threatening to climb his borrowed robe and flambé him, and said, "Why not?"

So I did, and here it is.

I'd like to pause here and thank my wife Carrie who has for the past four weeks patiently listened to my breathless explanation of how this charm or that hex works (often in the early hours of the morning), and my son Martin for making me take time out to play. I'd also like to thank Em, Aaron, Ryven, and Rob for reading the initial draft and providing feedback (especially Rob, because without him there would be no 13th Age).

If you already have the *Pathfinder Roleplaying Game* version of this book you'll see much that's familiar in concept, though sometimes different in

implementation. Some of the spells have gained new variants during the conversion project, some have merged with similar spells, and some have blossomed into strange and wonderful stars. There are many brand new spells glittering among the constellation, because I saw that there were over 500 spells, and there were some conceptual niches yet to be filled, and said to myself "Why not 555?"

This is very much a book of "Why not?"

This book isn't just for wizards. Oh, no. For the price of a class talent, any character can gain access to a small, yet powerful, array of magical spells. Rogues seeking shadow magic and disguise spells, rangers looking for a way to give their arrows mystic potency, fighters who burn to possess the heroic power of their ancestors, and anybody else seeking the *Deep Magic*... this book is for you.

6 new styles of magical campaign.

30 new schools of magic to explore.

More than 1,000 new spell feats to enjoy.

... and 555 new spells for your 13th Age game.

Welcome to *Deep Magic*!

—ASH LAW, Friday the 13th June 2014





Deep Magic!

By default, the spells in this book are an extension of the wizard spell list in the *13th Age Roleplaying Game* core book. Utility spells have been marked as such.

Deep Magic and Wizards

Whether they have taken the Deep Magic Wizard talent or not, wizards treat all Deep Magic spells as any other wizard spell:

- Wizards can use the evocation talent on Deep Magic spells

- Wizards can prepare Deep Magic spells
- Wizards can cast ritual versions of Deep Magic spells
- Wizards can cast Deep Magic cantrips
- ...and so on.

Wizards do not have to take the Deep Magic Wizard talent to cast Deep Magic spells, but doing so does give them more spells and free feats associated with those spells.

Wizard's spell casting ability score: Whenever a spell description in this book says "attack vs." Roll a d20, and add your Intelligence modifier and your level to the result. Basically you cast Deep Magic spells in the same way that you cast wizard spells.

Deep Magic and Other Classes

Deep Magic spells are available to other classes in various ways—through multiclassing, class talents such as Fey Queen’s Enchantments and Access to Wizardry, or the Deep Magic talents we offer in this volume.

Non-wizard and non-wizardry-related class features and talents don’t interact with Deep Magic spells unless the spell description says otherwise. For example, a rogue can’t use a Deep Magic spell to gain momentum, nor can she sneak attack with a spell. The spells can’t trigger a fighter’s flexible attacks, can’t be used while raging, and so forth. (Exception: the occultist can use their multi-classing feat to cast a Deep Magic spell and maintain focus.)

However, Deep Magic spells can affect characters by giving them bonuses that in turn allow the character to use class talents and features. For example, a spell that provides a bonus to attack could help a rogue hit with a rogue attack, which then gains them momentum.

Spell Feats

Almost every spell in this book has feats associated with it. Some of these feats expand what you can do with a spell, while some give you access to a wildly different variant of the spell. When you pick a feat you gain the benefits listed under the spell for that feat. You can pick adventurer feats when your character is adventurer tier, adventurer and champion feats at champion tier, and any feat at epic tier.

Recharge Spells

Many Deep Magic spells are recharge spells. In *13th Age* most (maybe all) spells of this type recharge after a battle; but because many Deep Magic spells are used outside of combat, we’ve tried to specify when those spells recharge.

However, it’s possible we missed a few. In that case, you should interpret the recharge as follows:

- Recharge spells that are used in battle to attack enemies, or grant benefits to yourself or your allies, recharge after the battle.
- Recharge spells that can be cast outside of battle to create an effect that triggers in battle normally recharge after the battle—but it’s possible the caster will decide to end an effect before a battle occurs (maybe you don’t want to meet the oracle with swords orbiting your head), in which case it recharges after a quick rest.
- Recharge spells that are clearly not designed to be used in battle recharge after a quick rest. Clever players might find ways to use such spells in battle, in

which case they recharge after the battle.

- If there’s serious disagreement at the table over a recharge that isn’t clear in context, just say that the spell recharges after a quick rest so you can get back to killing monsters and looting treasure.

Schools of Magic

Some schools of magic are literal schools, with teachers and pupils: openly magical academies, or hidden arcane towers of learning. Other times, the “school” refers to a popular school of thought about magic, or a magical tradition passed down from master to apprentice over the centuries.

In Chapter 2 we present 30 schools of magic. To create your own school of magic, pick 10 spells that the school teaches, give the school a history and a place in your game world, and perhaps list some non-magical gear that those who practice magic from the school might carry.

You could create your school of magic so that it centers around fire spells and call it the School of Pyromancy; or create a tradition that manipulates time and call it the Way of the Chronomancer; or pick spells that relate to ravens and storms and call it The Acolytes of the Dark Wind.

This is a bit of collaborative world-building you do along with the GM: she might already have a tradition of fire wizardry that you can belong to, but if not, you’ve just added something to the world and provided future adventure hooks for the game.

New Talents

Any character of any class, caster or non-caster, can wield the magic of wizards by replacing one or more class talents with the Deep Magic talents.

Before you take one of these talents, talk them over with your GM and the other players. Introducing them at the table can create an extraordinarily high-magic game, more so than the already high-magic *13th Age* core rules do. In such a campaign barbarians can cause axes to rain down from the sky, and rogues can kill with their thoughts. If that kind of game sounds great to everyone, go for it! If not, use the standard *13th Age* rules for gaining access to casting, or whatever house rules work best for your group.

Deep Magic Initiate gives you access to magic, and it costs but a single class talent.

Deep Magic Adept is for those characters that really want to focus on magic, but wish to do so outside the traditional wizard class. Deep Magic Adept costs at least two class talents, sometimes more... but in exchange you get great power.

Deep Magic Wizard is for wizards who want extra

flexibility by adding a focused list of spells to their normal panoply of arcane might.

Deep Magic Dilettante is for multi-class characters who want even more flexibility.

Mana & Empowering Spells

Going beyond the limits of your class to explore the far reaches and vast depths of a specialized school of magic requires tapping into a greater magical power. We call this power mana.

Where mana comes from depends on your campaign. It might be the power that flows naturally through ley lines, or a gift bestowed by a god or gods of magic. It might be the life-blood of living dungeons, or radiate from a mysterious artifact kept under constant guard in a secret tower.

Each Deep Magic talent grants a certain amount of mana that refreshes after a full heal-up. To cast a spell from your school that you know, first empower it as a standard action by spending an odd number of mana points equal to or less than your level. You can't empower a spell with more points of mana than you have levels, or fewer points of mana than the base level of the spell. Once a spell is empowered, the spell remains empowered until the next full heal-up.

Unless you have a good reason to empower them as higher-level spells (and for some spells, doing so gives you greater benefit) it takes 1 point of mana to empower a cantrip. If you empower a cantrip but haven't used it yet that day, you can depower the cantrip as a quick action and recover the mana to spend elsewhere.

Once a spell has been empowered you can cast it as a spell of the level equal to the number of mana points used to empower it. So for example, if the empowered spell is an at-will spell, you can cast it as an at-will spell of the level at which it was empowered until the end of the day. Spells do not require concentration or effort to stay empowered, and remain empowered even if you fall unconscious. You cannot empower the same spell multiple times in a day.

Zetuvit the War-Blaster is a 5th level character who wants to cast boneshatter as a 3rd level spell. As a standard action he spends 3 points of mana to empower the spell. Now that he's empowered the spell he can cast as it as a 3rd level spell. Because boneshatter is an at-will spell Zetuvit can cast it whenever he likes for the rest of the day as a 3rd level spell.

Nirolex the Elementalist wants to cast vigilant fist, a 5th level spell that she knows. Unfortunately Nirolex is only 3rd level, so she can't yet cast the spell. Drat! She instead decides to empower elemental blast and elemental boost. She empowers elemental blast as a 3rd level spell, and elemental boost as a 1st level spell by spending 3 and 1 points of mana respectively. Elemental blast is an at-will spell so she can cast it whenever she likes until the end of the day, as a 3rd level spell. Elemental boost is a recharge 16+ spell that can be used twice per battle, so Nirolex can cast it twice in her next battle as a 3rd level spell, and then roll to see if it recharges.

Wizards can prepare Deep Magic spells as regular wizard spells. The talent Deep Magic Wizard is for wizards who want the option to do both.

Deep Magic Initiate

Prerequisites: You are a single class character, and are not a wizard.

Deep Magic Initiates start at 1st level knowing 2 of the 10 total spells from their specialty school, and gain a new spell at every odd level. Initiates gain 1 additional point of mana at every level.

You can cast any spell from your school that you have learned, provided you first empower the spells and cantrips with mana.

You also know 3 cantrips, and can cast them with no mana cost. You can only cast 3 cantrips per day (that is, until your next full heal-up).

If you are a ritual caster, you can cast spells that you know from your school as rituals.

As an Initiate, you cannot take new spells from your school, or more mana, as incremental advances.

Your spell casting ability score: If you are already a spell caster, use the same attribute that you use to cast spells with already: Wizards cast using Intelligence, clerics and druids use Wisdom, bards and sorcerers use Charisma, and so on. If you do not cast spells already, use the middle of your Intelligence, Wisdom, and Charisma scores. Whenever a spell description in this book says "attack vs." Roll a d20, and add your spell-casting ability modifier and your level to the result.

DEEP MAGIC INITIATE PROGRESSION

1st level Deep Magic Initiate

2 spells from specialty school, 1 point of mana.

2nd level Deep Magic Initiate

2 spells from specialty school, 2 points of mana.

3rd level Deep Magic Initiate

3 spells from specialty school, 3 points of mana.

4th level Deep Magic Initiate

3 spells from specialty school, 4 points of mana.

5th level Deep Magic Initiate

4 spells from specialty school, 5 points of mana.

6th level Deep Magic Initiate

4 spells from specialty school, 6 points of mana.

7th level Deep Magic Initiate

5 spells from specialty school, 7 points of mana.

8th level Deep Magic Initiate

5 spells from specialty school, 8 points of mana.

9th level Deep Magic Initiate

6 spells from specialty school, 9 points of mana.

10th level Deep Magic Initiate

6 spells from specialty school, 10 points of mana.



Deep Magic Adept

Prerequisites: *You are a single class character, and are not a wizard.*

Costs Two Talents... Or More: Deep Magic Adept counts as two talents if your class only gets three talents; three talents if your class eventually gets four talents; or four talents if your class eventually gets five or more talents.

Exclusionary: You cannot have both the Deep Magic Initiate talent and the Deep Magic Adept talent. You can trade in the Deep Magic Initiate talent if you are upgrading to Deep Magic Adept, and you should provide your GM with a good story-based reason explaining how and why you get better at magic.

Deep Magic Adepts start at 1st level knowing 3 spells from their specialty school, and gain a new spell at every odd level. You also gain an additional spell at 4th, 5th, and 8th level. Adepts gain 2 additional points of mana at every level.

As a Deep Magic Adept you have all of the available feats for the spells from your school that you know. At adventurer tier this means that when you learn a spell from your school, you get the adventurer feats for free. At champion tier you get all of the champion feats for all spells from your school that you know for free, and when you learn a new spell from your school, you gain all of its adventurer and champion feats for free. At epic tier you know all the feats for all spells from your school

that you know for free, and when you learn a new spell from your school, you automatically get all the feats associated with that spell for free.

You also know 5 cantrips, and can cast them with no mana cost. You can only cast 5 cantrips per day (that is, until your next full heal-up).

If you pick a cantrip as part of your school's spells you get all the tier-appropriate feats as discussed above.

If you are a ritual caster you can cast spells that you know from your school as rituals.

As an Adept you can take new spells from your school, or more mana, as incremental advances.

Your spell casting ability score: If you are already a spell caster, use the same attribute that you use to cast spells with already: Wizards cast using Intelligence, clerics and druids use Wisdom, bards and sorcerers use Charisma, and so on. If you do not cast spells already, use the highest of your Intelligence, Wisdom, or Charisma scores. Whenever a spell description in this book says "attack vs." Roll a d20, and add your spell-casting ability modifier and your level to the result.

DEEP MAGIC ADEPT PROGRESSION

1st level Deep Magic Adept

3 spells from specialty school, 2 points of mana.

2nd level Deep Magic Adept

3 spells from specialty school, 4 points of mana.

3rd level Deep Magic Adept

4 spells from specialty school, 6 points of mana.

4th level Deep Magic Adept

5 spells from specialty school, 8 points of mana.

5th level Deep Magic Adept

7 spells from specialty school, 10 points of mana.

6th level Deep Magic Adept

7 spells from specialty school, 12 points of mana.

7th level Deep Magic Adept

8 spells from specialty school, 14 points of mana.

8th level Deep Magic Adept

9 spells from specialty school, 16 points of mana.

9th level Deep Magic Adept

10 spells from specialty school, 18 points of mana.

10th level Deep Magic Adept

10 spells from specialty school, 20 points of mana.

Deep Magic Wizard

Prerequisites: *You are a wizard, and are not a multi-class character.*

Wizards treat all the spells in this book as if they were wizard spells, because they are.

Wizards can also dabble with specialist schools. By spending a talent they can become Deep Magic Wizards.

Deep Magic Wizards act just like regular wizards with the following exception: they also know all 10 spells from a school of magic at 1st level, though are limited

in the amount of magic they can cast each day by mana points and the number of spells that they can prepare.

Deep Magic Wizards gain 2 additional points of mana at every level.

As a Deep Magic Wizard you have all of the available feats for the spells from your school that you know. At adventurer tier this means that when you learn a spell from your school, you get the adventurer feats for free. At champion tier you get all of the champion feats for all spells from your school that you know for free, and when you learn a new spell from your school, you gain all of its adventurer and champion feats for free. At epic tier you know all the feats for all spells from your school that you know for free, and when you learn a new spell from your school, you automatically get all the feats associated with that spell for free.

Unlike other Deep Magic casters, a Deep Magic Wizard can empower their specialty school spells as a free action at any time, even while casting them.

Also unlike other Deep Magic casters, during a rest a Deep Magic Wizard can spend additional points of mana to raise the level that a spell is empowered at, after it has already been empowered.

Because you are a ritual caster, you can cast spells that you know from your school as rituals.

You can take new spells from your school, or more mana, as incremental advances.

Your spell casting ability score: Whenever a spell description in this book says “attack vs.” Roll a d20, and add your Intelligence modifier and your level to the result. Basically you cast Deep Magic spells in the same way that you cast wizard spells.

DEEP MAGIC WIZARD PROGRESSION

1st level Deep Magic Wizard

All 10 spells from specialty school, 2 points of mana.

2nd level Deep Magic Wizard

All 10 spells from specialty school, 4 points of mana.

3rd level Deep Magic Wizard

All 10 spells from specialty school, 6 points of mana.

4th level Deep Magic Wizard

All 10 spells from specialty school, 8 points of mana.

5th level Deep Magic Wizard

All 10 spells from specialty school, 10 points of mana.

6th level Deep Magic Wizard

All 10 spells from specialty school, 12 points of mana.

7th level Deep Magic Wizard

All 10 spells from specialty school, 14 points of mana.

8th level Deep Magic Wizard

All 10 spells from specialty school, 16 points of mana.

9th level Deep Magic Wizard

All 10 spells from specialty school, 18 points of mana.

10th level Deep Magic Wizard

All 10 spells from specialty school, 20 points of mana.

Deep Magic Dilettante

Prerequisite: *You are a multi-class character.*

Limited: You must still have at least one talent from each class that your multi-class character has. You cannot spend a class talent to gain Deep Magic Dilettante if it would mean one of your classes has no class talents spent on it.

When deciding whether to create a Deep Magic Dilettante, keep in mind that multiclass characters are already “weaker” than single class characters, but more flexible. If you want the ultimate in flexibility you might consider becoming a multiclass magical dilettante; but you pay for that extra flexibility with a further drop-off in raw power.

A Deep Magic Dilettante gains a spell from their school at 1st level, and an additional new spell at 4th, 6th, 8th and 10th levels. Dilettantes gain 1 additional point of mana at each level.

Deep Magic Dilettantes know 1 cantrip, and can cast that cantrip once per day with no mana cost.

If you are a ritual caster you can cast spells that you know from your school as rituals, but doing so costs twice the normal amount of mana.

You cannot take new spells from your school or more mana as incremental advances.

Your spell casting ability score: If you are already a spell caster, use the same attribute that you use to cast spells with already: Wizards cast using Intelligence, clerics and druids use Wisdom, bards and sorcerers use Charisma, and so on. If you do not cast spells already, use the lowest of your Intelligence, Wisdom, or Charisma scores. Whenever a spell description in this book says “attack vs.” Roll a d20, and add your spell-casting ability modifier and your level to the result.

DEEP MAGIC DILETTANTE PROGRESSION

1st level Deep Magic Dilettante

1 spell from specialty school, 1 point of mana.

2nd level Deep Magic Dilettante

1 spell from specialty school, 2 points of mana.

3rd level Deep Magic Dilettante

1 spell from specialty school, 3 points of mana.

4th level Deep Magic Dilettante

2 spells from specialty school, 4 points of mana.

5th level Deep Magic Dilettante

2 spells from specialty school, 5 points of mana.

6th level Deep Magic Dilettante

3 spells from specialty school, 6 points of mana.

7th level Deep Magic Dilettante

3 spells from specialty school, 7 points of mana.

8th level Deep Magic Dilettante

4 spells from specialty school, 8 points of mana.

9th level Deep Magic Dilettante

4 spells from specialty school, 9 points of mana.

10th level Deep Magic Dilettante

5 spells from specialty school, 10 points of mana.



Specialty Schools

As we said in chapter 1, you're free to create your own specialty schools. However, we couldn't resist the opportunity to found a few magical traditions ourselves! This chapter describes 30 specialty schools and magical traditions, each with flavor text to give you an idea of how the school fits into the world, a brief description of how they like to use their spells, and a list of their spells.

Spell Lists

Each school is presented with its spell list. Some spells include notes about feats. This doesn't mean that if you pick that school, you get the feat for free—these are feats that members of the school often choose, and which you might consider getting for your character. Some spells are known by alternate names, and these are in brackets next to the spell's name.

Your Go-To Spell

Any spell with an asterisk (*) next to it indicates that it is a 1st level at-will attack spell or equivalent. These spells are extraordinarily useful at all stages of an adventuring career. Some schools specialize in these types of spells, while others have just one.

Equipment

Each entry has some suggested equipment that you can add to the starting gear for your class. This extra gear shouldn't imbalance things at the table because *13th Age* doesn't put much importance on what equipment you start with, and assumes that your character begins with whatever gear such a person might reasonably have. If another player objects that you're getting more than your fair share of stuff, the GM can easily work with

that player to give them more starting gear. Provided the request is reasonable and doesn't involve tons of gold or magic items, most *13th Age* GMs will be fine with a player starting with an extra dagger or pair of boots or whatever. On the other hand, if your GM isn't comfortable with you getting extra equipment, or wants to start the characters off with limited resources, they're free to disallow the additional gear.

What we're saying is, please don't spend precious game time fighting over a pair of imaginary boots.

Money

If the equipment section for a school lists an amount of money greater than your class would normally give you, roll a d6. On a 1-3 you get the larger amount, on a 4-6 you get the lesser amount.

THE ACOLYTES OF THE PRISM

Located deep in the Wasted West beneath a great rotating shard of crystal that floats eerily in the sky, the acolytes of the prism teach their crystal magic to anybody who can pay them, and is willing to endure their harsh teaching methods. The small tent village that the acolytes maintain has become a neutral-ground trading post for goblins and other creatures that haunt the wastes, the peace kept by the acolytes themselves.

If you were taught directly by the acolytes, you have a book of prism-inspired teachings, a glass prism, and probably a dagger with a cut-glass "gem" on the pommel. If you were taught by a runaway acolyte, you have a faceted glass wand.

Spell List:

- Chromatic Spell Lash*
- Jeweled Bolt*
- Prismatic Aura
- Prismatic Beam*
- Prismatic Fist*
- Prismatic Meteor*
- Prismatic Splinter Stone
- Prismatic Star Swarm*
- Prismatic Storm
- Rainbow Weapon

THE ARBONESSE ACADEMY

This school of magic focuses on enhancing the prowess of archers. Though sometimes known as the Arrowwood Academy, the magic is actually passed down by the elven Arbonesse exiles, its secrets taught one-on-one.

If you are a member of the Arbonesse Academy, you start play with an elven bow of ancient Arbonesse design, travelling clothes, and a longsword. If you were taught by a renegade Arbonesse exile, you probably have a human longbow with razors along its upper edge, so you can use it in a pinch as a shortsword.

Spell List:

- Arrow of the Animal Spirit
- Arrow of Morning Glory
- Avenge the Pain
- Conjure Energy Arrows
- Ice Arrow*
- Painted Form— With the adventurer feat so that the caster can emerge suddenly from a small object and fire arrows
- Point the Way
- Slice the Air
- Thunder Arrow
- Weapon of Blood

THE CHAMPIONS OF LIGHT

The Champions of Light, composed of paladins and clerics of various faiths, seeks to oppose and destroy evil wherever they find it. They are a loose-knit organization, tending to their own affairs until the call goes out that they are to gather once again and face the forces of darkness.

The Champions of Light don't serve any one specific god or cause, though their individual members may do so. There is no formal process for joining: If you go with them on a couple of missions, they consider you a member. If you refuse to answer the call to duty often enough, you are no longer a member. The Champions of Light share magical knowledge among their members and have accumulated a core set of spells that almost all of them know.

As a current or former member of the Champions of Light you probably have a holy symbol, and maybe even a back-up holy symbol. You likely dress in light colors, and have gear for adventuring in the wilderness on the back of a mule that refuses to let itself be ridden.

Spell List:

- Angelic Seal
- Blessed Halo
- Cannibalize (known as *blessed rest* as per the spell description)
- Cherub's Burning Blade
- Costly Victory
- Guardian Deva
- Healing Bequest
- Hex Brand (known as *holy brand* as per the spell description)
- Nova
- Orb of Light*

THE CHILDREN OF THE STONES

These elven exiles have forsworn the path of violence. After the destruction of their homelands they have taken up a nomadic existence, moving from place to place in caravans and performing what work they can find for

what pay others will offer them. The twin gods Freyr and Freyja are their patrons, and the Children of the Stones spread the worship of these gods among the communities they visit.

The Children of the Stones' message of non-violence attracts many to join them, and both humans and half-elves can be found among them. Of course, there will always be those who are unwilling to follow the path of peace, so some members of the Children of the Stones learn magic to deal with trouble when it comes looking for them.

As a member of this extended family you have 20 GP with you, most of it in the form of silver coins sewn into your clothing to stymie pickpockets. You wear eclectic clothing from a dozen regions, but wear them with panache. You keep a knife hidden up your sleeve, and wear a thin metal club or wooden truncheon on your belt to show others that while you are peaceful, you can defend yourself.

Spell List:

- Earth Shield
- Freyja's Dead Forest Rage
- Leaf Spray
- Natural Horror
- Pollen Cloud
- Princess' Perfume* (known as *soporific cloud* as per the spell description)
- Raven's Revocation
- Shrieking Flock
- Skinchange
- Speak with Ancestors

THE CULT OF OUROBOROS

This secretive cult worships serpents, taking magical instruction from nagas and other scaled tutors. Their eventual goal is to achieve apotheosis and transform themselves into mighty serpents, a dream that their naga masters encourage.

If you are a member of the cult you have a wavy dagger, a snake tattoo, and snakeskin robe. If you've left the cult you get to keep the tattoo, but you should probably trade in the wavy dagger for something a little less cult-ish.

Spell List:

- Chill Heart
- Debilitating Stare*
- Doom of Serpent Coils
- Elemental Scale
- Harrying Cipher
- Jormungandr's Call
- Snake Spray
- Swarm of Venom
- Veles' Breath
- Veles' Gaze

THE DAUGHTERS OF FREYJA

The Daughters of Freyja claim that their tradition was founded by the goddess of beauty herself, taught to her mortal offspring to protect them in a harsh and often ugly world. The Daughters maintain a tower somewhere in the far north, far from the eyes of most mortals. Despite their name the Daughters of Freya contain a number of men, and even some living constructs.

If you were taught magic by the Daughters of Freyja you have a travelling dress, a fancy dress for society functions, a fur-lined cloak and boots, a dagger to keep yourself safe on the road, and a hair brush with a sharp blade concealed in the handle. (When casting *princess' tresses* or *mane of glory* your hair tends to grow quickly, so a brush and a way to cut it is vital or you'll end up tangled.)

Spell List:

- Beguiling Bauble
- Dizzying Bolt*
- Dream Princess' Silk (known as *mane of glory* as per the spell description)
- Exalted Chance
- Face of Deception
- Fate Warp
- Finbrule's Fabulous Follicles— With the adventurer feat variant *princess' tresses*.
- Princess' Perfume*
- Spellcaster's Recoil— With the adventurer feat that allows the caster to be the target
- Witch's Escape

THE DOOM TOLLERS

Led by the hag Red Annabelle, this group of witches operates as a protection racket: if you pay them money, your town will not suffer unexpected doom. As part of the arrangement, of course, the Doom Tollers have to keep unscheduled doom and disaster away from the settlements that they protect.

As a Doom Toller you should work with the GM to detail the village that you "protect." You receive free food and lodging there, and never lack for goat's cheese (or whatever the villagers make). You also get a modest, yet regular, income from the village—maybe 50 copper pieces every couple of weeks or so. If your village grows and thrives thanks to your efforts, that income increases.

Spell List:

- Doom of Blood*
- Doom of Blue Crystal
- Doom of Consuming Fire
- Doom of Cowards
- Doom of the Cracked Shield
- Doom of the Dancing Blades
- Doom of the Earthen Maw
- Doom of the Slippery Rogue
- Inflict Doom
- Tolling Doom

GMs: If a player chooses this magical tradition, they're telling you that they are interested in adventures that are either located near or in a single location, or somehow relate to the well-being of that location.

THE FACELESS LEAGUE

These assassins magically disguise themselves, often having multiple spells ready at a moment's notice to throw off pursuit.

If you are currently a member of the Faceless League, you start play with a good disguise kit (wigs, makeup, etc.), a selection of clothes for different personas, a small but sharp dagger, and whatever travelling clothes your day-to-day persona requires. If you think you were trained by a renegade member who left the League, then you haven't yet learned how this group really operates. Every member of the League was trained by a "renegade" who was actually a member in good standing. Because nobody ever leaves the League.

Do you think you've left the League? Maybe you should check with them on that.

Spell List:

- Construct Body— With the champion feat that lets you reshape your body as a disguise
- Cosmic Realignment— With the adventurer feat that lets you shape others' memories
- Face of Deception
- False Death
- Ooze Form— With the adventurer feat that lets you reshape your body as a disguise
- Painted Form
- Reborn In flames
- Share Skins
- Thousand Darts*
- Zenith of Ash

THE FORLORN ELEMENTALISTS

The city of Tintager stands on the site of the last surviving Feyward, ancient human watch posts marking the border between the old magocracies along the Leukos River and shadowy Arbonesse to the west. Holding the line against elven aggression and safeguarding Allain's sovereignty, the city of iron towers stands tall and proud.

Justice in Tintager is as harsh as the spell-blasted landscape that surrounds the city. Criminals exiled to Tanager's Trial Tower by the city's Feywardens, and who manage to survive and reach the exit, are given a pardon; but few make it out alive. It is an open secret that some are offered the chance to join the Forlorn Elementalists, an elite group of casters bound by magical oaths to the service of the Feywardens.

Most Forlorn Elementalists die during their basic training. Those that don't will probably die in their first fight. The Forlorn Elementalists are deployed ahead of other forces, dispensable shock troops sent on suicide missions. The rare few that make it through their year

of service are free to go where they will, with the blessings of the Feywardens.

Decide if you served your time in the Forlorn Elementalists, or if you somehow escaped your magical bonds and fled Tintager. If you are a veteran then you start play with battered armor, or a uniform that marks you as such. If you are a deserter then you probably got rid of any identifying clothing as quickly as you could. Either way, you have a leather-and-chain undershirt (light armor) that saved your life more than once, a dagger that has seen battle, and a pair of sturdy boots.

Spell List:

- Call of Earth and Stone
- Elemental Blast*
- Elemental Boost
- Elemental Glyphs
- Elemental Grasp
- Elemental Scale
- Elemental Surge*
- Elemental Vengeance
- Mother Stone
- Shed the Elements



THE FREE CANTONS MAGES' LODGE

The dwarves of the Free Cantons are a tough and hardy bunch, better known for their prowess in battle than their ability to cast spells. The Free Cantons Mage's Lodge is part of an extended network of such lodges that can be found across the world. Normally they serve as little more than social clubs for spellcasters to network with each other and enjoy meals together, but the lodge in the Free Cantons also teaches magic.

You start play with a sturdy set of dwarven boots, an axe or hammer (probably both), a bag of silver nuggets or low-quality uncut gems worth 10 GP, and a bar of solid gold worth 20 GP that you keep safely hidden for an emergency.

Spell List:

- Armor of the Mountains
- Natural Horror— Usually cast on the dwarf's beard
- Stone Strike*
- Swirl of Axes*
- Axe Storm
- Field of Axes
- Walking Axes
- Hearth Charm
- Seeing Stones
- Spell Stone

THE HAMMER OF VALHALLA

These northern warriors blend magical prowess with martial might. Despite the name, not all members of the Hammer of Valhalla worship the northern gods; but all have taken a vow to defend the mortal lands from monstrous threats. Currently the Hammer of Valhalla has only a few chapters in the frozen north, but they are constantly talking about setting up new chapters in warmer climes to the south.

You start play with a hammer pendant, a shield, and a trusty sword. You probably have other weapons beside the sword, depending on your preferred fighting style—but everybody gets a sword when they join. If you are a current member of the Hammer of Valhalla, you receive 1 gp each week that you are in the north, provided you remember to stop by the local chapter house to pick it up. If you've broken ties with the Hammer of Valhalla then you'll still be given lodging in local chapter houses, unless you did something so bad that they kicked you out.

Spell List:

- Armored Shell
- Bane Weapon
- Blaze of Valor
- Cherub's Burning Blade
- Elf Lord's Battle Armor (known as *valkyrie's breastplate* as per the spell description)

- Hero's Steel
- Hone Blade
- Inspiring Speech
- Lion's Courage
- Rain of Swords*

THE INKLINGS

Composed of scholars and practitioners of forbidden ink magic, this secretive group meets in rooms above taverns and in private homes to compare notes. The inner circle of the group postulate the existence of an ink-based realm of pure thought, but a breakaway group known as the Cult of Ink have recently started worshiping what they supposed to be a squid god. Surprisingly, the two groups are still on good terms and meet regularly to drink together.

As an Inkling you have someplace you call home, with a modest library. You also have a hidden room in your house. That's where you keep your real library, the one the authorities would arrest you for if they knew about. You carry a sword-cane, because you don't see why you can't combine self-defense with style.

Spell List:

- Fugue Script
- Harrying Cypher
- Ink Cloud
- Inkblot
- Mind's Eye Map
- Pressure Wave— With the adventurer feat to allow it to be cast as *crushing depths*
- Sea of Ink
- Shadow Bolt*
- Skinbook
- Solid Darkness

THE LOREKEEPERS

This organization consists mostly of minotaurs who guard ancient, labyrinthine libraries, although serious minded-sages who befriend the librarians are sometimes admitted to their ancient order. Though the order was founded on Kypriion the majority of its members find employment guarding the collections of the bibliotori of Friula.

If you are a Lorekeeper in good standing, you start play with 30 GP, a short sword or mace, and three or four books. If you are a renegade Lorekeeper who has been kicked out, you start without any books but with 50 GP. Which you'll probably spend on books.

Spell List:

- Animate Glyphs*
- Defending Glyph
- Dispelling Glyph
- Elemental Glyphs
- Glyph of Vengeance



- Maze
- Ocularum Glyph
- Prison without Walls
- Shrieking Glyph
- Touch of Callimachus

THE ORACLES OF FATE

The Oracles of Fate are a tight-knit group of seers, haruspices, and soothsayers. Originally a group of Ravenfolk mystics, the Oracles of Fate have expanded their membership to farseers of all races and nations.

To join the Oracles of Fate, you just need to foresee when and where the next meeting will be, and turn up. The group has no goals, but has foreseen that they will somehow help to shape a coming age of the world with the aid of the gear goddess and clockwork oracle Rava.

As an Oracle of Fate you probably carry a pen, ink and parchment to write prophecies down, a scrying glass or crystal ball to peer into, and a divination tool such as the Book of Four Kings (a deck of cards) or tea-making equipment (to read the leaves with). Or maybe you just rely on the patterns that your blood makes on the ground when you get a prophecy-induced nosebleed. You definitely carry a walking staff to help you on your travels (and to hit bandits with when you foresee their ambush and sneak up behind them).

Spell List:

- Chronal Lance*
- Cosmic Realignment
- Exalted Chance
- Fate Warp
- Pains of the Past
- Temporal Ripple
- Chronolocation
- Clockwork Timer
- Time Step
- Timely Distraction

THE ORDER OF THE INVERTED TOWER

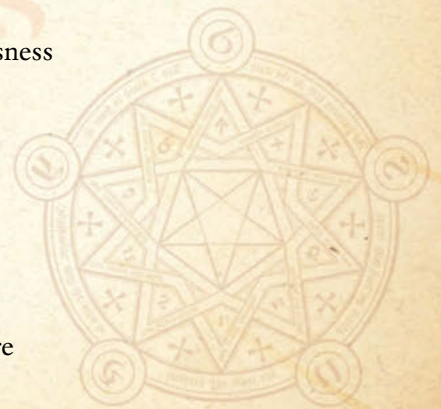
Prior to the Great Mage Wars, Bemmea had a famous alchemical market where all manner of potions and strange concoctions could be purchased. When the Ninemage Council banned the trade (due to the pervasive stench from its brewers and distillers) they teleported the entire market district into the nearby marshland, where it thrives to this day. Most of the buildings that ended up becoming Maillon arrived safely, but the old glass-blowers' tower ended up upside-down beneath the new Bottle Market. The enchanted glass of the tower's windows kept the swamp out, and now the tower descends downward into the gloomy depths of the swamp instead of reaching toward the alchemical smog-covered sky, as the rest of the buildings do.

The hidden tower now serves as a secret meeting place for the Order of the Inverted Tower, a group of elderly alchemists keen to safeguard their knowledge. The group has recently begun taking on apprentices, but all who would join the Order of the Inverted Tower must first fake their own deaths. Fortunately, the Inverted Masters have a potion for that...

If you know the secrets of the Inverted Tower you have lots of potion-making paraphernalia, herbs, and strange substances. You probably also have some wicked sharp knives for obtaining those really hard-to-get components.

Spell List:

- Altered Consciousness
- Arcane Siphon
- False Death
- Fiery Lightning*
- Ingest
- Magnetism
- Peacock Pose
- Reborn In Flames
- Rusting Admixture
- Stone Bones
- Third Eye
- Treasure Scent



THE OSTEOMANCERS' GUILD

The bone wizards are often mistaken for necromancers, but where necromancers seek to create and control unlife, an osteomancer is only concerned with bones.

The group formed in Friula, the city of secrets. But it recently moved its headquarters to the nearby city of Feymott, where it purchased land close to the Friulan prison for madmen and spies known as the House of Green Tiles.

The Osteomancers' Guild has made a name for itself as providers of communications between cities by use of the scrawl bones spell. Most rulers keep at least one osteomancer on their staff as a way to communicate semi-directly with other rulers. For this reason they are tolerated, although most creatures that have bones still view them with suspicion.

As an osteomancer you have a collection of bones in a pouch, a bone dagger, and maybe bone armor. Lots of bones. If you have a sword, its grip and pommel are probably made of bone. If you're lucky you have a staff made of bone, too. The good thing about being an adventuring osteomancer is that you have plenty of opportunities to acquire more bones.

Spell List:

- Bone Machine
- Bone Shards
- Bone Swarm
- Boneshatter* — With the champion feat that lets you shatter locks using exploding bones.
- Bonesmasher
- Chain of Bones
- Corpse Rebellion
- Final Rest
- Living Skeleton Evulsion
- Scrawl Bones

THE OUTSIDERS

This group of thieves prides itself on its ability to steal almost anything and get away with it. They specialize in teleportation magic, often disturbing the forces that underpin reality in search of a quick getaway. The group consists mostly of young wizards and thieves with an older inner circle who no longer actively practice dimensional magic.

If you are a current member of the Outsiders then you start play with a set of lock picks, a silk rope with a folding grapple, a set of dark clothing, and a quick disguise kit (probably a cloak and a wig for you to throw on when you run into a crowd). If you are a former member who has retired then you start play with 30 GP, a dagger, and a flask with a stiff drink in it to steady your nerves when your memories flash back to the things you've seen in the in-between-spaces.

Spell List:

- Blind Seers Madness
- Calling Card
- Deific Vision
- Dimensional Bleed
- Dimensional Shove
- Dimensional Wave* — With as many feats for it as possible.
- Shadow Bolt — With the champion feat that lets you occasionally teleport.
- Step Outside
- Transposition
- Uncanny Reach — With the adventurer feat that lets you teleport.

THE RED INQUISITION

Truth-finders for hire, the Red Inquisition are the people to turn to when you want a mystery solved, heretics uncovered, or a murderer found. They don't much care who gets hurt, provided they get paid. The golden-masked and red-robed inquisitors can be found in most major cities, and they are always careful to obtain the permission of the local authorities before taking on any case. The Red Inquisition's headquarters is a large estate in the republic of Trombei.

Despite their fearsome reputation, even Red Inquisitors need to eat; and most of their cases involve mundane matters such as uncovering marital infidelity, conducting background investigations, and tracking down missing persons.

As an inquisitor you have a red robe and golden mask (actually just gold painted wood), a scary looking dagger, a heavy iron-shod staff, and a satchel with torture implements. You also have everyday clothes for when you are under cover. When not in uniform you carry a dagger (hidden up each sleeve), and a shortsword in a hidden sheath down the back of your shirt. You carry a notebook and pencil, and probably have some form of official documentation for the city or region that you live in if questioned by guards. If you have parted ways with the Red Inquisition then you handed in your robe and mask when you left.

Spell List:

- Call of Earth and Stone
- Charm of Secrets
- Compelling Question
- Feverish Confession
- Fugue Script
- Hunter's Intuition
- Murdersphere*
- Patron's Aspect
- Point the Way
- Visions of the Past

THE SCHOLARS OF DUST

Using recently uncovered texts these magical dabblers from Allain seek nothing less than immortality. The members of the group all wear masks, and each scholar knows only the identity of the one who invited them to join and of members that they have invited to join the secret organization. For this reason only a few of the highest-ranking members know that their group is led by a cabal of immortal undead who seek a way to rend the veil of death and return long-lost companions to true life once more.

Each of the Scholars of Dust has a collection of writings related to immortality, some canopic jars, ritual knives, and masks. If you've left the cult you probably got rid of the mask.

Spell List:

- Essence Jar— With all the feats.
- Fangbox— For casting on canopic jars.
- Mask of the Pharaoh
- Stalls of the Pharaoh*
- Time Capsule— For casting on canopic jars and the tomb that they are in.
- Torc of the Pharaoh
- Treasure Jump— For casting on canopic jars.
- Unholy Word
- Vampiric Fog
- Zenith of Ash

THE SCIONS OF LEOFLYN

Nobody knows quite who Leoflyn is, except that casting *summon Leoflyn* (the *corpsepile* epic feat variant) produces a lot of him. Occasionally the hapless eternal bard finds himself alive long enough to produce offspring. The Scions of Leoflyn are descendants of summoned Leoflyns who have banded together to try to solve the mystery of their progenitor. They are all born with an innate talent for magic and most of them have taken up the profession of bard.

You have a resemblance to Leoflyn, a musical instrument (lute and mandolin are popular), and a dagger

or small folding crossbow hidden under your traveling cloak. You probably have a hat with a feather in it.

Spell List:

- Acoustic Dampening— With the champion feat to make singing voices carry in noisy conditions
- Fool's Gold
- Gem Hail
- Glorious Music
- Marvelous Music
- Not So Fast
- Not This Day!
- Pain Wave*
- Shrieking Glyph
- Trilling Field

THE SERVANTS OF AKYISHIGAL

The origins of the roachlings are shrouded in mystery. Some scholars believe that they were an agrarian race that did not resemble insects until they were uprooted by war and left to die as refugees in a strange land. There, they found the one creature who would answer their prayers: Akyishigal the Skittish One, a roach-demon who offered them survival in exchange for being reshaped in his image. Those who call upon Akyishigal for magical knowledge and power have risen to prominence in the shadowy underground society of the roachlings.

As a roachling mage you probably don't have a lot, and what you do have is scavenged from garbage heaps. However, you've managed to accumulate a decent set of weapons and some cobbled-together armor and implements. You definitely have taken the time to carve a representation of your patron, Akyishigal.

Spell List:

- Anger of Many Faces
- Archway of Ants
- Asaraf's Carapace
- Enemy Within*

Many of these schools of magic and magical traditions reference the Midgard Campaign Setting. For more on that world, see the **Midgard Campaign Setting** book by Wolfgang Baur, and the **Midgard Bestiary—13th Age Compatible Edition** by ASH LAW, both available from Kobold Press.

The Midgard campaign book contains information about the lands, people, and gods of Midgard, and although it includes material for the *Pathfinder Roleplaying Game*, it is a treasury of interesting ideas and an excellent world guide for any fantasy game. The *13th Age* compatible version of

the Midgard bestiary gives you everything you need to run Midgard adventures using the *13th Age Roleplaying Game*, including Midgardian icons, new magic items and monsters, and Midgard-specific races.

However, you don't need to run your game in Midgard to use this book. If you're using the default *13th Age* setting, substitute names and locations as needed; if you're using Arthur's Britain, substitute the city of York for Tintager, and so on for other settings.

These specialty schools are just suggestions. Chapter 1 outlines how to create your own specialty school.

- Ivory Flesh
- Oozeform
- Sacrificial Flesh
- Skittering Vermin
- Tunneling Swarm
- Visage of Madness

THE SHADOW DANCERS OF ALLAIN

No group is more secretive than the Shadow Dancers of Allain, and rumors swirl around this tradition and its members. Some say that under their deep hoods, some of the Shadow Dancers are now just shadow themselves. The Shadow Dancers are not a cohesive group, but the magic they teach represents a distinctive tradition.

As a shadowy practitioner of this style of magic you have whatever your class would normally have... and a deep, concealing hood and cloak.

Spell List:

- Aberrant Essence
- Dark Brand
- Invisible Hunter
- Shadow Hands*
- Shadow Jump
- Shadow Slither
- Shadow Snare
- Shadowbolt
- Shadowself
- Spy My Shadow

SHIELD MAIDENS AND SWORD BROTHERS

In Maillon and Tintager, many wizards are willing to teach their magic to warriors in exchange for a huge bag of gold (or two.) Some warriors even learn! There also exist groups of warriors who pass magical secrets down from teacher to apprentice.

As one of these warriors, you start play with extra armor and weapons suitable to your class, the tools to maintain them, and mementos of fallen comrades.

Spell List:

- Blade of My Brother
- Bulwark of Blades
- Cherub's Burning Blade
- Doom of Dancing Blades
- Doom of the Cracked Shield
- Mantle of Blades
- Rain of Swords*
- Snarling Steel*
- Summon Blade
- Weapon of Blood

THE TEMPLE OF VENERATION

Some heroes in Midgard become saints, venerated long after they have left the world. The Temple of Veneration is dedicated to remembering the saints and emulating them. There is no actual physical temple associated with the Temple of Veneration: it is part religious movement, part support network for adventurers who wish to follow in the footsteps of past heroes.

As a member of the Temple of Veneration you have a copy of *Valet's Acta Sanctorum*, a holy symbol (or even a collection of tiny holy symbols on a necklace or wristband), a club studded with holy symbols, and a weapon with a holy symbol built into it.

Spell List:

- St. Carnessa's Wicker Man*
- St. Sanchari and Innessa's Body Meld
- St. Al-Passor's Stone Piston
- St. Blusen's Reaver Spirit
- St. Brigantia's Rally
- St. Ravovik's Hive Mind
- St. Rüzgar's Eldrich Crucible
- St. Carreult's Swap
- St. Mirolch's Water Snakes
- St. Parvala's Risen Road

THE TREASURE KEEPER'S GUILD

This secretive group hires itself out to safeguard the treasures of others, recovering stolen treasure and securing it in impenetrable vaults so it will not be taken again. Sometimes, rogues infiltrate the Treasure Keeper's Guild to learn its secrets so they can loot dungeons more effectively. The Guild considers this a betrayal of its principles (not to mention bad for business) and places a bounty on the heads of these renegades.

If you are currently a Guild member, you start play with a set of keys to a treasure vault that you're responsible for (and which is being guarded by a fellow guild member while you're out tracking down lost treasure), a pair of sturdy walking boots, and a staff. If you are a renegade who steals the treasures that you vowed to guard, you start play with an extra 3d20 GP, a dagger, and a price on your head.

Spell List:

- Animate Water
- Deific Vision
- Dominate Clockwork
- Final Combustion
- Fool's Gold
- Fortified Hoard
- Pressure Wave*
- Treasure Disk
- Treasure Jump
- Treasure Scent— With the champion feat that grants the spell *find treasure*.

THE VINDICATORS

This band of adventurers numbers nearly one hundred members, most of whom are squires, cooks, camp guards, or families of the adventurers. Run like a mercenary company, the Vindicators move from place to place looking for work. Sometimes they hire themselves out as true mercenaries. Sometimes they happen upon a tomb and decide to rob it, and sometimes a town will just pay the Vindicators to leave before they attract (or start) trouble.

The Vindicators have picked up a few wizards and other casters during their travels, and they are willing to teach useful battle-magics to those that have the ability to cast it.

If you are or were a Vindicator, your equipment is eclectic. You probably have a knife tucked into your boot, a crossbow, and a club or shortsword. Many Vindicators travel with the group for a year or so and then leave, often to set up their own smaller adventuring group. If that is the case, you start with an extra 35 GP.

Spell List:

- Aegis
- Arcane Siphon
- Armored Shell
- Dragonskin
- Hex Brand
- Invisible Hunter
- Ray of Life Suppression*
- Razor Maw
- Searing Rain*
- Voidmote*

THE VRIL SEEKERS

These lost souls wandered the Wasted West in search of treasure—but instead, found strange new powers. Now they have banded together into a nascent group, exposing themselves to eldritch and alien artifacts they've uncovered in order to gain new mutations and strange abilities.

As a Vril Seeker you have a hidden mutation (an extra toe, scales on one leg, that sort of thing) and at least one obvious mutation that you can hide with the right clothing. If you want to describe your magic as a mutation, with your body spraying mucus and slime from mutant orifices and sprouting tentacles from unusual places, go for it.

Spell List:

- Abyssal Globule*
- Acidic Grease
- Blood and Steel
- Fire Under the Tongue
- Horrors of the Deep
- Mucus Spray
- Ooze Form
- Slimy Madness
- Vomit Green Slime
- Vomit Tentacles*

THE WATCHERS OF THE SKY

These astrologers and astromancers are a reclusive bunch, staring through telescopes at the night sky, compiling charts, and consulting ancient scrolls of star lore. Occasionally one will set out on a grand adventure



to fulfill or thwart a prophecy.

As a Watcher of the Sky you have a telescope, star charts, and a staff with a small astrolabe on the end. You also have an observatory where you keep even more astronomical and astrological instruments: it might be a grand tower atop a mountain peak, or the attic of a run-down cottage.

Spell List:

- Astrological Charting
- Baleful Conjunction
- Net of Comets*
- Nova
- Prismatic Star Swarm*
- Star Burn
- Star Mote
- Starfire Fury
- Starry Night
- Starry Vision

THE WIZARDS OF THE CLOCKWORK TOWER

These wizards seek to perfect life by melding it with construct technology. Working illegally out of backrooms and hidden workshops in Zobeck, these dreamers seek something that lies beyond flesh and steel, a perfect mercurial melding of the two.

Despite their name they do not own or meet in a clockwork tower, a fact that has so far succeeded in throwing the guard off their scent. Most of the group's time is taken up by infighting, preaching their various heresies on the streets, and raising funds through dubious means.

You start play with a clockwork staff and tools for repairing constructs, as well as a healer's kit with bandages and salves in it. The clockwork staff functions just like a regular staff, but has lots of tiny fold-out tools inside it.

Spell List:

- Animate Construct
- Blood and Steel
- Chronal Lance*
- Construct Body
- Steam Blast*
- Mechanical Union
- Reborn In Flames— With the epic feat to make it more likely that they will be reborn as a construct.
- Shadowself— Usually cast in conjunction with *construct body* and *blood and steel* to create living constructs.
- Tick Stop
- Winding Key

THE ZOBECK SCHOOL FOR SCOUNDRELS

Kobolds in the Free City of Zobeck are a downtrodden minority, confined to a single district, but some kobolds have set their sights higher. These adventurers are known for their resourcefulness, adaptability, and capacity for treachery and tomfoolery. Few are as infamous as Illemak, an eccentric kobold wizard with a knack for creating spells that leverage trickery and surprise to give casters the upper hand in countless sticky situations.

To aid him in robbing the rich and annoying the powerful, Illemak created the Scheming Scoundrels: an all-kobold band of talented misfits and wanderers. This group was behind a wave of unexplained thefts, vandalism, and various hijinks that plagued the ruling class during the band's heyday. Sometimes the Scoundrels offered aid to imperiled Zobeckers with nowhere else to turn.

Most of the Scheming Scoundrels are gone now, but a few surviving members have set up a school to teach their ways to a new generation. At least, they *claim* to have been members of the original Scheming Scoundrels. Who can say for sure?

As a Scoundrel you have a hidden knife in a spring-loaded wrist sheath, a sword cane, a hat with a blade hidden in the brim (count as a throwing dagger), a copper chain undershirt (count as light armor), and a copy of the book *The Rules of Gamesmanship and Lifemanship* which purports to have been written by Illemak but almost definitely wasn't.

Spell List:

- Catapult
- Detect Dragons— With the adventurer feat, which comes in handy in Zobeck.
- Gear Barrage* (known as *storm of caltrops* as per the spell description)
- Illemak's Bloody Vengeance
- Illemak's Slingshot
- Illemak's Smarting Slivers
- Illemak's Switchskin
- Invisible Hunter
- Kobold's Fury
- Scalebane*





The Spells!

Cantrips

If not stated otherwise in the description, cantrip effects have a duration of 5 minutes.

ANALYZE DEVICE

You gain a general understanding of the mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate. This cantrip does not make you an expert on the device, nor does it give you an understanding of the underlying principles that make it work. It does not normally give you a bonus in battle against a construct, though the GM may rule otherwise in special circumstances.

ANOMALOUS OBJECT

You touch an object and bend time to create an exact duplicate of the object for the duration of the spell. Only the non-magical properties of the object are duplicated—a duplicate of a magic sword is just an ordinary sword. Otherwise, the two items are, in a sense, the same object in two different places: anything that affects the original object also affects the duplicate; and anything that affects the duplicate also affects the original object. If either object is destroyed, both are destroyed (though destroying a duplicate of a true magic item does not destroy the original).

Casters sometimes use this spell to communicate across distances by creating duplicates of a blank scroll or book, so that words written in one appear in all of the others. Less scrupulous casters duplicate coins to pay off debts. (Each coin counts as a separate object for the

purposes of this spell, so you'll need to cast this spell once per extra coin. Not that you would do such a thing, of course.) The length of time that the duplicate exists depends on the level at which the spell was cast.

1st level spell	5 minutes.
3rd level spell	1d4 hours.
5th level spell	2d4 days.
7th level spell	3d4 months.
9th level spell	Permanent.

BLEEDING

One nearby willing creature bleeds profusely from their nose, eyes, ears and/or mouth. The effect lasts for 1 minute per caster level or until the caster ends the spell. *Bleeding* does no damage, but it looks awful.

BREATHLESSNESS

You do not need to breathe for a number of minutes equal to your level.

Destroying Objects

Some Deep Magic spells enable casters to destroy inanimate objects. Unless otherwise stated in the spell description, when you cast such a spell on a non-magical object (or attack it while magically enhanced by a spell such as *Aspect of the Ram*), make a skill check against a DC set by the GM to destroy it, using an appropriate background and ability score. Caster classes use their primary ability score (Int, Cha or Wis). Non-caster classes with access to the spell use Int for spells that damage objects, and Str for spells that increase the target's physical ability to break things.

GMs should only call for a skill check if success or failure matters to the adventure. If the sorcerer likes to make a dramatic entrance by blowing the tavern door off its hinges, just let her do it.

20 Deep Magic spells that might damage an object:

Cantrip	Breaching Sphere
Brittling	Illemak's Smarting Slivers
1st level	Trilling Field
Reverberate	5th level
Shrieking Glyph	Fly True
Slapping Hand	Freyja's Instant Ballista
Soul Drinking	Sundering Chime
Spellforged Sinews	7th level
Stalls of the Pharaoh	Catapult
Stone Swarm	Crawling Corruption
3rd level	9th level
Aspect of the Ram	Veles' Breath
Boulder Toss	

BRITTLING

Your touch makes one metal, stone or wood object freezing cold, rendering it brittle and easier to shatter: reduce the difficulty level of a skill check to break it by one. Magical items and construct creatures are immune to the effect.

See the Destroying Objects sidebar on page 22 for rules on destroying objects.

DOME OF SILENCE

A stationary invisible dome encompasses the area around you, muting any non-magical sound traveling into or out of the area. Sounds inside the dome cannot travel out and vice-versa. Up to five medium or small creatures can fit inside the area affected by dome of silence, perhaps more if they huddle tightly. Magically enhanced sound carries through the barrier.

DOUSE LIGHT

You extinguish one nearby or far away candle, lantern, or torch. Douse light does not affect light emitted by creatures, or magical fire such as fireballs or dragon fire.

DUEL

You create an illusory combat terrain for magical duels, lasting 1 hour or until you end the effect. Duelists go through all the motions of casting spells, and experience the effects of those spells, as if they were real. The dueling casters can cast any spells they know, and normal casting requirements apply. However, no spells are actually cast and no true damage is done. The caster of duel decides whether the terrain and spell effects are visible to non-duelists.

Any duelist who drops to 0 hit points or less falls prone and is helpless until an opponent helps them to their feet, or the spell ends, whereupon all illusory damage to the fallen duelist is healed and all conditions are removed. When the duel is finished the combat terrain vanishes, and all illusory damage and conditions end for all duelists.

The winner is the duelist (or team of duelists) who meets the victory conditions set when the spell was cast. Common victory conditions include scoring the first hit, scoring three hits, "killing" all enemy duelists, capturing an object or reaching a goal marker.

If any duelist draws a real weapon, uses a magic item that does not benefit spell casting, or uses any ability or attack that causes real damage; or if any non-participant interferes with the duel; the duel spell immediately ends.

At the champion tier you can add special effects to make the duel more exciting for onlookers. For example, duelists could "die" in spectacular ways, a disembodied voice could provide a play-by-play commentary on the action, and music could play at appropriate moments. You can also create illusory jesters, jugglers, clowns, announcers and heralds. Whether this causes trouble with the local entertainers' guild is up to the GM.

At the epic tier you can conjure a lavish pavilion or tent from which an audience can watch the duel, with refreshments served by magical sprites. Whether this causes trouble with the guilds for culinary workers, seamstresses and laborers, as well as any organized crime syndicates who have an investment in the financial success of such guilds, is up to the GM.

FEY'S CURSED COIFFURE

You rapidly grow and style hair, your own or that of a nearby willing creature. This cantrip is not limited to head hair: you can grow and style facial and bodily hair as well. Styles can range from the mundane to the fantastical. The name refers to the cantrip's inspiration, a malicious spell used by the dark fey to harass humans by causing them to grow hair at an incredible rate.

FLOAT

You hover weightless at a height of 1 ft. above any surface, solid or liquid, for a number of minutes equal to your level. You can move slowly by pushing yourself along with a pole or paddle, or by catching the wind with a makeshift sail. At the epic tier, you can use this cantrip as the basis of a ritual that causes your manse, tower or cottage to float 1 ft. above land or water permanently.

FREEZE LIQUID

A blue spark flies from your hand into a nearby drinking horn, waterskin or similar small container, instantly freezing the contents solid. The contents melt normally and are not otherwise harmed. This spell cannot be cast on a living target or on magic potions.

GLACIAL WIND

You create an ice-cold gust of wind strong enough to knock over small objects, bang shutters, rattle doors, extinguish normal fires, and other tricks. Glacial wind cannot be used to do fine or highly targeted work, such as raising a latch or knocking over one specific object among many.

HIDE

You render one small object worn on your person invisible for a number of minutes equal to your level.

HOVERING GLEAM

You create a floating light, similar to a glowing coal in size and brightness, that you can mentally command to move in any direction. The hovering gleam gives off no heat and is not bright enough to illuminate anything.

LABYRINTH MASTERY

If you are in a maze, or any structure with multiple paths and numerous dead ends, you can use this cantrip to sense the general direction of the closest exit from the maze, although you don't know how to reach that exit.

LEAP

When making a skill check for a high or long jump, reduce the DC by one difficulty level.

LEPRECHAUN'S LUCK

You flip or toss a gold coin into the air, and it vanishes. Take a +1 bonus to your next non-attack, non-save d20 roll. Some folktales tell of wizards who used this cantrip too often and drew the attention of the little folk. These stories do not end well.

MAGGOTS

You transform dead flesh up to the size of a medium size humanoid's corpse (including cooked meat, but not undead) into a swarm of hungry maggots. At champion level you can cause the swarm to combine into one large maggot, which you can ride as though it were a loyal horse. This super-maggot changes back into a maggot swarm after one hour.

MESSAGE IN A BOTTLE

You whisper a short message into the mouth of a bottle or jug, then seal the container using a cork, wax or similar means. Whoever first unseals the container hears your message clearly.

MOUNTAIN GOAT'S GRIT

You gain the vitality and stamina of the sturdy creatures that live at high altitudes. You can ascend to any height without suffering from oxygen deprivation, and hold your breath just a bit longer than normal. Also, normal, non-magical cold or hot climates don't bother you in the least. Be sure and mention this to your shivering or sweltering companions. (You are not immune to fire, lava, the interior of a furnace, the heart of a star, or similar extremes of temperature.)

PHILOSOPHER'S TOUCH

With a touch you temporarily transform one metal into another. The more difficult the transformation, the shorter-lived the effect. A base metal (lead, tin, copper, iron, or steel, for example) that is transformed into any other base metal lasts 10 min. per level before reverting back to the original metal. Any metal transformed into a precious metal (silver, gold, or platinum, for example) lasts 1 min. per level before reverting. Any metal transformed into a special substance (mithral, or adamantine, for example) lasts for 1 round per level. Transforming a metal object in someone's possession requires you to touch the object. If its owner wouldn't want the item transformed, make either a skill check (for example, turning a gold bracelet to brass without the person carrying it noticing) or an attack roll vs. PD (lunging across the room to turn a silver dagger to tin before it can be used against a captured werewolf).

Transformed weapons still do damage as normal, unless the target is vulnerable to that specific metal.

PUFF OF SMOKE

You create a puff of smoke of a color and shape of your choosing. Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion and epic environments.

ROPE

A rope you hold coils to a fixed point (hook, branch, stone, or protrusion) and ties itself there. You can also use this cantrip to command one rope you are touching to untie itself.

SCRIVENER GLYPH

You trace a glyph in the air and send it into one nearby non-magical object with writing on it, such as a wanted poster, book, or scroll. The glyph overwrites the text with copies of itself, so eventually the entire text consists of the glyph repeated over and over. The effect lasts a number of hours equal to your level. At the champion tier you can command the glyph to overwrite text with a few sentences of your choice. For example, you could change a signed order calling for your arrest into a declaration that you are a hero of the realm and all of your purchases should be billed to the local duke; or transform a playwright's latest work into the repeated phrase, "I am a pompous hack and I smell like a wet owlbear."



SEA LEGS

When making a skill check in rough seas, an earthquake, or a similar situation where the surface you're on is unsteady, reduce the DC by one difficulty level.

SHADOW PLAY

Shadows on a nearby surface move and change shape according to your will. You can recreate the silhouette of someone or something you've seen or imagined, enact scenes with shadow puppets, cause someone's shadow to move independently of them, and similar tricks.

SHAPE WATER

At your command, water flows into any shape you desire and then solidifies. Once solid, the object is as resilient as glass and lasts until it is broken, at which point it returns to its liquid state. The amount of water doesn't increase or decrease, and fine details aren't possible. You can affect a volume of water large enough to fill a rain barrel.

SHED THE RAIN

Rain beads and rolls off you like water off a duck's back. This protection extends to anything you are wearing or carrying: you could walk through a downpour holding a bundle of priceless scrolls, and you and your cargo

would remain dry. This spell does not affect gooey liquids or those significantly thicker than water, such as grease. It also doesn't affect items that are already wet, or protect against immersion. Wading through a puddle, or falling into a lake, still leaves the affected gear and body parts soaked.

SILENT COMBAT

Your attacks, and the attacks of those engaged with you, are utterly silent until the start of your next turn. Shouts and screams, rattling armor, clashing blades, and the heavy fall of a body make no sound. The cantrip doesn't prevent spellcasters from casting spells, and it doesn't prevent whispers or normal speech—only abrupt or loud noises that carry for a distance. If a creature affected by this cantrip disengages from you or pops free, they make sounds as normal.

SLIDE

You glide across flat ground as though skating on ice, moving twice as fast as normal. The cantrip lasts up to 5 minutes.

STENCHCOIN

The stenchcoin is scentless until it is moved or otherwise disturbed, at which point it emits a foul odor similar to a combination of skunk and rotting meat. The scent permeates other adjacent coins and fills any closed container it's in. After 1 hour, the stench fills a regular bag or backpack, and after 4 hours it fills an entire room. Dealing with the stenchcoin requires finding it. Once the affected coin is identified the stench can no longer cause nausea and the smell fades over several hours.

TAN HIDE

You magically tan and cure the skin of a recently dead creature into high-quality leather. You cannot tan decomposed skin, and undead creatures are not affected by the cantrip. (Much to the regret of necromancers who dream of an extra-tough zombie army.)

THUNDERCLAP

Thunder crashes loudly all around you, drawing the attention of creatures within hearing distance. The noise is clearly audible up to a mile away over clear terrain.

TIMELESS ENGINE

You halt the normal processes of degradation in a non-magical mechanical device, rendering normal maintenance unnecessary. The affected device does not suffer long-term wear, nor does it need fuel, grease, or winding nearly as often. This cantrip doesn't affect magical constructs such as golems or gearforged.

TOOLKIT

You can conjure any necessary tool for crafting, repairing or disassembling to your hand with a mental command. The tool disappears when you no longer need it.

TONGUEPICK

Your tongue elongates and becomes prehensile, stretching up to four feet. You can use your tongue in place of a lock pick set, and perform other tricks that having a four foot long prehensile tongue would allow you to perform. Although you cannot speak very clearly, this cantrip doesn't affect your ability to cast spells. The effect lasts until you dismiss it.

Yes, chaos mages, necromancers, and others who revel in weirdness: *you can wield a weapon using your freakishly long tongue*. You don't get any extra benefit from it, and you can't triple-wield. But if they survive the battle, your opponent will never be able to unsee that image.

TRAPSHADOW

You shroud a stationary object (usually a trap, a door, or a chest) in shadows, making it harder to spot. When you use this cantrip with a skill check to conceal an object, reduce the DC by one difficulty level. Note that this is only effective in environments with lots of shadows. A treasure chest with *trapshadow* cast on it in a brightly lit room will just stand out more.

UNCANNY UTTERANCE

Your voice can be heard by any creatures looking in your direction as if you were nearby in a quiet room. As long as a creature is looking in your direction, your voice remains audible to them even if you are far away and barely visible. Creatures can voluntarily look away to stop hearing the utterance. The cantrip ends when you stop speaking.

UNFASTEN

You unfasten a nearby non-magical fastening such as a button or clasp. Sets of fastenings, such as all the buttons on a coat or the laces on a boot, are considered a single target.

WARP METAL

You cause a piece of non-magical metal of up to 2 lbs. to warp and twist in random ways with a touch. You cannot fundamentally alter its size or weight, and you can't *warp metal* during combat.

WIND ARROW

You enchant an arrow so that when it is shot from a bow, it spreads a brief, powerful wind gust in its wake, as if some enormous creature just sped by. Small fires—including candles and torches—near the arrow's path are extinguished. The gust scatters live embers from larger fires, tears papers and similar items from unsuspecting hands, and knocks small flying creatures such as sparrows, bats, and insects out of the air.

WOLFSONG

You let out a howl that can be heard up to five miles away outdoors. The howl conveys a message of up to nine words to wolves and wolf-like creatures within that area,

whether or not they possess the Intelligence to act on it. The sound carries considerably less far when the caster is indoors, typically one-half mile or less.

WOTAN'S REDE

When making a skill check related to knowledge, Wisdom, musical performance or poetry, reduce the DC by one difficulty level.

1ST LEVEL SPELLS

ABYSSAL GLOBULE

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: 1d6 ongoing acid damage.

Miss: Damage equal to your level

3rd level spell	10 acid damage and 1d8 ongoing acid damage.
5th level spell	20 acid damage and 2d6 ongoing acid damage.
7th level spell	30 acid damage and 3d4 ongoing acid damage.
9th level spell	60 acid damage and 3d8 ongoing acid damage.

Champion Feat: The spell also deals negative energy damage.

ACIDIC GREASE

Close-quarters spell

Recharge 16+ after battle

Target: 1d4 nearby or far away enemies in a group

Attack vs: PD

Hit: 3 ongoing acid damage and the target is stuck (save ends both).

3rd level spell	5 ongoing acid damage.
5th level spell	8 ongoing acid damage.
7th level spell	12 ongoing acid damage.
9th level spell	22 ongoing acid damage.

ACOUSTIC DAMPENING

Close-quarters spell

Interrupt action or quick action if the escalation die is 2+

Recharge 16+ after battle

Target: You or a nearby ally targeted by a thunder damage attack.

Effect: You gain resist thunder 6+ (champion: resist thunder 11+; epic: resist thunder 16+) and a +2 bonus to stealth checks until the end of the battle, or for 5 minutes.

Special: At the GM's discretion this spell might also offer some benefits against creatures that captivate with siren-like songs, creatures that have deafening attacks, and so on.

Adventurer Feat: If cast on somebody who is taking ongoing thunder damage, it ends the thunder damage.

Champion Feat: You can cast this spell over a wide area (such as a noisy market square or a busy tavern) to reduce the noise level and allow yourself to be heard better.

Epic Feat: You can cast the spell over a whole battle, allowing leader's commands to be more easily heard by their side and muffling the shouted commands of the enemy side. It is up to the GM how this affects the battle: it might help to turn the tide, but it might also make you a target.

AEGIS

Close-quarters spell

Special: You can cast this twice per battle.

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: You inscribe a sigil on any portable surface or ally, protecting it against magic. It gains +2 to its defenses against all attacks made by creatures that have the 'caster' role. The spell effect lasts until the end of the battle or the next full heal-up, whichever is sooner.

ALTERED CONSCIOUSNESS

Close-quarters spell (utility spell)

Daily

Effect: You gain a +1 AC bonus (stacks with magical armor) until the end of the battle.

Adventurer Feat: You also gain a +2 bonus to gambling skill checks.

Champion Feat: The spell becomes recharge 16+.

ANGELIC SEAL

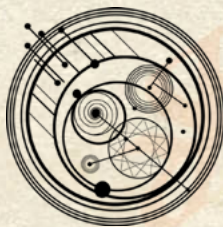
Close-quarters spell

Recharge 16+ after quick rest

Effect: You draw a seal on a solid surface and infuse the area with holy energy. Outdoors, this creates a protective hemisphere in a radius centered on the seal that protects the area nearby the seal. Indoors or underground, the seal conforms to the shape of the building, including floors, ceilings, walls, and doorways, protecting the area nearby. If the structure is too large to be covered by the spell's area, you can shape the area as you see fit.

Evil creatures cannot enter the warded area using extradimensional travel. Any evil creature attempting to enter the area warded by the seal, or coming into physical contact with doors, windows, or walls under its effects, immediately takes damage as determined by the level at which the spell was cast.

1st level spell	15 holy damage.
3rd level spell	25 holy damage.
5th level spell	40 holy damage.
7th level spell	60 holy damage.
9th level spell	110 holy damage.



The ward lasts for one hour per level that the spell is cast at, though those inside the ward can decide to break the ward by destroying the angelic seal (a standard action). You are always immune to your own ward.

What creatures are "evil" varies from campaign to campaign. The GM should tell you up front what you can affect with this spell, and what you can't.

Champion Feat: You can cast this spell as unholy ward.

This spell variant wards against good creatures. Again, it is up to your GM as to what constitutes truly good. Unholy wards do both cold and fire damage.

Champion Feat: You can cast this spell as unliving ward.

This spell variant wards against living creatures, but not against constructs or the undead. Unliving wards do negative energy damage.

Epic Feat: You can cast this spell as ward of detestation.

You can set this ward up to keep out specific creature types or groups. You could ward against dragons, elves, humanoids, members of the city guard, and so forth.

ANIMATE CONSTRUCT

Close-quarters spell

Daily

Effect: You animate an object or a group of objects, such as a pile of bones or a purse of coins. Some casters carry specially prepared puppets and mannequins, others rely on whatever is at hand. The resulting creature counts as a summoned creature and follows the normal summoning rules. The object acts immediately on your turn, and can attack your opponents to the best of its ability. As a free action you can direct it not to attack, to attack particular enemies, or to perform other actions as a move action. The construct lasts until the end of the battle; or if the spell is cast outside of battle, the construct lasts a number of hours equal to your level or until the end of the next battle. The power of the construct depends on the level at which the spell is cast.

1st level construct

Level 1 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +6 vs. AC—5 damage

AC 16 PD 15 hp 5 MD 11

3rd level construct

Level 3 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +8 vs. AC—10 damage

AC 18 PD 17 hp 9 MD 13

5th level construct

Level 5 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +10 vs. AC—18 damage

AC 20 PD 19 hp 15 MD 15

7th level construct

Level 7 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +12 vs. AC—28 damage

AC 22 PD 21 hp 22 MD 17

9th level construct

Level 9 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +14 vs. AC—50 damage

AC 24 PD 23 hp 36 MD 19

Adventurer Feat: Realistic constructs that you craft beforehand and then animate can pass for natural creatures if not closely examined.

Champion Feat: Constructs that you animate can fly and swim.

Epic Feat: Your constructs are smart enough to carry out complex tasks with no supervision.

ANIMATE GLYPHS

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You trace a number of glyphs in the air. Once the glyphs are complete, they remain immaterial and orbiting you, floating silently until activated by you as a standard action. When activated, they spring to life and attack your enemies using the following attack:

Glyph Burn

Close-quarters spell

Attack: Automatic hit

Target: One nearby or far away creature

Hit: 5 damage of a random type (roll d6: 1=Acid, 2=Cold, 3=Fire, 4=Lightning, 5=Psychic, 6=Thunder)

3rd level spell	8 damage of a random type.
5th level spell	13 damage of a random type.
7th level spell	20 damage of a random type.
9th level spell	39 damage of a random type.

The floating glyphs remain until the end of the battle, or until you dismiss them (a free action).

Adventurer Feat: The floating glyphs do not disappear until you dismiss them, or until the next full heal-up.

Champion Feat: When you command the glyphs to attack, roll a d8 for the random energy damage. On a result of 7-8 you pick the energy type.

Epic Feat: You can cast this spell on a nearby ally, who can then use a standard action to command the glyphs to attack. The glyphs disappear at the end of the battle or after 1 hour, whichever is sooner. You or your ally can dismiss the glyphs as a free action. You cannot cast animate glyphs again until the glyphs orbiting your ally are gone.

ANIMATE WATER

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Target: A nearby water source that is not a living creature

Effect: You imbue water with cohesiveness, giving it a humanoid shape and a semblance of life. These creations can carry out your simple verbal commands. They extinguish fires that they come into contact with, so ordering them to carry a torch requires careful wording.

The number of servants you can create and their hit points depends on the level at which the spell was cast. Their PD, MD and AC are equal to your own at the time you cast the spell.

1st level spell	1 servant, 4 hp.
3rd level spell	3 servants, 12 hp each.
5th level spell	5 servants, 20 hp each.
7th level spell	7 servants, 28 hp each.
9th level spell	9 servants, 36 hp each.

The servants last for 1 hour per level at which the spell used to animate them was cast, or until they are destroyed, or until you dismiss them as a free action.

Special: You need an amount of water large enough to create the servants from. If you do not have such a body of water, the spell draws water out of nearby mud and ambient humidity in the air. If the spell still does not have enough water, it draws it from plants and nearby corpses. If the spell still lacks enough water, it merely produces a sphere consisting of the water that it has gathered.

ARCANE SIPHON

Close-quarters spell

Daily

Target: You or a nearby ally

Effect: The target takes half damage from the next spell (or magical attack from a creature of the caster type) that hits them that day.

Epic Feat: The target gains resist 12+ to spells.

ARCH DRUID'S FIRE

Ranged spell

At-Will

Target: All nearby and far away allies

Effect: Until the end of your next turn you change one damage type used by all nearby and far away allies to another damage type. For example, you could change all negative energy damage into holy damage, or encase your allies' melee weapons in magical frost to turn normal, untyped damage into cold damage.

ARMORED SHELL

Close-quarters spell

At-Will

Quick action to cast

Target: You

Effect: Until the end of the battle you receive the bonuses and penalties to AC that you would normally get when wearing heavy armor. Armored shell replaces all bonuses and penalties from the armor you were wearing before you cast the spell. You can't cast this spell if you are already wearing heavy armor.

Adventurer Feat: The armored shell grants an extra +1 AC (champion: +2 AC; epic: +3 AC).

Champion Feat: The armored shell imposes no penalties.

Epic Feat: The armored shell grants resistance to normal weapons 11+.

ARROW OF MORNING GLORY

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: 1 nearby arrow or other missile

Effect: You imbue mystical plant essences into an arrow (or other missile), which you or an ally must loose during your next turn for the spell to take effect.

Attack: Ranged weapon attack

Hit: Weapon damage and any other effects from the attack, and the target becomes stuck (save ends).

ARROW OF THE ANIMAL SPIRIT

Close-quarters spell

Cyclic (cast once per battle as a quick action OR at-will when the escalation die is even)

Target: 1 nearby arrow or other missile

Effect: You bind powerful animal spirits to an arrow (or other missile), which you or an ally must loose during your next turn for the spell to take effect.

Attack: Ranged weapon attack

Hit: Weapon damage and any other effects from the attack, and the target becomes hampered and dazed (easy save ends both).

ASPECT OF THE FOUR WINDS

Close-quarters spell (utility spell)

Recharge 11+ after battle or your next quick rest, whichever comes first

Target: You

Effect: Roll 1d4:

1. *North Wind Aspect:* +5 bonus to your next initiative roll.
2. *South Wind Aspect:* The next time you take damage from a non-magical trap, obstacle or environmental hazard, the GM subtracts one die before rolling the damage.
3. *East Wind Aspect:* +1 bonus to saves during your current or next battle.
4. *West Wind Aspect:* +1 bonus to ranged attacks during your next battle when the escalation die is even.

Adventurer Feat: Roll 1d4 twice and choose which result applies.

Champion Feat: After casting the spell, you can re-roll the effect mid-battle as a quick action.

Epic Feat: Select one benefit from the list above: you can choose to receive that benefit when you cast the spell.

ASPECT OF THE UNDINE

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: You or a nearby creature

Effect: You imbue the target with the speed and hydrodynamics of a dolphin, and they can swim like they are born to it. The target can hold their breath for extended periods of time. Any armor, clothing, and equipment worn or carried will transform to be hydrodynamic. The target gains +5 to rolls involving

swimming. The spell lasts 10 minutes per level at which it was cast.

Adventurer Feat: Target can breathe underwater.

Champion Feat: Target can move twice as a single move action while underwater.

Epic Feat: Target automatically succeeds at all swimming checks.

BLACK HAND

Close-quarters spell

Special: You can cast this twice per battle.

Recharge 11+ after battle

Quick action to cast

Target: One nearby enemy that you have just hit with a melee attack

Effect: You gain +1d4 temporary hp and +1d4 to the next damage that you deal.

3rd level spell +1d6 hp and +1d6 extra damage on your next attack.

5th level spell +1d8 hp and +1d8 extra damage on your next attack.

7th level spell +1d10 hp and +1d10 extra damage on your next attack.

9th level spell +1d12 hp and +1d12 extra damage on your next attack.

Champion Feat: Double the temporary hp.

Epic Feat: Double the extra damage.

BLOOD ARMOR

Close-quarters spell

Quick action

Recharge 11+ after battle

Target: You

Special: To gain the benefit of this spell, you must cast it immediately after hitting an enemy with a melee attack, and the enemy must contain blood or a similar substance. (For example, it will work on a vampire or a flesh golem, but not on a skeleton or a stone golem.)

Effect: Until the end of your next turn you gain the benefits of a suit of heavy armor with none of the penalties (if you would normally have penalties for wearing heavy armor).

BOLSTER SPIRITS

Close-quarters spell (utility spell)

Recharge 16+ after battle

Quick action to cast (interrupt action with adventurer feat)

Target: You or a nearby ally

Effect: If the target is under the influence of a fear aura, they immediately roll a normal save. If successful, the target is no longer dazed and can use the escalation die normally. The target is immune to fear effects for the rest of the battle.

Adventurer Feat: When you would be subject to a fear effect, you can cast this spell on yourself as an interrupt action to avoid becoming dazed.

Champion Feat: You can target both yourself and a nearby ally.

Epic Feat: Provided you have not yet cast this spell and still have the ability to do so, you are immune to fear effects.

BONESHATTER

Close-quarters spell

At-Will

Target: 1d3 nearby or far away enemies in a group

Attack vs: PD

Hit: 2d6 damage.

3rd level spell 3d6 damage.

5th level spell 6d6 damage.

7th level spell 8d6 damage.

9th level spell 15d6 damage.

Adventurer Feat: The spell does an extra 1d6 damage against bony creatures such as skeletons and bone devils.

Champion Feat: You can use boneshatter to gain a +2 bonus to skill checks when breaking locks, opening stuck doors, and similar tasks by turning a fragment of bone into a small explosive charge.

Epic Feat: You can now target 1d4+1 creatures, and the creatures do not have to be in a group.

BREATH OF THE DEAD

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: One nearby creature

Attack vs: PD

Hit: 1d6 negative energy OR poison damage (you choose which type when you learn the spell).

3rd level spell 3d6 damage.

5th level spell 5d6 damage, targeting 1d3 nearby enemies in a group.

7th level spell 7d6 damage, targeting 1d3 nearby enemies in a group.

9th level spell 9d6 damage, targeting 1d3 nearby or far away enemies in a group.

Adventurer Feat: The attack deals both poison and negative energy damage.

Champion Feat: Add 1d6 to the damage on a hit or a miss.

Epic Feat: Add an additional 2d6 damage on a hit (stacks with the champion feat).

BUOYANT

Ranged spell (utility spell)

Recharge 16+ after battle or quick rest

Target: You or a nearby ally

Effect: No matter how hard they try, the target cannot be submerged in any kind of liquid. With a successful skill check with a DC of 10 (calm water), DC 15 (slowly moving water) or DC 20 (fast or rough water) they can walk on water as if moving through difficult terrain. Characters walking on acid or lava still take damage, but only half the damage that they would take if they were submerged in the liquid.

Adventurer Feat: Gain +2 to all defenses against attacks made by creatures composed of water, and +1 to all defenses against attacks made by aquatic or amphibious creatures.

Champion Feat: The target hovers a foot above any large body of water.

Epic Feat: The target does double their normal miss damage against creatures made of water.

CHARM OF SECRETS

Close-quarters spell (utility spell)

Recharge 16+ after next quick rest

Target: You or a nearby creature

Effect: The target cannot reveal one secret that it knows without suffering great pain. The effect ends when the secret becomes known to the public, or to a group or individuals questioning the target. You do not have to know the secret yourself, but you must know who or what it regards. For example, you might be aware that the target has secret information that would damage a noble's reputation, without knowing what that information is.

Attack vs: MD

Hit: If the target willingly divulges the secret, they must save (11+) or take 10 psychic damage.

3rd level spell 30 psychic damage.

5th level spell 50 psychic damage.

7th level spell 70 psychic damage.

9th level spell 90 psychic damage.

CHILL HEART

Ranged spell (utility spell)

Interrupt action or quick action

Recharge 16+ after battle

Target: You or one nearby ally (with a quick action); you or one nearby ally hit with an attack that causes a mind-altering effect (with an interrupt action)

Effect: The target immediately makes a hard save (16+) against any mind-altering effect or condition (such as confusion, being charmed or dominated, etc.).

For the rest of the battle, the fear threshold of any enemy in the battle is halved with respect to the target. For example, if the target were in a battle with a monster that has a fear threshold of 24, the target wouldn't be affected by the monster's fear aura until he or she was reduced to 12 hp or less.

Adventurer Feat: The save becomes a normal save.

Champion Feat: The target is immune to fear effects for the rest of the battle.

Epic Feat: The target is immune to mind-altering effects (such as confusion, being charmed or dominated, etc.) until the end of the battle.

CHROMATIC SPELL LASH

Close-quarters spell

At-Will

Target: One nearby creature

Attack vs: MD

Hit: 1d6 ongoing damage of a random energy type (roll 1d6: Acid, Cold, Fire, Thunder, Lightning, Psychic) and the target is hampered (save ends both).

Miss: Damage equal to your level.

3rd level spell 3d6 ongoing random energy damage, the target is hampered (save ends both).

5th level spell 4d6 ongoing damage.

7th level spell 6d6 ongoing damage.

9th level spell 12d6 ongoing damage.

CHRONAL LANCE

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: 10 force damage

Miss: Damage equal to your level

3rd level spell 2d8+10 damage.

5th level spell 2d8+20 damage.

7th level spell 2d8+30 damage.

9th level spell 2d8+60 damage.

Adventurer Feat: The first time each battle that you hit with chronal lance the target is dazed until the end of its next turn.

Champion Feat: Your lances affect incorporeal creatures, and do full damage against creatures that would normally take half damage due to resistances.

Epic Feat: Every time you cast this spell you increase your initiative by +5.

CIRCLE OF WIND

Ranged spell

Recharge 16+ after battle

Target: You or a nearby ally

Effect: Until the end of the battle the target gains +1 to AC and PD against ranged attacks.

Adventurer Feat: Once per battle you pop an enemy engaged with the target free.

Champion Feat: Once per battle the target can ride the whirlwind and disengage without drawing opportunity attacks or move without being intercepted.

Epic Feat: Once per battle the target can fly on its turn as a move action.

COMPELLING QUESTION

Close-quarters spell (utility spell)

Daily

Target: One nearby creature

Effect: You ask another creature one simple question that it is able to answer with a single word.

Attack vs: MD

Hit: The target must answer you as truthfully as possible in a single word. The GM may assign a modifier to the target's MD based on how important the target considers the information. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and provides a +2 bonus to the target.

Miss: The target is free to lie or not answer.

Adventurer Feat: You can ask two questions.

Champion Feat: You can ask the question(s) to two targets at the same time.

Epic Feat: You can question inanimate objects that have mouths or representations of mouths (statues, paintings etc.). The objects always answer truthfully; there is no need to roll an attack.

CORPSE REBELLION

Ranged spell

Recharge 16+ after battle

Target: One nearby or far away undead creature

Attack vs: MD (+4 attack bonus against mindless undead creatures)

Hit: The target becomes confused (save ends).

Miss: Damage equal to your level.

Special: If you provide an entertaining and convincing narration of who the target was in life and how they react upon "waking up" as an undead creature, the GM may rule that the target attacks itself in horror and self-loathing while under the spell's effect. The target does not need to roll an attack to damage itself.

Adventurer Feat: You can communicate with the undead creature, and its save against the effect becomes 16+.

You have no way to make the creature tell you what you want to know, and it might spend that time screaming, pleading for death's release, or raging against the cruelty of gods and fate; but sometimes the dead reveal interesting things when given a chance to speak.

Champion Feat: You can disguise one willing, living creature as undead to the senses of other undead. The spell temporarily removes the soul of the creature, an unpleasant experience.

Epic Feat: You can bind the spirit of a creature to its corpse; doing so takes 1 hour or more of uninterrupted casting. This is functionally a resurrection spell, though the creature will still be technically non-living. If the body was dead, the creature's type becomes 'construct', if the creature was undead, its type remains undead. When you use corpse rebellion in this way, the Limited Casting rules apply as per resurrection. There is also a cumulative 20% chance per casting that the universe will react to its laws being broken so flagrantly, and the party will incur a campaign loss of the GM's choosing.

CORVID'S CUNNING

Close-quarters spell (utility spell)

Recharge 16+ after next quick rest

Target: You

Effect: You gain a +2 bonus to all Intelligence-based skill checks (but not to Int-based attack rolls) until your next recovery, or until you fail an Int-based roll (including attack rolls).

5th level spell +4 bonus.

9th level spell +6 bonus.

Adventurer Feat: You can target an ally with this spell.

Champion Feat: While corvid's cunning is in effect, you can reroll one failed Int-based roll (including an attack



roll) without the bonus granted by this spell.
Epic Feat: Once per day you can conjure a magical crow or raven to fly high into the air, return, and tell you what it saw. The corvid vanishes after delivering its report.

CLAWS OF THE EARTH DRAGON

Ranged spell
At-Will
 Standard AND move action to cast
Target: One nearby or far away creature
Attack: Target must save (11+) or be hit (and if flying, fall from the sky)
Hit: 10 force damage (+1d8 if the creature is flying).

3rd level spell	16 damage (+ 2d8 if the target is flying).
5th level spell	28 damage (+ 2d12 if the target is flying).
7th level spell	40 damage (+ 2d20 if the target is flying).
9th level spell	80 damage (+ 4d20 if the target is flying).

CLEANSING RAY

Ranged spell
At-Will
Target: 1d4 nearby or far away plant or ooze creatures in a group
Attack vs: Automatic hit
Hit: 2d4 negative energy damage split between targets hit.
Special: If you target an area instead of creatures, the ray destroys a large patch of non-creature fungus, mold, or slime, and disinfects unattended, non-magical objects. Objects tainted with magical or unusual diseases, parasites, or infestations are unaffected by this spell.

3rd level spell	2d8 damage.
5th level spell	4d6 damage.
7th level spell	6d6 damage.
9th level spell	10d6 damage.

Adventurer Feat: Include aberrations in the list of creature types the spell may target.

Champion Feat: All nearby allies can save against diseases, infections, parasites, or conditions caused by plant-based attacks.

Epic Feat: Provided you have not yet cast this spell and still have the ability to do so, you are immune to all diseases, parasites, infections, etc.

CREATE DUSKLING CREEPER

Close-quarters spell (utility spell)
Recharge 16+ after next quick rest
Target: One nearby dead creature (but not undead)
Effect: A duskling creeper bursts forth from the chest cavity of the corpse. The duskling creeper is a small humanoid creature with smooth black skin and no facial features. The created duskling creeper will serve you for a number of days equal to the level at which the spell was cast. Only one duskling creeper may be created per corpse.

If a resurrection is attempted, the duskling creeper counts as part of the corpse. It is not possible to cast resurrect or reborn in flames on both the original corpse and the duskling creeper, though either is a valid target for the effects of those magics.

Once per day you can call on one of the following benefits:

- Thanks to information whispered to you by the duskling creeper, when you roll initiative you can reroll your initiative and keep the higher result.
- You can force an enemy to reroll an attack roll or save because the duskling creeper snuck into combat and tied your enemy's boot laces together or some other low-down trick. The duskling creeper doesn't actually enter combat, and is not a valid target.
- The duskling creeper can act for one hour as though it were a familiar, following the rules for a wizard's familiar.

The duskling creeper also generally hangs around you and attempts to help you. It will wake you if there is trouble, carry small items for you, and perform tasks like scurrying up ropes to untie knots if that would be useful. Duskling creepers typically don't cook or clean.

You can only have one duskling creeper in your service at a time. If two duskling creepers meet they either fight to the death (50% chance of either winning) or hold hands and skip off together while making an eerie giggling sound (the only noise they are ever heard to make).

The duskling creeper scurries off after the spell duration ends, and it immediately leaves your service if you deliberately endanger it. Nobody knows exactly where duskling creepers go off to.

Adventurer Feat: Duskling creepers that you make are winged and can fly.

Champion Feat: Duskling creepers that you make are larger than normal, and you can gain the normally once-per-day benefit twice per day.

Epic Feat: The duskling creeper that you create has the residual personality and memories of the corpse it was made from. After the spell effect ends there is a chance (12% chance per level at which the spell was cast) that the duskling creeper metamorphoses into the dead person and returns to life as per reborn in flames.

DARK JESTER'S LAMENT

Ranged spell
At-Will
Target: One nearby or far away enemy
Effect: A ghostly mask hovers around the target. If the target attacks an ally, the mask attacks the target and then disappears. If not, the mask disappears at the end of the battle. You can conjure only one mask at a time.
Attack vs: MD
Hit: 1d6 ongoing psychic damage.
Miss: Psychic damage equal to your level.

3rd level spell	10 damage + 1d8 ongoing psychic damage.
5th level spell	20 damage + 2d6 ongoing psychic damage.
7th level spell	30 damage + 3d4 ongoing psychic damage.
9th level spell	60 damage + 3d8 ongoing psychic damage.

DAGGER OF THE DUKE OF DARKNESS

Close-quarters spell

At-Will

Target: You

Effect: If you do not attack on your next turn, then on the turn after that you roll three times for your attack and can pick the best result. If the attack still misses, you can choose to shadow walk as a quick action on that turn. Shadow walk is per the rogue ability.

DEBILITATING STARE

Ranged spell

At-Will

Target: One nearby or far away creature

Effect: You cause every muscle in the target's body to contract and relax in violent waves, and lightning crackles around your eyes.

Attack vs: PD

Hit: 10 lightning damage; 15 lightning damage if the target is engaged with you.

Miss: Damage equal to the level at which the spell was cast.

3rd level spell	15 damage / 20 damage if the target is engaged with you.
5th level spell	25 damage / 30 damage.
7th level spell	35 damage / 45 damage.
9th level spell	70 damage / 80 damage.

Adventurer Feat: If you choose to do half damage you can make the target drop something that it is holding. Cast at half damage the spell is always non-lethal: if a target is reduced to 0 hp by debilitating stare it falls unconscious but does not die unless the attack caused it to be reduced to negative half hit points or fewer.

Epic Feat: Double damage against aquatic creatures.

DECEITFUL PRESENCE

Ranged spell

Recharge 16+ after battle

Target: You

Effect: You appear to be slightly further away than you actually are. For the rest of the battle you can cast ranged spells and make ranged attacks without provoking attacks of opportunity.

Adventurer Feat: You can force an enemy to reroll one ranged hit against your AC or PD during this battle, and use the results of the second roll.

Champion Feat: You can move once during this battle without provoking an attack of opportunity.

Epic Feat: You can cause one ranged hit against your AC or PD this battle to miss.

DEVIL'S CHARM

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Target: You

Effect: You gain a bonus equal to the level at which the spell was cast for your next Charisma-based skill check. The Charisma-based skill check after that you gain half that bonus (rounded down), then the spell effect ends.

Adventurer Feat: When you take this feat choose a specific Charisma-based skill check (seduction of guards, carousing in taverns, cheating at cards, diplomacy with elves, dancing at high-society balls). You gain double the spell bonus to that type of skill check when you are under the effects of this spell.

Champion Feat: Choose a second specific Charisma-based skill check as per the adventurer feat.

Epic Feat: Choose a third specific Charisma-based skill check as per the adventurer feat.

DEVIL-QUEEN'S HAND

Close-quarters spell (utility spell)

At-Will

Target: One nearby or far away willing ally

Effect: The target grows an eye on its palm. Until the end of your next turn you can see through the eye, and can cast spells that originate from your ally's location. Any enemy that provokes an opportunity attack from your ally also provokes an opportunity attack from you.

Adventurer Feat: You can target a helpless or unconscious ally when you cast this spell.

Champion Feat: On your next turn you can rally and apply the hp to your ally instead of you.

DIMENSIONAL BLEED

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: One nearby or far away creature

Effect: With an outstretched arm that passes into an alternate dimension, you reach into a target creature and attempt to slash one of its arteries. Once hit, the target begins bleeding freely into extradimensional space.

Attack vs: PD

Hit: 1d8, and 1d8 ongoing damage.

3rd level spell	1d12 ongoing damage.
5th level spell	2d12 ongoing damage.
7th level spell	3d12 ongoing damage.
9th level spell	6d12 ongoing damage.

DIMENSIONAL WAVE

Close-quarters spell

At-Will

Target: The nearest 1d3 enemies, or the nearest 2d3 enemies and any allies (not including you) engaged with them.

Attack vs: PD

Hit: 2d6 damage.

3rd level spell 2d8 damage.

5th level spell 3d10 damage.

7th level spell 4d10 damage.

9th level spell 8d10 damage.

Adventurer Feat: Once per battle when you crit with this spell you can teleport as a free action to anywhere nearby or far away on the battlefield.

Champion Feat: Once per battle when you crit with this spell you can teleport an ally as a free action to anywhere nearby or far away on the battlefield.

Epic Feat: Once per battle when you crit with this spell you can teleport any creature (including yourself) as a free action to anywhere nearby or far away on the battlefield.

DISGUSTING STENCH

Close-quarters spell (utility spell)

Quick action to cast

Target: You

Effect: You break out in disgusting sores and boils all over your body, and you exude an incredibly foul odor. While under the effects of this spell you smell so bad that any creature that swallows you immediately spits you back out again and will not swallow you again this battle. You still take any damage from being swallowed as normal. The effect lasts for 1 hour per level that this spell is cast at, but can be ended by you at any time.

Adventurer Feat: Make an attack vs PD to target a nearby creature with this spell.

Champion Feat: You can cast the spell on an object instead of a creature.

Epic Feat: Gain +2 AC against bite attacks made by creatures with a sense of smell.

DIZZING BOLT

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: PD

Hit: 1d12 thunder damage and the target takes a -2 penalty to hit you until the end of its next turn.

Miss: Damage equal to your level

3rd level spell 2d12 damage.

5th level spell 3d12 damage.

7th level spell 4d12 damage.

9th level spell 7d12 damage.

Adventurer Feat: The penalty becomes -4.

Epic Feat: Double damage against flying creatures.

DOOM OF BLOOD

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: Automatic hit

Hit: You take 5 damage each round until you end the spell. The target takes 5 damage the first round, 10 the



second, 15 the third round, 20 the fourth and so on. The spell ends when one of you dies or falls unconscious, when you willingly end the spell, or when you or your target flees the battle.

Special: If your enemy has no blood or equivalent bodily fluid it takes no damage. Constructs of solid rock, bloodless skeletons, etc. can't bleed.

3rd level spell You gain +1 to hit your bleeding enemy.

5th level spell You gain +1 to all defenses against your bleeding enemy.

7th level spell You gain +2 to hit your bleeding enemy.

9th level spell You gain +2 to all defenses against your bleeding enemy.

Adventurer Feat: You gain a +2 bonus to track enemies that have bled because of this spell in the last day.

Champion Feat: You can make anything bleed, even things that do not ordinarily have blood.

Epic Feat: You can target 1d3 creatures with this spell.

DOOM OF CONSUMING FIRE

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: This spell wreathes you in cold purple fire. Until the end of the battle, at the end of each of your turns, each creature engaged with you takes 10 fire damage and you take 5 cold damage. You can end the spell as a free action. The damage that you take from this spell may not be reduced in any way, except by the feats associated with this spell.

3rd level 20 fire damage, and you take 10 cold damage
 5th level 30 fire damage, and you take 15 cold damage
 7th level 40 fire damage, and you take 20 cold damage
 9th level 80 fire damage, and you take 40 cold damage

Adventurer Feat: You gain resist fire 6+ (champion: 11+; epic 16+)

Champion Feat: You only take half damage from this spell on the turn that it is cast (this does not stack with the epic feat for purposes of reducing damage from this spell).

Epic Feat: When you cast this spell until the end of your next turn you take half damage from any cold or fire damage sources (this does not stack with the champion feat for purposes of reducing damage from this spell).

DOOM OF COWARDS

Close-quarters spell

At-Will

Standard action to cast, and a quick action each subsequent turn to maintain the effect.

Target: 1d3 nearby enemies of your level or lower

Effect: You transform yourself into a horrifying vision of death, crawling with maggots and rotting away, exuding the stench of the grave. Your presence becomes mighty, vile, and terrifying to creatures nearby.

Attack vs: MD

Hit: The enemy pops free and must move away from you on its next turn or take damage equal to your level.

Crit: The enemy pops free and must move away from you on its next turn and may take no other action before the end of its next turn.

Miss: Damage equal to your level.

Special: If you are maintaining this spell with a quick action you cannot cast it on that turn as a standard action.

Adventurer Feat: Allies who move away from you can double-move as a single move action provided their move takes them far away from you.

Champion Feat: When cast outside of combat the spell grants you a +4 bonus to attempts to scare, intimidate, and terrify others.

Epic Feat: You can cast the spell in reverse, causing yourself to appear weak, beautiful, or comforting. Enemies targeted with the reversed spell must move towards you and engage in melee combat with you or take damage. The adventurer and champion feats can also be made to work in reverse.

DOOM OF SERPENT COILS

Close-quarters spell

Recharge 11+ after battle

Target: 1d4 nearby creatures

Effect: Through the unholy power of your dark devotion you spread venom and poison into the blood of those around you.

Attack vs: PD

Hit: 5 ongoing poison damage.

Miss: Damage equal to your level.

Special: You can include yourself as a target of this spell in addition to the 1d4 targets; if you do so, then the spell automatically hits you, and all other targets make a hard save rather than a normal save to end the ongoing damage.

3rd level spell 1d6+5 ongoing poison damage.

5th level spell 1d12+5 ongoing poison damage.

7th level spell 3d8+5 ongoing poison damage.

9th level spell 4d12+5 ongoing poison damage.

Adventurer Feat: If you include yourself as a target and miss all other targets with this spell; instead of taking damage you heal hp equal to the poison damage that the spell would have dealt you.

DRAGONSKIN

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: Target gains +1 to AC until the end of the battle.

3rd level spell +1 AC and +1 PD.

5th level spell +2 AC and +1 MD and +1 PD.

7th level spell +2 AC and +1 MD and +2 PD.

9th level spell +2 AC and +2 MD and +2 PD.

Adventurer Feat: When you cast this spell on an ally you gain +1 AC until the end of the battle.

Champion Feat: When you cast this spell on an ally you gain +1 PD until the end of the battle.

Epic Feat: When you cast this spell on an ally you gain +1 MD until the end of the battle.

DREAM PRINCESS' SILK

Close-quarters spell

Daily

Target: One nearby or far away creature

Effect: Your hair suddenly grows very long and glows, giving allies who touch it a boost to their vitality. Until the end of the battle, if an ally ends its turn nearby you and did not attack on their turn; then the ally heals 1d6 hp (champion: 2d8 hp; epic: 3d10 hp). If no ally healed using the power of the enchanted hair during the battle then the spell is not expended and may be used again that day.

Characters from hairless races (oozefolk, twygzog, ravenfolk, construct races such as forgeborn or gearforged, etc.) may choose to either sprout mystic hair OR work out some equivalent for their race (long jelly oozefolk tendrils, flowing twygzog mycotic tendrils, an explosion of glowing tengu feathers, glowing construct chains, etc.). Some magic users called this spell Hair of the Hero or Mane of Glory, but its popularity with female spell-casters has led to its more widely accepted name.

The hair remains after the battle (until cut), though its glow and its power fades.

Adventurer Feat: You also gain the benefits of the hair, healing yourself on turns when you do not attack. If no ally healed using the power of the hair, but you did, then

it is still expended as usual. The hair is long and strong enough to serve as an improvised rope.

DWARVEN SOVEREIGN'S REBUKE

Close-quarters spell

At-Will

Target: One nearby or far away enemy

Effect: You temporarily gain the keen judgment of a dwarven king. Until the end of your next turn, when the target attacks an ally of yours; you can make a basic attack against the target with a +1 to attack and damage (champion: +2, epic: +3).

DRINK DEEP FROM MIMIR'S WELL

Close-quarters spell (utility spell)

Daily

Target: You

Effect: You call on the Wisdom of the runes and sky to provide you with guidance. The GM can choose to either give you a small piece of useful advice about the adventure (such as "The left door is trapped," or, "The password is SWORDFISH"), or give you a +1 bonus to one skill check that day.

3rd level spell	The bonus becomes +2.
5th level spell	The bonus becomes +4.
7th level spell	The bonus becomes +4 to two rolls.
9th level spell	The bonus becomes +4 to three rolls.

Adventurer Feat: If the GM opts to give you the bonus instead of advice, you can cast this spell a second time during the same day after your next quick rest.

Champion Feat: You can apply your bonus to a save instead of a skill check.

Epic Feat: You can "bank" an unused bonus to use on a skill check the following day. If you cast drink deep from Mimir's well on that day, and the GM gives you the bonus instead of advice, you can either combine the two bonuses (getting a +8 to one skill check) or get a +4 bonus on two skill checks.

EFFICACIOUS PERCEPTION

Ranged spell (utility spell)

Recharge 16+ after quick rest

Target: You

Effect: Gain a +1 bonus to perception style rolls (tracking, sensing the motives of others, searching for hidden doors). The bonus lasts for 5 minutes.

3rd level spell	+2 bonus.
5th level spell	+3 bonus.
7th level spell	+4 bonus.
9th level spell	+5 bonus.

Adventurer Feat: The bonus lasts for an entire task, even if the task lasts for longer than 5 minutes (for example tracking an enemy through a forest).

Champion Feat: You can cast this spell on an ally.

Epic Feat: You can cast this spell on the whole party.

ELEMENTAL BLAST

Close-quarters spell

At-Will

Target: 1d4 nearby or far away enemies in a group

Effect: Elemental energy erupts from your hand and extends outward in a cone.

Attack vs: PD

Hit: 2d6 damage.

Miss: Damage equal to your level.

Special: Each battle when you first cast this spell, pick a damage type (acid, cold, fire, or lightning) that it does. Until the end of the battle, the damage type remains the same.

3rd level spell	2d10 damage.
5th level spell	4d8 damage.
7th level spell	4d12 damage.
9th level spell	4d20 damage.

Adventurer Feat: If you pick acid or fire as the damage type it also deals an additional amount of ongoing damage equal to the level at which the spell was cast (2x level if the caster is 8th level or above).

Champion Feat: If you pick cold as the damage type and crit with an attack, the target becomes stuck (easy save ends).

Epic Feat: If you pick lightning as the damage type and miss all targets you can make the attack again this turn as a move action.

ELEMENTAL BOOST

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: This spell allows you to add 1d6 extra damage to the next attack you make that has an elemental damage component (acid, cold, fire, or lightning) and is a natural odd hit.

3rd level spell	extra d8 damage.
5th level spell	extra d10 damage.
7th level spell	extra d12 damage.
9th level spell	extra d20 damage.

Adventurer Feat: When you cast this spell you can convert the boosted elemental damage component (acid, cold, lightning, or fire) into another that you choose, for example acid instead of fire damage.

ELEMENTAL SCALE

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally. The target must have scales (kobold, dragonspawn, etc.).

Effect: +1 to AC until the end of the current battle or the end of the next battle, whichever is sooner.

Special: You also know and can cast a ritual (that takes 1 hour to cast) and will grant the caster (you) permanent

scales if you do not already have them, thus making you a valid target for the spell.

Adventurer Feat: You gain resistance 12+ to one damage type that you choose when you cast the spell: acid, cold, fire, or lightning.

Champion Feat: When you cast the spell you gain draconic wings. They are too clumsy to use in battle but do allow for short periods of gliding flight outside of battle. The wings last as long as the spell is active.

Epic Feat: When you cast this spell you can use a dragonspawn racial power breath weapon as a quick action on the same turn. If you already have that racial power and the associated champion feat then the benefits of the breath weapon champion feat applies to this use of it too.

ELEMENTAL SURGE

Ranged spell

At-Will

Target: One nearby or far away creature

Effect: You conjure and shape a sphere of pure elemental stuff (Air, Earth, Fire, Water) and hurl it at an enemy. After the attack the sphere becomes a normal example of the element (water will form a puddle, fire will usually extinguish without a fuel source).

Attack vs: AC

Hit: 1d8 ongoing damage.

Miss: Damage equal to your level.

3rd level spell	2d8 ongoing damage.
5th level spell	3d8 ongoing damage.
7th level spell	4d8 ongoing damage.
9th level spell	8d8 ongoing damage.

Adventurer Feat: You can use the element instead of making an attack. A sphere of air can be used to blow an object over without damaging it (though a fall might damage it), a sphere of earth can be used to block up a hole, a sphere of fire can be maintained with a standard action each round as a source of light that hovers over the caster's hand, a sphere of water can quench fires or be used to refill waterskins.

Champion Feat: The attack does double damage against elemental creatures of an opposing element (Earth-Air, or Fire-Water).

Epic Feat: Once per battle you can grab hold of a sphere as you hurl it and, hit or miss, you move into engagement with the target of the spell. The movement cannot be intercepted and does not provoke attacks.

ELEMENTAL VENGEANCE

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You are surrounded by thin, crackling streaks of elemental energy. During this battle when you first become staggered and again when you first drop to 0 hp or fewer; the creature that is responsible for the damage that reduced your hp takes 5 damage of a random type (1d4: 1=acid, 2=cold, 3=fire, 4=lightning).

3rd level spell	8 random energy damage.
5th level spell	14 random energy damage.
7th level spell	20 random energy damage.
9th level spell	40 random energy damage.

Adventurer Feat: When you cast this spell; you gain resist 6+ to the first energy damage (acid, cold, fire, or lightning) that you are targeted with, even if the attack that would do the damage does not hit. At champion tier this becomes resist 11+, and at epic tier it becomes 16+. The energy resistance lasts until the end of the battle.

ENEMY WITHIN

Close-quarters spell

At-Will

Target: One nearby or far away creature

Effect: You spit invective at a target, and the target feels and sees a swarm of insects crawling under its skin (the specific insects can vary, but might include ants, bees, or any insects that particularly frighten the target).

Attack vs: PD

Hit: 2d8 psychic damage

Miss: Half damage

Special: You can target each creature with this spell once per battle.

3rd level spell	3d10 damage.
5th level spell	6d8 damage.
7th level spell	6d12 damage.
9th level spell	12d12 damage.

Adventurer Feat: You can only target an enemy as many times per battle with this spell as you wish.

ENERGY ABSORPTION

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: For the rest of this battle when you take energy damage (acid, cold, fire, or lightning) make a note of the exact amount by adding it to an 'energy counter' that starts at 0 when you cast this spell. At the end of your turn roll a d20; if you roll below the energy counter you immediately gain one of the following benefits...

- Your next attack deals +1d6 random energy damage (1d4: 1=acid, 2=cold, 3=fire, 4=lightning) hit or miss.
- You can heal using a recovery.
- You immediately pop free and teleport to a spot nearby as a free action.
- Each enemy engaged with you takes +1d6 random energy damage (1d4: 1=acid, 2=cold, 3=fire, 4=lightning)

3rd level spell	The random energy damage becomes d8.
5th level spell	The random energy damage becomes d10.
7th level spell	The random energy damage becomes d12.

9th level spell The random energy damage becomes d20.

Once you have used the benefit the energy counter resets to 0.

Adventurer Feat: If cast at a magical barrier there is a 10% chance per level at which the spell was cast that it will weaken the barrier long enough for the caster to slip through.

ENERGY MISSILE

Ranged spell

At-Will

Target: A nearby or far away ally or enemy

Effect: A potent missile of energy darts from your fingertip, automatically striking its target. When you first cast the spell in a battle choose if the spell is positively charged or negatively charged. The following round the spell gains the opposite charge, and switches back and forth at the start of each round (even if it is not cast on that round).

Attack vs: PD

Hit (positive charge): Target may spend a recovery and heal half the hp (rounded up) that they roll.

Hit (negative charge): 2d10 damage against undead creatures, no damage to creatures that are not undead.

Miss (either positive or negative charge): Negative energy damage equal to your level

Special: Objects and non-undead creatures are not harmed by the spell.

3rd level spell	3d10 damage if negatively charged.
5th level spell	5d10 damage if negatively charged.
7th level spell	7d10 damage if negatively charged.
9th level spell	13d10 damage if negatively charged.

Adventurer Feat: You can target yourself.

Champion Feat: You can target two allies with a positively charged bolt. If the bolt hits them both then they both can heal using a recovery, and they both heal half the hp of the lowest of the two recovery rolls.

Epic Feat: If the spell kills a non-mook undead then the next target hit by a positively charged attack heals full hp from the recovery rolled instead of half hp.

EXALTED CHANCE

Close-quarters spell (utility spell)

Daily

Target: You

Effect: You gain a divine blessing for one action of any type. You can choose the specific action affected at any time while the exalted chance is active. You feel an inner tingling while the spell is active. It becomes a rising, rushing sound ending in a trumpet-like blare (that is clearly audible to you and others) when you call on the exalted chance. If the spell's benefit is not used by the end of the day (the next full heal up), it simply fades

away without effect.

Once you choose the affected action, this spell allows two skill checks to be made for it. You take the most favorable result.

This magic can affect only actions you (the caster) take, but you can choose after casting to transfer the benefits of the spell to a willing creature you touch. If you do, the target chooses when to call on the exalted chance.

Special: The powers that be frown on frivolous or constant requests for aid. If you use this two days in a row, you can not use the spell again until you next gain a character level.

3rd level spell	Three rolls, take the most favorable.
5th level spell	Four rolls, take the most favorable.
7th level spell	Five rolls, take the most favorable.
9th level spell	Six rolls, take the most favorable.

FACE OF DECEPTION

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Target: You and all nearby allies touching you

Effect: You and all allies you are touching at the time of casting take on all the characteristics of a face of a humanoid you've seen, including a younger version of yourself. This magic affects only the appearance of the head, neck, shoulders, collarbone, upper chest (front and back), and voice. The spell can transform your appearance into another race or gender, but only in the ways described. The effectiveness of the disguise depends upon the clarity of the memory used to shape it. Consequently, many habitual users of this spell carry detailed miniature paintings (e.g. in lockets) to refer to, or they look at bystanders and copy their features. Face of deception is often used to pass checkpoints, blend in with guards or officers, and to temporarily disguise identity. If used as part of a disguise this spell grants a +5 bonus to the skill check. The magic lasts 10 minutes per character level.

Special: Your allies need to be touching you when you cast the spell, but not to maintain the transformation. In fact they can go far afield out of your sight.

Adventurer Feat: You can also slightly transform clothing and equipment. You could transform a wizard's travelling robe into a fine velvet dress or a beggar's tatters, but not into a suit of armor. Transformed equipment still keeps its normal properties (a dagger in a sheath transformed into a child's doll will actually be a knife in a doll-shaped sheath).

Champion Feat: The magic allows each face to look slightly different, thus avoiding the entire party looking identical.

Epic Feat: The magic lasts for 1 hour per caster level and transforms the entire body.

FATE WARP

Ranged spell

Recharge 16+ after battle

Quick action to cast

Target: One nearby creature (but not you)

Effect: With a single word, you align the fates against the target (or cause them to smile upon the target).

Attack vs: MD

Hit: The target gains +2 or -2 (your choice) to its next d20 roll. If the d20 roll is even the spell effect continues.

Adventurer Feat: You can cast this spell on yourself.

Champion Feat: You can cast this spell on two creatures, giving one +1 to its rolls and the other -1 to its rolls.

Epic Feat: You can cast this spell twice in a battle.

FERAL SCENT

Ranged spell (utility spell)

Recharge 16+ after quick rest

Target: One nearby creature

Effect: You change the scent of a creature to match your own, imbuing the creature with your smell for a day per level that the spell is cast at. This scent overrides the creature's own scent so that any creature tracking by means of the scent feat assumes the creatures being tracked is you. The scent is as strong as your own, but a creature tracking both can differentiate the host from the subject by the Strength of the scent with a difficult skill check.

Adventurer Feat: You exchange scents with the animal.

Champion Feat: You can change the target's scent to anything you desire, provided you have encountered the scent before (you can't make a skunk smell like a dragon if you've never smelt dragon).

Epic Feat: If you take this feat you no longer have a scent of your own, but may cast this spell on yourself to change your smell to anything that you wish (or remain completely scent-less).

FIERY LIGHTNING

Close-quarters spell

At-Will

Target: One nearby or far away creature

Effect: You invoke a powerful stroke of green lightning, wreathed in crackling flames, from your outstretched fingertips. If the spell misses it bounces around, which is why this spell is sometimes called a "Bouncing Betsy Fireball".

Attack vs: PD

Hit: 2d4 fire and lightning damage

Miss: Reroll the attack against another target with a -2 penalty to the attack roll. If you choose to reroll the attack and miss again you can make a third attack with the spell against a different target with a -4 penalty to the attack roll, and if that misses you can reroll with -8 to the attack against a 4th target. If you miss all four targets you take fire and lightning damage equal to the level at which the spell was cast.

3rd level spell	2d10 damage.
5th level spell	2d10+10 damage.
7th level spell	3d10+15 damage.
9th level spell	6d10+30 damage.

FINBRULE'S FABULOUS FOLLICLES

Close-quarters spell (utility spell)

Recharge after quick rest

Quick action to cast

Target: You

Effect: When you cast this spell if you do not have a beard you grow one. If you already have a beard then your beard gains one of the following benefits for the next 5 minutes (or until the end of the current battle):

- *Absorbent.* You can pour a potion into your beard and suck the potion out later, while the spell is in effect. If the spell ends when potion is still in the beard then the potion soaks the beard and is lost.
- *Elongated.* You can use your beard like a braided hair rope (albeit one that is attached to your face). The beard elongates up to 50 ft. in length and in all respects acts like a regular silken rope.
- *Prehensile.* You can grasp items with your beard and manipulate them; it acts like a third hand. You can't use your beard to wield weapons, but you can use it to hold a lantern or lift a tankard of ale to your lips.

Once the spell duration is over, the beard remains until shaved. If you could normally not grow a beard then shaving removes the beard and it does not regrow until the spell is again cast.

Adventurer Feat: You know a variant of the spell called princess' tresses. This functions as per the standard spell but affects follicles on the scalp rather on the face.

Champion Feat: You can use your enchanted hair to wield a light one-handed weapon or an implement. Doing so does not give you a bonus in combat, except for the fact that it leaves your hands free to take actions like climbing or carrying a wounded comrade to safety. This comes in handy for those who find their hands in shackles.

Epic Feat: You can grant your enchanted hair two benefits at once, for example making it 50 ft. Long and prehensile.

FIRE UNDER THE TONGUE

Close-quarters spell

Recharge 16+ after battle

Standard action, but a quick action to vomit the fire

Target: A fire, or 1d3 nearby creatures in a group when vomiting the fire.

Effect: You have mastered the art of keeping fire under your tongue. As a standard action, you can consume a non-magical fire that is the size of a typical campfire or smaller. The fire is stored harmlessly in your mouth and dissipates if it is not used before the next day (after your next full heal-up). You can vomit forth the stored fire as a quick action, but not on the same turn.

Attack vs: PD

Hit: 1d6 fire damage per your character level

Miss: Damage equal to your level

Adventurer Feat: You can change the target to just one nearby creature and increase the damage dice to d8s.

Champion Feat: You can keep up to two fires under your tongue at once.

Epic Feat: You can eat and vomit fire on the same turn.

FIERY SANDSTORM

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: Up to four nearby enemies, but you must target enemies engaged with you first. Each successive target must be the same (approximate) distance as the last, or further away than the last.

Effect: The caster generates a furious sandstorm, with massive wind speeds, that is laced with punishing flames.

Attack vs: PD

Hit: 3 fire damage to the first target, 5 fire damage to the second target, 7 fire damage to the third target, and 10 fire damage to the fourth target.

Miss: The target must save (11+) or pop free.

3rd level spell	4/8/12/16 fire damage to the first/second/third/fourth targets.
5th level spell	7/13/19/26 fire damage to the first/second/third/fourth targets.
7th level spell	10/19/29/38 fire damage to the first/second/third/fourth targets.
9th level spell	18/36/54/72 fire damage to the first/second/third/fourth targets.

Adventurer Feat: Nearby flying creatures must move away from you with their next move action or land. Those who do not take 15 fire damage (champion tier: 35 fire damage; epic tier: 90 fire damage).

FLURRY

Close-quarters spell

Target: You can cast this spell three times in a battle

Recharge 11+ after battle

Quick action to cast if the escalation die is 3+

Target: You

Effect: You are surrounded by a swirling vortex of snow. Until the end of your next turn all nearby creatures (you, your enemies, and your allies) have a -2 penalty to attack.

Adventurer Feat: Exclude yourself from the penalty to attack.

Champion Feat: Exclude 1d3 allies from the penalty to attack.

Epic Feat: The spell is always a quick action to cast.

FOOL'S GOLD

Close-quarters spell (utility spell)

Daily

Target: A handful of small items.

Effect: You temporarily transform a handful of items into counterfeit coins that appear to be worth up to 20 gp. Working this magic requires a quantity of small, inorganic items to be transformed (usually pebbles, coins, tokens, or glass shards; they need not all be of the exact same size or of the same material, but they must fit in your palm). The spell's magic turns all of the items into the semblance of gold coins. They all look alike (that is, of the same minting), are all of the same size, and ring, weigh, and handle like gold coins (if they were glass shards, they won't have cutting edges that drawn blood).

You can make the transformed "coins" bear any fanciful image and wording you can think of, and you can choose how worn or new they look. If bitten, peered at, treated with acid droplets as an alchemical assayer would, and examined closely, they seem genuine; for all intents and purposes, they are gold coins. However, if such a coin is melted, cut, or crushed, it will revert to its true material (and in damaged condition; melted, cut, or crushed).

When the spell expires, fool's gold coins revert to their former state. The spell lasts for 1 hour per level. The coins detect as magical and those with the mystical ability to see the true nature of things will see that the coins are fake.

Remember: Those you bilk out of goods and services will be keen to make your life a misery.

Adventurer Feat: The spell becomes recharge 16+ instead of daily.

Champion Feat: The coins you create last for twice as long.

Epic Feat: You create 200 gp of fake coins.

GEAR BARRAGE

Ranged spell (utility spell)

At-Will

Target: 1d4 nearby or far away enemies in a group

Effect: You conjure up and launch a cone-shaped burst of telekinetically propelled gears. Some kobold wizards know this spell as storm of caltrops, though the effect is the same.

Attack vs: PD

Hit: 2d4 damage

Miss: Damage equal to your level to the first missed target each turn with this spell.

3rd level spell	1d4+1 targets in a group /2d8 damage.
5th level spell	1d6 targets in a group /3d8 damage.
7th level spell	1d6+1 targets in a group /4d8 damage
9th level spell	1d8 targets in a group /8d8 damage.

GECKO'S GRIP

Close-quarters spell (utility spell)

Recharge 16+ after battle or quick rest

Quick action to cast

Target: You or a nearby ally

Effect: The target can travel up and across vertical surfaces or traverse ceilings as a normal movement. The target must have at least one hand free to climb in this manner, and not be wearing footwear. The effect lasts for 5 minutes outside of combat, or a number of turns equal to the level at which the spell was cast.

GLIDING STEP

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: You or a nearby ally

Effect: Unless carrying more than your normal heavy load, you can walk on the surface of snow, mud, or ice

rather than wading through it. Ice or glass will support your weight no matter how thin it is. You do not need to make skill checks to move across tricky terrain at full speed. You still leave tracks as normal. The spell lasts around 10 minutes per level at which it was cast.

Adventurer Feat: You do not leave tracks, even when not under the effects of this spell, unless you want to. Anybody under the effects of the spell can also move along narrow surfaces with the sure-footedness of a mountain goat (tree branches, craggy slopes, loose scree, and rooftops) at their normal pace.

Champion Feat: You can cast this spell on the whole party and any mounts.

Epic Feat: You can cast this spell on a surface, allowing anybody to walk across the surface.

GLORIOUS MUSIC

Ranged spell (utility spell)

Recharge 16+ after battle

Quick action to cast

Target: One nearby or far away creature

Effect: You enchant your target, filling its head with a subconscious score of music that changes to fit the mood around it. The target makes no conscious note of the music, but its themes influence the target's emotions, making it more susceptible to manipulation.

Attack vs: MD

Hit: You and all others gain a +1 bonus to all skill checks made to bluff or intimidate or seduce or otherwise influence the target. The effect lasts for 1 hour.

Miss: The target might hum a ditty under its breath for a few minutes, but otherwise there is no effect.

5th level spell The bonus rises to +2.

9th level spell The bonus rises to +4.

Adventurer Feat: You can spread the effect wider, targeting 1d4 creatures in a group.

Champion Feat: You can manifest spontaneous lighting, illusory costume changes, and backing music for when you sing. You can apply the bonus granted by the spell to your musical performances.

Epic Feat: You can use the spell to cause spontaneous outbreaks of coordinated singing and dancing. Whoever leads the song may apply the bonus of the spell to influencing a whole crowd. For example if you are attempting to get a crowd to free your friend from jail you can use the spell to lead a group of strangers in a song and dance routine about how your friend deserves to be set free and then make a skill check with the bonus to influence the crowd to break your friend out of jail. Those who take part in the song don't find it odd that they did so provided you beat their MD by 10 or higher.

GOLDEN WYRMS'S DETERRENT

Ranged spell

At-Will

Target: One nearby or far away ally

Effect: The aura of a great gold dragon surrounds you, and then flies to protect your ally. Until the end of

your next turn enemies may not disengage from the target, and may not attack the target if the target is helpless or dying.

GUARDIAN DEVA

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You conjure a construct of magic that appears as a guardian angel robed in golden cloth and bearing a flaming sword—but it is flat and angular, more like a stained glass image rather than a living creature. The magical construct orbits about you at an astounding speed, and others see it as a semi-transparent, whirling vortex of white wings, golden robes, and flaming blades.

The deva moves with you and grants you +2 to all defenses.

Enemies engaged with you are also engaged with the deva.

The deva has the same defenses as you do, and has half your hp. If the deva is reduced to 0 hp it vanishes in a burst of light and you can make a basic attack against the creature that destroyed the deva.

The deva lasts until the end of the battle, until it is reduced to 0 hp, or until you dismiss it (a free action), whichever is sooner.

HARRYING CIPHER

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Effect: You sketch a 5-ft.-by-5-ft. string of translucent arcane symbols on any surface. Doing so brings a tiny snake-like construct made of glowing light to life to act as a guard, scout, or trap. Treat the cypher-snake construct as a temporary familiar that lasts for one hour per level that the spell is cast at.

Adventurer Feat: The cypher-snake is invisible.

Champion Feat: You can create two cypher-snakes at a time.

Epic Feat: You can cast this spell in battle as a quick action.

HEARTH CHARM

Ranged spell (utility spell)

Recharge 6+ after quick rest

Target: A nearby pile of loose rocks.

Effect: This spell makes a pile of rocks burn like dry wood, and provides a spark to set them alight.

Special (wheat from chaff): The spell will fail on magical items or treasure and such items will not burn or become hot, meaning that it is a surefire way to separate out useful items from useless items while enjoying a nice fire.

Adventurer Feat: You can magically hurl the burning rocks, throwing them as a basic ranged attack that does 1d4 x your level fire damage (champion: 1d6 x your level; epic 1d8 x your level). A campfire has

enough burning rocks to last an entire battle. As you are throwing the rocks from the campfire the attack originates there and not from you.

Champion Feat: You can use the spell in combat as a quick action to make a stone construct vulnerable to fire damage.

Epic Feat: As a standard action in combat, you can make any creature vulnerable to fire damage.

HEX BRAND

Ranged spell

Recharge 16+ after battle

Target: One nearby creature

Effect: You burn a glowing mark into the flesh of an enemy.

Attack vs: PD

Hit: 4d6 fire OR holy damage

Special: This spell does either fire or holy damage. The player selects which one when they first learn the spell – for wizardly casters the brand is a glowing arcane mark, for clerical types it is a divine sigil. The spell is sometimes called holy brand.

Miss: Half damage

3rd level spell 7d6 damage.

5th level spell 11d6 damage.

7th level spell 9d12 damage.

9th level spell 10d20 damage.

Adventurer Feat: Until the end of the battle, your allies gain +1 to attacks against the branded creature if the attack hit.

Champion Feat: Until the end of the day you gain +4 to rolls to track the branded creature, if the attack hit.

Epic Feat: Re-roll the attack roll of any spell that targets the branded creature and rolls a 2 and misses.

HIGH MAGE'S CONFABULATION

Close-quarters spell

At-Will

Target: You

Effect: A shimmering aura appears around your hands.

On your next turn as a standard action you can cast two spells simultaneously. As far as possible the targets of the two spells must be the same. The spells must be of equal or lesser level than High Mage's confabulation is cast at.

Champion Feat: One of the spells simultaneously cast on the next turn as part of High Mage's confabulation receives +2 to attack OR they both receive +1 to attack.

HIGH PRIESTESS' ROBES

Close-quarters spell

Daily

Target: You

Effect: You briefly take on the appearance of the High Priestess, an illusion that resurfaces whenever an ally misses. Until the end of the battle every time an ally misses you gain +1 to AC, up to a maximum bonus equal to the escalation die value.

HOARFROST

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: A thin nimbus of ice surrounds any weapon you hold during the spell's duration. The next creature you successfully attack with an affected weapon takes 1d3 cold damage in addition to any weapon damage and the spell ends. The spell lasts until discharged or until the end of your next battle.

3rd level spell 1d6 damage.

5th level spell 1d8 damage.

7th level spell 2d6 damage.

9th level spell 2d10 damage.

Adventurer Feat: The recharge becomes 11+.

Champion Feat: You can now cast this spell on yourself AND a nearby ally.

Epic Feat: While hoarfrost is active you gain resist cold 11+ or gain +2 to your existing resistance to cold damage.

HONE BLADE

Ranged spell

Daily

Interrupt action or quick action

Target: You or one nearby ally (with a quick action) or one nearby ally who makes an attack using a bladed weapon (with an interrupt action)

Effect: You magically sharpen the edge of a bladed weapon or object wielded by you or a nearby ally. The target gets +1 to damage per level that the spell is cast at with its next attack using the sharpened weapon (or its current attack if the spell was cast with an interrupt action. Until the end of the battle attacks with the weapon ignore damage resistance.

Adventurer Feat: On the next natural even hit with the weapon this battle, it deals double damage (triple damage if the attack is a crit).

Champion Feat: The crit range for the weapon expands by the escalation die value of the round in which the spell was cast.

Epic Feat: You can enchant an extra 1d3-1 blades when you cast this spell.

HORRORS OF THE DEEP

Close-quarters spell

At-Will

Target: One nearby creature

Effect: The horrors of the deep physically engulf your target, coating it in grim, slithering, twitching fluid and subjecting it to the despair of a drowning person.

Attack vs: MD

Hit: 1d8 ongoing psychic damage

Special: The ongoing damage ends if you make another attack with this spell, or if you are no longer nearby the target.

3rd level	2d8 ongoing psychic damage
5th level	3d8 ongoing psychic damage
7th level	4d8 ongoing psychic damage
9th level	8d8 ongoing psychic damage

Adventurer Feat: You no longer have to remain nearby the target for the ongoing damage to continue.

ICE ARROW

Ranged spell

At-Will

Target: One nearby or far away creature

Effect: An arrow of pure ice launches from your fingertip to explode and envelop the target in ice

Attack vs: AC

Hit: 10 cold damage and the target is stuck until the start of your next turn.

Miss: The target is stuck until the start of its next turn.

Special: Large and huge creatures are immune to getting stuck due to the ice arrow spell.

3rd level spell	2d8+10 cold damage and the target is stuck until the start of your next turn.
5th level spell	2d8+20 cold damage and etc...
7th level spell	2d8+30 cold damage and etc...
9th level spell	3d8+60 cold damage and etc...

IMPERIAL MIGHT OF THE DRAGON LORD

Ranged spell

At-Will

Target: One nearby or far away ally

Effect: The ghostly form of one of your ancestors appears around you, urging your companions on to greater feats of battle. Until the start of your next turn the target may add your Charisma modifier to its disengage checks, may add your Intelligence modifier to its attacks, and may add your Wisdom modifier to damage it does.

INK CLOUD

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: An inky black cloud billows around you, obscuring your vision but making you harder to hit. Attack rolls made by you and against you take a -4 penalty. At the start of each of your turns, roll an Int-based skill check to perform a normal task at your tier; if you succeed the effect persists.

Special: Creatures that do not rely on sight are unaffected by this spell.

Adventurer Feat: Your vision is not obscured; in fact it spreads through the ink allowing you to perceive everything that it touches (even invisible enemies).

Champion Feat: You can exclude one ally from the effect.

Epic Feat: The effect persists for the whole battle.

INKY RAY

Close-quarters spell

Once per battle

Target: One nearby or far away creature

Attack vs: PD

Hit: Target is blinded (-4 to attack, save ends). Creatures that do not rely on sight are unaffected.

Adventurer Feat: Provided you have not yet cast this spell and still have the ability to do so, you can write with a tiny inky ray from your fingertip.

Champion Feat: Provided you have not yet cast this spell and still have the ability to do so, you can blast a spray of ink from your hand, using it to write slogans on walls or mark passages in dungeons.

Epic Feat: You can choose the colors of the inky ray and use it to create illustrations or murals. If you succeed in a Dex-based skill check against a DC set by the GM, you can create a static scene so realistic that it temporarily fools the viewer into thinking that it's real.

INVISIBLE HUNTER

Ranged spell

Recharge 16+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: You and all your gear become invisible to the target until the end of the battle. All other creatures can see you normally. The affected creature takes a -4 penalty to attacks made against you.

Miss: The target notices a glow around you that lasts for a few moments. Nobody else sees the glow except for you and the target.

Special: Creatures that do not rely on sight as their primary sense can still perceive you, and may be wondering why you are invisible.

Adventurer Feat: If the attack misses the spell is not expended and there is no miss effect.

Champion Feat: Make the attack against two targets.

Epic Feat: If you take 10 minutes to cast the spell you gain +10 to the attack roll.

IRON FIST OF JUSTICE

Close-quarters spell

At-Will

Quick action to cast if you do not attack on this turn; otherwise it is a standard action to cast

Target: You

Effect: On your next turn you can add twice the escalation die value to your attacks and to your damage, instead of just adding the escalation die value to your attacks as you normally would.

JWELED BOLT

Ranged spell

At-Will

Target: One nearby creature, or one nearby or far away flying creature

Attack vs: PD

Hit: 2d4 ongoing damage and the target cannot fly (save ends both).

3rd level spell	2d6 ongoing damage and the target cannot fly (save ends both).
5th level spell	2d12 ongoing damage and the target cannot fly (save ends both).
7th level spell	2d20 ongoing damage and the target cannot fly (save ends both).
9th level	7d10 ongoing damage and the target cannot fly (save ends both).

KOBOLD'S FURY

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: The target receives a +2 bonus on the next melee attack roll made against any creature larger than itself. This spell is also known as dwarven rage, gnomish strike, giant-killer and size matters not.

Adventurer Feat: The target can reroll any or all damage dice on its successful next melee attack roll against a larger creature and take the second roll(s).

Champion Feat: The target gains +2 to defenses against any creature that it is engaged with that is larger than it. The bonus to defenses lasts until the end of the battle or until the target ends its turn no longer engaged with a larger creature.

Epic Feat: The target may move on its turn as a quick action. The ability to move as a quick action lasts until the end of the battle or until the target ends its turn no longer engaged with a larger creature.

LADA'S SACRED SERVANT

Ranged spell

Recharge 6+ after battle

Effect: You conjure a small ball of light, similar in appearance to a will-o'-wisp, that hovers about a foot off the ground. You can use a move action to move the orb to an ally or yourself, and that ally (or you if you moved the orb to yourself) can heal 4 hp in exchange for foregoing its next move action. After the ally (or you) heals the orb becomes inert until it is next moved. The orb lasts until the end of the battle.

3rd level spell	heal 6 hp.
5th level spell	heal 10 hp.
7th level spell	heal 16 hp.
9th level spell	heal 26 hp.

Adventurer Feat: If the person being healed forgoes their next standard action they heal twice the amount.

Epic Feat: If you move your orb into engagement with an undead or demonic enemy it does damage to the enemy equal to the amount that it normally heals.

LEAF SPRAY

Ranged spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d3 nearby or far away enemies in a group

Attack vs: PD

Hit: Target is blinded (-4 to attack rolls) until it uses a standard action to wipe away the leaves or it succeeds at a save (11+)

Adventurer Feat: On a miss the wet leaves deal damage equal to your level to any fire-based or themed creature and produce a great deal of smoke.

Champion Feat: You can target 2d3 creatures in a group, or two groups of 1d3 each.

Epic Feat: You can point your palm at the ground and blast upwards on a jet of wet leaves, allowing you to make impressive jet-assisted jumps.

LICH QUEEN'S IRE

Close-quarters spell

Daily

Target: You

Effect: You briefly take on the appearance of a regal skeleton. You heal 1d4 hp for every enemy undead creature currently in the battle (champion: 1d6 hp per undead, epic: 1d8 per undead). A mob of mooks counts as a single creature for purposes of this spell.

Adventurer Feat: When it would benefit you, your creature type is 'undead'.

LIVING SKELETON EVULSION

Ranged spell

At-Will

Target: One nearby or far away living creature with bones or an exoskeleton; creatures without a skeleton (such as oozes and most constructs) are unaffected by living skeleton evulsion.

Effect: The target's bones take on a life of their own and move within the target's flesh. If the target creature dies due to damage from this spell, its skeleton climbs out of it and attacks the target's nearest ally. Once there are no available enemies for the skeleton to fight it collapses in a pile of inanimate bones. The skeleton has the same defenses and hit points as the target did at the start of the battle, and can make any attacks that the target could make, and its type is undead.

Attack vs: PD

Hit: 2d8 negative energy damage.

3rd level spell	4d8 damage.
5th level spell	5d10 damage.
7th level spell	8d10 damage.
9th level spell	14d10 damage.

LOKI'S GIFT

Close-quarters spell (utility spell)

Daily

Target: One nearby enemy

Attack vs: MD

Hit: The target reveals one potentially embarrassing secret about him or herself, or someone else. The secret may involve personal wrongdoing (cheating at gambling) but not something life-threatening or dishonorable enough to put the creature in mortal danger.

Miss: The target is aware that you tried to control their mind.

Adventurer Feat: After casting this spell, until the next quick rest you gain a bonus to skill checks for lying equal to the level at which the spell was cast. You pick the lie at the time of casting. The lie must be specific (“The king is secretly a red dragon called Death Fire”) not general (“I’m your friend”).

LUCKY BREAK

Ranged spell

Recharge 11+ after quick rest

Target: You or a nearby ally

Effect: One of the next failed rolls made by one of the targets of the spell becomes a success. The gods of luck and forces of the universe, rather than the caster, choose which type of roll is transformed. A d20 roll of 1 still counts as a failure.

D3 Roll transformed

- 1 Save
- 2 Skill check
- 3 Attack roll

Special: The spell fails (but is not expended) if the target is already under the effect of lucky break.

Adventurer Feat: The recharge becomes 6+.

Champion Feat: A target may be under the effect of two lucky breaks at once. If they are the same type of lucky break then the next two rolls of that type become successes.

Epic Feat: Roll twice for the lucky break, rerolling any duplicates. The target gains both benefits.

MAGNETISM

Ranged spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby ally

Effect: The target cannot disengage from melee combat, and engaged enemies must roll twice and succeed both times to disengage from the target. The target can also slowly climb walls like a spider or slug, stick objects to their body, and draw small objects (such as coins) to themselves. The effects last for 5 minutes or one battle.

Adventurer Feat: The spell can be cast on a shield, granting +1 to AC for one battle as attacks are drawn to the shield rather than its wielder.

Champion Feat: You can reverse the spell to repel objects, so the target gains +1 to all defenses against ranged attacks that target AC or PD for the rest of the battle.

MASTER'S EYES

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Quick action to cast

Target: One nearby or far away familiar or animal companion

Effect: You simultaneously perceive the world through your own senses, and through the senses of your familiar or animal companion. In battle you can target

enemies that your familiar can perceive, even if you can't perceive them due to lacking the appropriate senses, or because they are hidden from you.

The spell lasts until the end of the current battle. If cast outside of battle it lasts 5 minutes plus a number of minutes equal to Wis modifier + level.

Adventurer Feat: Once per battle, if both you and your familiar can perceive an enemy and this spell is active, you gain a bonus to attack determined by the level at which the spell was cast (1st = +1, 3rd = +2, 5th = +3, 7th = +4, 9th = +5).

Champion Feat: Once per battle, if your familiar can perceive an enemy and this spell is active, you can cast a spell through your familiar so that the spell originates from their location.

Epic Feat: Once per battle, if your familiar can perceive an enemy and this spell is active, you gain a bonus to defenses against an attack made against you by an enemy. The bonus to defenses is determined by the level at which the spell was cast (1st = +1, 3rd = +2, 5th = +3, 7th = +4, 9th = +5)

MARVELOUS MUSIC

Ranged spell (utility spell)

Recharge 16+ after battle

Target: 1d4 nearby or far away allies

Effect: You conjure forth beautiful music from the aether that plays until you dismiss it, or until the end of the battle. Any target that is attacked during marvelous music's duration gains a +1 to attack rolls.

3rd level spell	2d4 allies.
5th level spell	3d4 allies.
7th level spell	3d8 allies.
9th level spell	All allies.

MOTHER MARGASE'S IMPENDING DOOM

Close-quarters spell (utility spell)

Daily

Target: One nearby or far away creature that can hear and understand you

Attack vs: MD

Effect: You tell the target not to perform one specific action for the rest of the battle.

Hit: Each turn in which the target performs that action, it suffers a cumulative -1 penalty to all rolls due to increasingly frequent disturbing or distracting visions. The stated action cannot be one that would result in certain death if discontinued. For example, “Stop defending yourself from attack” would not be a valid command, but “Don't disengage from the paladin” or “Don't use your breath weapon” would be valid. Normal save ends.

Adventurer Feat: You can include one extra creature as a target.

Champion Feat: You can include one extra creature as a target.

Epic Feat: You can include one extra creature as a target.

MUCUS SPRAY

Close-quarters spell

At-Will

Target: 1d3 nearby enemies in a group

Attack vs: PD

Hit: 1d12+1 poison damage.

Miss: Damage equal to your level.

3rd level spell 2d10+2 damage.

5th level spell 3d8+3 damage.

7th level spell 6d6+6 damage.

9th level spell 15d4+15 damage.

Adventurer Feat: The spell does acid damage on rounds in which the escalation die is even.

Champion Feat: On a crit by this spell the targets are dazed (-4 to attack) until the end of their next turn.

Epic Feat: If you chose to take the average damage instead of rolling for damage, then you can target 2 additional enemies with the spell.

MURDERSPHERE

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You conjure a malevolent, silver sphere that you direct to attack your foes. The sphere is not a valid target for attacks, and it is clear to everybody that you are the one controlling it.

When you cast the spell as a 1st level spell you conjure 1 sphere, as 3rd level you can create 2 spheres, 3 as 5th level, 4 as 7th level, and 5 if the spell is cast as a 9th level spell. The spheres remain nearby you, orbiting you. At the end of the battle, or after 5 minutes, the spheres disappear back to whichever disturbing plane they came from.

Until the end of the battle, on each of your turns as a standard action you can command all of your spheres to make one of the following attacks:

Serrated Blades

Target: One nearby enemy

Attack vs: AC

Hit: 1d20 damage.

Miss: Make the attack again as a free action.

Metallic Whip

Target: One nearby or far away enemy

Attack vs: AC

Hit: 1d20 damage.

Drill

Target: One nearby enemy

Attack vs: AC

Hit: 2d8 damage.

Miss: Half damage.

Adventurer Feat: When one of your spheres scores a critical hit you gain hp equal to the number of spheres that haven't yet made an attack that turn.



Champion Feat: You conjure the spheres as a free action, and they remain until you dismiss them (also a free action). Once per day if the spheres are orbiting you, you can re-roll a failed skill check if you describe how you use the spheres to help you.

Epic Feat: When a target is hit by a murdersphere's attack all other murderspheres that you control gain a cumulative +1 to attacks against that target until the end of your turn.

NATURAL HORROR

Ranged spell

Recharge 16+ after battle

Target: You or a nearby ally

Effect: The target grows an extra appendage, or your spell enhances an existing appendage not normally used by the creature to make attacks (wing, tail, tongue, etc.). During its next turn the target can make one basic unarmed attack as a quick action using the new appendage. The appendage fades away or shrinks back to normal after the battle.

Adventurer Feat: The target can make a second basic unarmed attack with its enhanced appendage as a quick action when the escalation die is 6+.

Champion Feat: The appendage gains a special natural ability (its tongue becomes prehensile; a tail can be used to make longer leaps). The enhancement is up to the GM given the target's race or species, and what would be useful for it in that situation. A variant of the natural

horror spell called beard of reckoning is popular among dwarven wizards.

Epic Feat: You can cast this spell twice in a battle.

NET OF COMETS

Close-quarters spell

At-Will

Target: One nearby enemy

Effect: You create a net of shining star-stuff, thrumming with celestial energies and shot through with a luminescent trail of stars.

For the rest of the battle as a standard action, you can make the following attack by mentally controlling the movement of the net.

Attack vs: PD

Hit: 2d4 ongoing fire damage and the target is stuck (easy save ends both).

3rd level spell	3d4 ongoing fire damage.
5th level spell	5d4 ongoing fore damage.
7th level spell	6d4+5 ongoing fore damage.
9th level spell	7d4+20 ongoing fore damage.

Adventurer Feat: The spell also deals holy damage.

NOT SO FAST

Ranged spell

Cyclic (cast once per battle as a quick action OR at-will when the escalation die is even)

Target: One nearby or far away creature

Attack vs: PD (or MD if you choose to know the Northern variant called myling's burden, which encumbers its target with souls)

Hit: The target loses its next move action.

Adventurer Feat: Once per battle when you hit with this spell you can immediately move as a free action.

Champion Feat: Once per battle when you hit with this spell you can allow an ally to immediately move as a free action.

Epic Feat: You can cast the reverse of this spell on an ally to allow them to move as a quick action on their next turn.

NOVA

Close-quarters spell

At-Will

Free action to cast. You cannot make an attack in the same turn that you cast nova.

Target: You

Effect: You begin to glow with a dim light. You can spend a quick action each round to increase the intensity of the light, then release the stored power to add holy damage to an attack. The extra damage you deal is based on the number of quick actions you spent to increase the intensity of your light. This damage is not added to miss damage.

1 quick action	+ 10 holy damage.
2 quick actions	+ 14 holy damage.
3 quick actions	+ 16 holy damage.

4 quick actions	+ 22 holy damage.
5 quick actions	+ 28 holy damage.
6 quick actions	+ 34 holy damage.
7 quick actions	+ 40 holy damage.
8 quick actions	+ 58 holy damage.
9 quick actions	+ 76 holy damage.

Special: You cannot cast nova again while you are still glowing or building the intensity of your light.

Champion Feat: On a natural 18+ hit with your attack, one target of the attack is partially blinded (-2 to melee attack rolls and -4 to close and ranged attacks) until the end of its next turn. Creatures that do not see or do not rely upon sight are immune to this effect.

OOZE FORM

Ranged spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby creature

Effect: This spell renders the flesh, clothing, and gear of the target transparent and oozy for the rest of the battle.

Attack vs: PD (auto-hit if the target is willing)

Hit: The target gains a +4 bonus to stealth and hide skill checks. The spell lasts for one battle, or for one minute per level at which the spell was cast (whichever is longer).

Adventurer Feat: The target actually becomes an ooze.

The target is immune to opportunity attacks and condition effects (confused, dazed, fear, hampered, weakened, ongoing damage, etc.), but takes -2 to all attacks and defenses. While in ooze form you can use all your normal abilities.

Champion Feat: If you cast this spell on yourself, you can use it to sculpt your body so that when you transform back to flesh your form and gear are of a different shape; otherwise, you and all your gear return to normal at the end of the spell. Using oozy form to reshape your body and gear requires a skill check with an appropriate background.

DC 5	Stretched (taller, shorter, etc. but basically the same person)
DC 10	Sculpted (different gender, age, race, etc. but still recognizably the same person and with the same racial abilities)
DC 15	Disguised (+5 to disguise rolls due to the semi-permanent disguise)
DC 20	Altered body-parts (grant yourself wings instead of arms, differently shaped legs, etc... though these will require skill checks to use until you spend a feat to use them without needing to roll)
DC 25	New body-shape (e.g. Quadruped)

It is important to note that only your shape changes – while you can sculpt gills, they are non-functional ridges of flesh, and a humanoid sculpted into the form of a hound will still have its old hair patterns and skin color. You cannot use this spell to gain new abilities not inherent to the shape itself (looking like a dragon won't give you a breath weapon unless you already have one, but flapping your new wings will let you fly).

If your race is already some variety of ooze, you receive this feat for free if you know this spell.

Champion Feat: You can choose at the time of casting to not have the target's gear transform with it, causing the target to drop their belongings.

Epic Feat: Creatures who end their turn engaged with you are stuck (save ends) and take your level in damage.

ORC KING'S AXES

Close-quarters spell

Daily

Effect: A pair of ghostly axes appears above your head before fading away. Until the end of this battle, the next 1 rolled by an ally becomes a natural 20 OR the next natural 20 rolled on a d20 by an enemy becomes a natural 1, whichever happens first.

ORB OF LIGHT

Close-quarters spell

At-Will

Target: One nearby or far away creature

Attack vs: PD

Hit: 1d6+6 damage.

Miss: Damage equal to your level.

Special: You can cast this as a basic ranged attack.

3rd level spell	1d8+14 damage.
5th level spell	1d10+22 damage.
7th level spell	1d12+34 damage.
9th level spell	1d20+66 damage.

Adventurer Feat: If you crit the target is also blinded (-4 to attacks for normally sighted creatures), save ends.

Champion Feat: You can target two creatures if you drop the damage dice down one step and halve the damage bonus (for example, d8+14 becomes d6+7, d6+6 becomes d4+3, and so on). Roll separate attacks for each creature.

Epic Feat: Targets hit with a natural 16+ pop free of engagement and lose their next move action.

OUTFLANKING BOON

Ranged spell

Recharge 11+ after battle

Quick action to cast

Target: One nearby or far away creature

Effect: You create an illusory ally that is engaged with the target. Until the end of the battle or the target dies or flees, for the purposes of spells, powers, talents, class features and similar abilities, the target counts as being engaged with one of your allies. The illusory ally moves with the target and is not a valid target for attacks. The target can tell that its "attacker" is an illusion, but someone who is not paying close attention might be fooled into thinking there is one more enemy in the battle.

Adventurer Feat: The illusory ally can move to engage a new enemy if the one it is engaged with dies or flees.

Champion Feat: You can cast this spell twice in a battle.

Epic Feat: When you attack an enemy that your illusory ally is engaged with, your crit range for that attack expands by 1.

PAIN WAVE

Close-quarters spell

At-Will

Target: One nearby or far away creature

Attack vs: MD

Hit: 4d4 psychic damage.

Miss: Damage equal to your level OR half damage and you cannot cast the spell again this battle. Decide which it will be after rolling the potential miss damage.

Special: This spell cannot reduce a target below 0 hp.

Targets reduced to 0 hp immediately stabilize and do not die. A variant called pleasure wave exists, which has the same effect as pain wave but overwhelms the target's mind with pleasure rather than pain.

3rd level spell	3d10 damage.
5th level spell	4d12 damage.
7th level spell	4d20 damage.
9th level spell	7d20 damage.

Adventurer Feat: When the target is hit, it screams.

Invisible creatures who scream grant others +2 to hit them until the start of the target's next turn.

Champion Feat: You can be merciful with this spell, and the target automatically regains any hp lost to it during their next quick rest. Choose if you are being merciful the first time you cast this spell each battle (and record the hp that targets will heal).

Epic Feat: Hit or miss, you can implant visions in the target's mind. The visions may be of hellscape and tortures of unspeakable cruelty, or if you are using pleasure wave it could be visions of gardens of unearthly delights and idylls of joy.

PAINS OF THE PAST

Ranged spell

At-Will

Target: 1d3 nearby or far away enemies

Effect: This spell causes wounds from creatures' pasts to re-manifest in the present.

Attack vs: PD

Hit: 1d3x5 damage.

3rd level spell	1d3x8 damage.
5th level spell	1d3x13 damage.
7th level spell	1d3x20 damage.
9th level spell	1d3x40 damage.

Adventurer Feat: Once per battle when you hit a target but roll a 1 on the d3, the target takes ongoing damage equal to your level.

Champion Feat: Once per battle when you hit a target but roll a 1 on the d3, the target is confused (save ends).

Epic Feat: Once per battle when you hit a target but roll a 1 on the d3, the target uses its next move action to move as you direct. Targets will not throw themselves off cliffs or into lava but will move to the edge of dangerous locations. If a target is engaged you can make it provoke an attack by moving away without rolling to disengage.

PAINTED FORM

Close-quarters spell (utility spell)

Daily

Target: You or a nearby willing ally

Effect: The target (and its gear) takes on the attributes of a painting, becoming an animated two-dimensional image on a nearby flat surface of the caster's choosing. While in this form the target can move about on the surface (but cannot leave the ceiling or wall that they are a part of). The target does not age, suffers no ongoing damage or ill effects from diseases, poisons, curses, etc. The target can see and hear, and can speak. Feeling is limited to those sensations that can affect its painted surface.

If the target becomes part of a painting they may interact with painted items or people; but unless the other painted people were also put there by this spell, their responses are rote and formulaic. For example a laughing farmer leaning on a pitchfork might pass the time of day and share a joke, but can't hold deep conversation. A painted snarling orc will always react in a surly way. Paintings interacted with reset after a short while: a painted jug of wine that is drunk will refill, a smashed painted vase will reassemble itself.

Unless the target is interacting with others, time seems to pass quickly and dreamily for them, as if they dropped into a pleasant slumber. The spell ends when the target decides to step out of the painting, or when the painted surface is attacked, or when the duration (based on the level at which the spell was cast) expires.

1st level spell	5 minutes.
3rd level spell	1 hour.
5th level spell	1 day.
7th level spell	1 year.
9th level spell	Indefinitely.

Special: When this spell is cast the caster must select one additional trigger that will return the target to its regular form. This could be as simple as "When next light hits the painting" or as complicated as "When the royal line of the house of Korval comes to an end and a red moon is seen in the sky." The caster can set an additional number of conditions equal to their Intelligence modifier.

Adventurer Feat: Normally the painting is near to life-size. This feat allows you to make the painting much smaller than life, small enough to fit on a cameo brooch or an arrowhead.

Champion Feat: The painted figure can move from painting to painting, as though all nearby paintings were a window onto another painted world.

Champion Feat: The spell's effect now includes all other types of illustrated scenes such as tattoos, drawings, carvings, and pictures in a book. Some elven assassins who know this spell and have both this feat and the adventurer feat transfer themselves into an acid-etching on an arrowhead, then have an ally fire the arrow over castle walls, so that they appear when the arrow strikes the ground on the other side.

Epic Feat: Changes to the painting affect the target. For example if the target were missing an arm and a skilled painter added the arm, the target will retain their new arm when they leave the painting. Such changes do not give creatures abilities that they would not ordinarily have: adding wings to an elf would not enable the elf to fly, and adding gills to a human would not give them the ability to breathe under water. Extra limbs might twitch slightly, but that's it.

However, you can add new mundane equipment or change the appearance of mundane equipment this way. Painted changes can alter the appearance and age, race, and gender of the painted figure but won't change what the figure really is: an elderly elf repainted to look like a young dwarf will still have elven racial attributes and abilities when it leaves the painting.

Changes that would harm the painted figure (painting on wounds, removing limbs, etc.) count as an attack and instantly end the spell without harm to the figure in the painting.

Changes to true magic items can alter their appearance briefly, but such alterations wear off after the target's next quick rest.

Using this spell to acquire wealth by painting money or treasure draws the attention of devils that prey on the greedy, who take it as an invitation to corrupt and destroy everyone involved (or if that doesn't work, those around them). Some paranoid wizards even suggest that this spell was created by devils as a temptation to greed.

PEACOCK POSE

Close-quarters spell

Recharge 16+ after battle

Target: One nearby enemy that can see you, and is a lower level than that at which the spell was cast

Attack vs: MD

Hit: Provided you take no actions, neither can your target. When you next take an action (including making a save) the spell ends. Fascinated creatures will stop what they are doing and stare at you as long as you continue to do nothing other than pose and sparkle beautifully.

This spell does not place any other conditions on the target that prevent it from defending itself. Others do not get bonuses to attack the target, and the target does not get any penalties to its defenses. If the target is attacked, the spell ends.

Miss: Psychic damage equal to your level

Special: A creature affected by peacock pose cannot be targeted again until the next day.

Adventurer Feat: You can move and not break the spell, provided you stay nearby the target.

Champion Feat: You can cast the spell on an ally, immediately ending any other mental effects on them (including the confused condition, mental domination, and ongoing psychic damage).

Epic Feat: You can fascinate a small crowd, holding them in thrall. If any member of the crowd is attacked or otherwise shaken out of its hypnotic stupor the

spell ends on the whole crowd. You need only roll once to target the MD of the crowd, targeting the highest MD present.

PENDULUM

Ranged spell (utility spell)

Daily

Target: You or a nearby creature

Effect: The target's attacks, saving throws, and skill checks do not require die rolls. Instead, they always follow this sequence: 20, 1, 19, 2, 18, 3, 17, 4, and so on, until the spell expires. The initial result of 20 occurs when the target next makes any die roll. The spell expires after one hour, the end of the current battle, or the end of the next battle (whichever is sooner).

POREVIT'S MANTLE

Close-quarters spell (utility spell)

Recharge II+ after next quick rest

Target: You or a nearby ally

Effect: When in a wooded, swampy or jungle terrain, you take on the physical characteristics of that terrain. Grass and tiny mushrooms sprout in your hair, moss replaces your facial hair, and your flesh takes on the mottled hues of leaves and bark. You gain a bonus to stealth skill checks in the appropriate terrain equal to the level at which the spell was cast.

Adventurer Feat: You gain this benefit in any type of terrain: tundra, desert, rocky, etc.

Champion Feat: You sprout mushrooms or other self-replenishing fungi on the backs of your hands and arms. This fungus can provide you with nourishment, removing the need to eat or drink until your next full heal-up.

Epic Feat: The bonus to stealth doubles if you remain still.

PRESSURE WAVE

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: One nearby creature

Attack vs: AC

Hit: 1d6 force damage.

Miss: Damage equal to your level.

Chain spell: Each time you hit with this spell, you can attack a different nearby target with this spell. Each time you hit a new target, multiply the damage done to that target by the amount of enemies hit by the spell so far during this attack (the first enemy takes 1x damage, the second 2x damage, the 3rd 3x damage, etc.).

3rd level spell 1d10 damage.

5th level spell 2d8 damage.

7th level spell 2d12 damage.

9th level spell 5d10 damage.

Adventurer Feat: You can cast this spell as its variant crushing depths; if cast under water or at creatures in water the spell deals an additional 1 point of damage at adventurer tier, an additional 2 points at champion tier,

and an additional 5 points at epic tier.

Champion Feat: If the spell hits a flying creature the target must roll a save or be knocked out of the air and take 1d6 points of damage per level at which the spell was cast.

PRINCESS' PERFUME

Close-quarters spell

At-Will

Target: Four nearby or far away creatures, but you can target the same creature more than once.

Effect: Also known as stink-kill or soporific cloud this spell creates a colored cloud with a distinct smell. The stink-kill version of the spell creates a nauseating greenish-brown cloud of foul smelling gasses; the soporific cloud (also sometimes known as heaven scent) is a white fog of incense; and the version known as princess' perfume creates wisps of pleasant smelling pinkish vapors.

Attack: Automatic hit

Hit: 1 ongoing poison damage.

3rd level spell 3 ongoing poison damage.

5th level spell 4 ongoing poison damage.

7th level spell 6 ongoing poison damage.

9th level spell 11 ongoing poison damage.

This spell breaks some rules: Normally when a spell lets you target multiple creatures you cannot use it to target the same creature multiple times. This spell is different: if you wish, instead of targeting four different creatures you can target the same creature four times with a single use of this spell.

Normally creatures save against each instance of an effect separately. This spell breaks that rule too: creatures save against all princess' perfume ongoing poison damage at once. This is to avoid the GM having to roll umpteen saves for an enemy that you keep hitting with this spell over and over.

A creature that is reduced to 0 hp by this spell does not die. Instead all ongoing damage on the creature (including that from other sources that are not this spell) ends, and the creature falls into a deep sleep until the battle is over. Once the battle is over you probably have 5 minutes to tie up your enemies (or deliver a coup de grace to them) before they begin to wake up.

Adventurer Feat: You can shape your cloud, producing leering deaths-heads, symbols of the gods, hearts and flowers, or whatever else you choose to display.

Champion Feat: In a display of odormancy you can switch which version of the spell you have cast, turning fair odors foul or vice-versa. You are no longer limited to casting just the version of the spell that you know, and may cast any of the three commonly known versions, or create your own custom smells and gasses.

Epic Feat: Your spell is now odorless, invisible, and completely silent. Once your enemies begin getting drowsy and falling over they will start to work out what is going on, but it might buy you a round of free attacks if you are sneaky about it.

Optional rule: windy conditions: By default this

spell ignores windy conditions. Neither storm-winds nor spell-produced breezes affect the potency of this spell. However, because it is traditional in some games to have magical clouds that are affected by winds, you can optionally adjust the saving throw for the spell as follows:

- In especially windy conditions (in a storm, at sea, or if enemies are using magical winds), the save is easy (6+).
- In normal conditions outside the save against this spell is normal (11+).
- In conditions without much wind at all (in a cave, indoors, etc.) the save is hard (16+).

PRISMATIC AURA

Ranged spell (utility spell)

Recharge 16+ after battle

Quick action to cast

Target: 1d4 nearby or far away enemies in a group

Effect: Until the end of the battle the targets are surrounded by a shifting multi-hued aura of light and unable to hide, shadowstep, become invisible, etc. The targets are clearly visible to all who are on the same plane of existence as they are. A hard save (16+) ends the effect.

Champion Feat: If you cast this spell as a standard action choose one of the following: the effect lasts until the end of the battle (no save) OR the save becomes normal (11+) but the target is hampered while affected by the spell.

Epic Feat: If the target rolls a 1 with any attack while prismatic aura is active, they must reroll the attack against themselves, as space and time twist to redirect their efforts.

PRISMATIC BEAM

Ranged spell

At-Will

Target: One nearby or far away creature

Effect: A ray of light made of shifting color springs from your hand. Roll 1d10 to determine which color is dominant when the beam strikes its target, and the spell's effect:

1. **Red** The spell does *fire* damage.
2. **Orange** The spell does *thunder* damage.
3. **Yellow** The spell does *lightning* damage.
4. **Green** The spell does *acid* damage.
5. **Cyan** The spell does *cold* damage.
6. **Blue** The spell does *negative energy* damage.
7. **Purple** The spell does *psychic* damage.
8. **Magenta** The spell does *holy* damage.
9. **White** Roll twice more with d8s and the spell does both damage types.
10. **Rainbow** The target is blinded (-4 to attack), save ends.

Attack vs: PD with a +3 bonus to the attack roll

Hit: 10 damage. If the target makes a normal save (11+) it takes half damage.

Miss: Damage equal to your level.

Special: On a critical hit, choose one result from the

table in addition to the rolled result(s):

3rd level	18 damage, half on a save (11+).
5th level	25 damage, half on a save (11+).
7th level	38 damage, half on a save (11+).
9th level	70 damage, half on a save (11+).

Adventurer Feat: Each battle, when you first cast this spell choose 2 results to exclude from the random table that determines the color of the beam. Roll 1d8 and use the revised table when casting prismatic beam for the rest of the battle.

Champion Feat: When you take this feat choose 1 result from the color table. On rounds where the escalation die is even, you can choose to change the roll to your pre-picked result.

Epic Feat: The target takes double damage if it rolls equal to or less than the escalation die value on its save.

PRISMATIC FIST

Close-quarters spell

Recharge 16+ once all the fists have made an attack, or once you dismiss the fists.

Quick action to cast

Target: You

Effect: You conjure eight glowing fists that orbit you. As a standard action you can command a fist to attack an enemy. Each fist makes the attack detailed below, and has a different effect on a miss. Prismatic punch counts as a basic attack against an engaged enemy.

Prismatic Punch

Close-quarters spell

Target: One nearby or far away creature

Attack vs: AC

Hit: 3d6 damage

3rd level spell	5d6 damage.
5th level spell	8d6 damage.
7th level spell	12d6 damage.
9th level spell	17d6 damage, and the fist targets up to two enemies in a group.

Red miss: Fire damage equal to your level.

Orange miss: Thunder damage equal to your level.

Yellow miss: Lightning damage equal to your level.

Green miss: Acid damage equal to your level.

Cyan miss: Cold damage equal to your level.

Blue miss: Negative energy damage equal to your level.

Purple miss: Psychic damage equal to your level.

Magenta miss: Holy damage equal to your level.

The fists continue orbiting you until the end of the battle, or 5 minutes, or until you dismiss the fists. Once a fist has made an attack it vanishes in a burst of colored light and cannot be conjured again until you once again cast the spell prismatic fist.

Adventurer Feat: The first time each day when you crit with a thunder or lightning prismatic punch you can teleport (as a free action) on that turn to a nearby point.

Champion Feat: The first time each day when you crit with a fire, ice or acid prismatic punch you can

immediately make another attack using prismatic punch as a free action against an additional nearby enemy.
Epic Feat: The first time each day when you crit with a negative energy or psychic or holy prismatic fist you can immediately make another attack using prismatic punch as a free action against the nearby enemy with the highest remaining hp.

PRISMATIC METEOR

Ranged spell
At-Will
Target: One nearby or far away creature
Attack vs: AC
Hit: 3d6 damage.
Miss: Damage equal to your level
 3rd level spell 4d6 damage, 2 targets.
 5th level spell 6d6 damage, 3 targets.
 7th level spell 7d6 damage, 4 targets.
 9th level spell 7d10 damage, 5 targets.
Adventurer Feat: On a critical hit the target takes -2 to its next attack.
Champion Feat: On a miss the crit range with this spell expands by 1 until you next hit with the spell or the end of the battle.
Epic Feat: On a natural even miss you gain an extra die of damage with the next meteor to hit during this battle.

PRISMATIC SPLINTER STONE

Ranged spell
 Cyclic (cast once per battle OR at-will when the escalation die is even)
Target: One or two nearby or far away creatures in a group
Attack vs: AC
Hit: 2d6 damage.
Special: Damage from this spell ignores damage resistance.
 3rd level spell 2d12 damage.
 5th level spell 2d20 damage.
 7th level spell 3d20 damage.
 9th level spell 6d20 damage.
Adventurer Feat: On a critical hit the target takes -2 to its next attack.
Champion Feat: On a miss the crit range with this spell expands by 1 until you next hit with the spell or the end of the battle.
Epic Feat: On a natural even miss you gain an extra die of damage with the next stone to hit during this battle.

PRISMATIC STAR SWARM

Close-quarters spell
At-Will
Target: 1d3 nearby or far away enemies in a group
Attack vs: PD
Hit: 3d4 damage.
Natural 18+ hit: The target also has a secondary effect (see the table below).

3rd level spell	5d4 damage.
5th level spell	8d4 damage.
7th level spell	11d4 damage.
9th level spell	21d4 damage.

D8	Color	Effect
1.	Red	Until the end of the battle the target's saves against the stuck condition are hard saves.
2.	Orange	Until the end of the battle the target is considered to have 10 fewer hp than it actually has for the purposes of fear effects and other effects that key off or are triggered by hp totals. This does not actually reduce the target's hp total itself.
3.	Yellow	Any ongoing effects imposed or created by the target end.
4.	Green	The target takes a -2 penalty to its next attack roll.
5.	Cyan	Until the end of the battle the target has -2 to all saves.
6.	Blue	The target is dazed (-4 to attacks), until the start of its next turn.
7.	Purple	The target takes 5+ current-escalation-die-value ongoing damage (save ends).
8.	Magenta	The target becomes vulnerable to your attacks (save ends).

Adventurer Feat: Once per day you can replace one color on the random color effect table with another. For example, if you like making your enemies dazed but don't like giving your enemies a harder time getting unstuck you can replace red with a second blue result. The chart resets to normal after the next full heal-up.
Champion Feat: You can replace one additional color on the random color effect table with another.
Epic Feat: You can replace one additional color on the random color effect table with another.

QUICKEN

Close-quarters spell (utility spell)
Recharge 16+ after battle
Target: You or a nearby ally
Effect: The target swaps initiative with the next highest initiative participant in the battle.
Adventurer Feat: You can use this as a quick action if the escalation die is 3+.
Champion Feat: If you swap the initiative of two enemies, they both take a -1 penalty to their next attacks.
Epic Feat: Your target moves to the top of the initiative order at the end of its next turn.

RAIN OF SWORDS

Ranged spell
At-Will

Target: Up to two nearby or far away creatures

Attack vs: AC

Hit: 2d8 damage.

3rd level spell 3d8 damage.

5th level spell 5d8 damage.

7th level spell 7d8 damage.

9th level spell 13d8 damage.

Adventurer Feat: For the rest of the battle, enemies that roll a 1 on an attack take damage equal to your level from the stray blades that cover the ground.

RAINBOW WEAPON

Close-quarters spell

At-Will

Free action to cast

Target: You

Effect: This spell brings into being a shimmering, tendril of prismatic energy that you can mentally shape into any weapon that you desire. If you shape the rainbow weapon into a bow or crossbow it provides its own arrows or bolts. You cannot shape the rainbow weapon into siege weapons, but can create any imaginable sword, axe, club, staff, hammer, knife, bow, etc.

You can wield the rainbow weapon as a melee or ranged weapon, and make attacks and deal damage as per a normal weapon of that type but with +1 to attack and damage (+2 at champion tier, +3 at epic tier). The rainbow weapon ignores all resistances.

The rainbow weapon sheds multi-colored light in a halo around it, leaves a trail of light when it is swung or when it shoots an arrow, and makes a distinctive humming sound when in use.

The weapon lasts until you dismiss it (a free action) or you no longer hold it (if you drop it or it is snatched from your grip it vanishes).

Adventurers know this spell by many different names, including *ley whip*, *light sword*, *shimmering axe*, and *prismatic mace*.

Adventurer Feat: When you gain this feat pick a damage type from the following list: holy, negative energy, psychic. The rainbow weapon now does that damage type. Holy rainbow weapons seem to sparkle, negative energy weapons shed rainbow light but are themselves jet black, and psychic rainbow swords have an extended aura of light that washes in psychedelic waves over their wielders.

Champion Feat: Your first attack each battle, hit or miss, does extra damage equal to the level at which the spell was cast.

Epic Feat: Your rainbow *weapon* can now melt through thick metal, cut iron bars, and perform other destructive tricks against non-magical objects. Reduce the difficulty level of a skill check to break the object by one.

RAY OF LIFE SUPPRESSION

Ranged spell

At-Will

Target: You or a nearby or far away creature

Attack vs: PD

Hit: 2d8 negative energy damage.

Miss: Damage equal to level at which the spell was cast.

3rd level spell 4d8 damage.

5th level spell 6d8 damage.

7th level spell 8d8 damage.

9th level spell 8d8+40 damage.

Adventurer Feat: If targeted at an undead creature the target takes no damage and heals hp equal to half the damage rolled. You can heal one undead per battle in this way, after which you lose the ability to cast this spell until after the battle.

Champion Feat: When you first cast this spell in a battle you sense which creatures in the battle are undead. Thereafter you instinctively know where these creatures are: you suffer no penalties due to the invisibility of undead creatures, can “see” hidden undead creatures, and can target undead creatures with no penalty even in complete darkness.

Epic Feat: When you cast this spell you gain the undead creature type for the rest of the battle, replacing your normal creature type.

RAY OF THE ECLIPSE

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: Automatic hit

Hit: 5 cold damage.

3rd level spell 10 damage.

5th level spell 15 damage.

7th level spell 20 damage.

9th level spell 40 damage.

Adventurer Feat: The target takes a -2 penalty to its next attack roll.

Champion Feat: The target must save (11+) when hit or be blinded (-4 to attack) until the end of its next turn.

Epic Feat: The target must save (11+) when hit or lose its next move action.

RAZOR MAW

Close-quarters spell

Recharge 16+ after battle

Target: You or a nearby creature

Effect: The target's teeth turn black and deadly, like twin rows of volcanic glass blades. Until the end of the battle the target deals an extra 1d6 damage on all misses against engaged creatures (champion: extra 1d8 miss damage; epic: extra 1d12 miss damage).

Adventurer Feat: Critical hits against engaged enemies deal the extra damage too.

Champion Feat: Critical hits deal ongoing damage equal to the level at which the spell was cast.

REACH OF THE MANY HEADED DRAGON

Ranged spell

Daily

Quick action to cast

Target: One far away enemy

Effect: The target counts as engaged with you for the purposes of your next attack against it during this turn. If your next attack misses, the spell is not expended.

REVERBERATE

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Quick action to cast

Target: One nearby enemy

Effect: You strike the ground, shaking the earth around you with the impact.

Attack vs: PD

Hit: 3d6 damage and the target pops free.

Natural even miss: Target pops free.

Special: The spell cannot target creatures that are not in contact with the ground. Creatures clinging to walls or on top of other objects may save (11+) to take half damage.

3rd level spell 5d6 damage.

5th level spell 7d6 damage.

7th level spell 7d6 damage against two nearby enemies OR target seven nearby enemies for 3d6 damage each.

9th level spell 7d6 damage against three nearby enemies OR target seven nearby enemies for 5d6 damage each.

Adventurer Feat: Nearby creatures that are burrowing when you make this attack become stuck (save ends).

Champion Feat: If you choose to target just two enemies with the level 7 version of this spell the damage dice for that attack become d8s.

Epic Feat: If you choose to target just three enemies with the level 7 or 8 version of this spell the damage dice for that attack become d10s.

REVITALIZING WORD

Close-quarters spell

Interrupt action

Recharge 16+ after battle

Free action to cast.

Target: You or a nearby ally hit with an attack that causes damage

Effect: Subtract 1d6 from the damage dealt by the attack.

3rd level spell subtract 1d10.

5th level spell subtract 2d8.

7th level spell subtract 2d12.

9th level spell subtract 2d20.

Adventurer Feat: If the target has a positive Constitution modifier, add that to the damage prevented.

SANGUINE HORROR

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: You briefly transform your body into its own demiplane and summon from it a blood elemental. The

summoned creature is made of your own magic-infused blood, and though it has no apparent sensory organs it can perceive the world around it as well as you can at the time of casting.

The summoned creature acts immediately on your turn, and can attack your opponents to the best of its ability. As a free action you can direct it not to attack, to attack particular enemies, or to perform other actions as a move action. The sanguine horror lasts until the end of the battle; or if the spell is cast outside of battle the construct lasts until a number of hours have passed equal to your level or until the end of the next battle.

The power of the construct depends on the level at which the spell is cast. You can communicate telepathically with the horror, even while helpless.

1ST LEVEL SANGUINE HORROR

Level 1 summoned creature [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +6 vs. AC—5 damage

AC 16 PD 15 hp 5 MD 11

3RD LEVEL SANGUINE HORROR

Level 3 summoned creature [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +8 vs. AC—10 damage

AC 18 PD 17 hp 9 MD 13

5TH LEVEL SANGUINE HORROR

Level 5 summoned creature [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +10 vs. AC—18 damage

AC 20 PD 19 hp 15 MD 15

7TH LEVEL SANGUINE HORROR

Level 7 summoned creature [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +12 vs. AC—28 damage

AC 22 PD 21 hp 22 MD 17

9TH LEVEL SANGUINE HORROR

Level 9 summoned creature [CONSTRUCT]

Initiative: Acts immediately after the caster

Construct fists +14 vs. AC—50 damage

AC 24 PD 23 hp 36 MD 19

Adventurer Feat: You can spend a recovery when the spell is cast to double the hit points of the sanguine horror.

Champion Feat: You can spend a recovery when the spell is cast to make the sanguine horror immune to conditions (the summoned construct can take damage but cannot become stuck, dazed, etc.).

Epic Feat: You can spend a recovery when the spell is cast to give the horror miss damage equal to its level.

SCALEBANE

Close-quarters spell

At-Will

Target: 1d3 nearby or far away enemies

Effect: You cause a nearby or far away fire source to erupt into a fierce inferno. If no fire is present when you cast the spell you take fire damage equal to your level as the magic uses your body as fuel.

Attack vs: PD

Hit: 2d6 fire damage.

Miss: Damage equal to your level

Special: This spell is +2 to hit dragons, kobolds, serpents, and other reptilian or draconic creatures.

3rd level spell 3d6 damage.

5th level spell 5d6 damage.

7th level spell 8d6 damage.

9th level spell 15d6 damage.

Adventurer Feat: The spell ignores fire resistance.

Champion Feat: You no longer take damage without a pre-existing fire.

Epic Feat: When you die you can cast this spell as a free action.

SCINTILLATING LIGHTS

Close-quarters spell (utility spell)

Recharge 11+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: Bright, scintillating lights flicker around the target. Until the end of your next turn, all enemies engaged with the target take a -2 penalty to all attacks. Enemies not engaged with the target gain a +2 bonus to hit the target for the same duration. Sightless creatures are immune to scintillating lights.

SEA OF FIRE

Close-quarters spell

At-Will

Target: You or one nearby or far away creature

Effect: You conjure a sea of flames from the ground around your target that lasts until the end of the target's next turn. While the spell is active smoke in the area obscures vision, granting the target concealment that adds +2 to their AC and PD until the end of the target's next turn.

Attack vs: Automatic hit

Hit: 2d4+2 damage.

3rd level spell 2d8+2 damage.

5th level spell 4d6+4 damage.

7th level spell 6d6+6 damage.

9th level spell 10d6+10 damage.

Adventurer Feat: You can choose to do no damage with the spell.

Champion Feat: Before rolling damage you can choose to do half damage, but make it ongoing.

SEAM RIPPER

Close-quarters spell

Recharge 6+ after quick rest

Target: You or a nearby creature

Effect: Non-magical clothing worn by the target is disassembled by small, sharp objects made of pure force, tiny pixie tailors, or some other special effect.

Attack vs: PD

Hit: The target is dazed until the end of its next turn.

Crit: The target is dazed and weakened until the end of its next turn.

Miss: Damage equal to your level.

Special: This spell has no effect on armor or on wooden, chitin, stone, metal or other clothing, or objects that do not employ fabric or seams that can be cut or torn apart.

3rd level spell Miss damage becomes equal to twice your level.

7th level spell Miss damage becomes thrice your level.

Adventurer Feat: You can employ the spell in reverse, making a new garment out of available material.

Champion Feat: On a natural even hit the target is stuck (save ends).

Epic Feat: The spell becomes a quick action to cast, and can be cast as a cyclic spell.

SEARING RAIN

Close-quarters spell

At-Will

Target: Up to four nearby or far away enemies in a group

Attack: Automatic hit

Hit: 3 acid damage.

3rd level spell 5 damage.

5th level spell 8 damage.

7th level spell 13 damage.

9th level spell 23 damage.

Adventurer Feat: The cloud is so thick that enemies targeted by it take a -1 penalty to ranged attacks.

Champion Feat: The spell now does both acid and negative energy damage.

Epic Feat: When a non-mook enemy (or the last mook in a mob) is killed by damage from searing rain, you gain temporary hp equal to the level at which the spell was cast plus the escalation die value.

SEEING STONES

Ranged spell (utility spell)

Recharge 16+ after battle

Effect: This spell empowers a small stone or pebble.

The stone temporarily changes to the same color as your irises, and for the duration of the effect, you can see in all directions around the stone. You can be up to a mile away from the stone and keep seeing through it. The spell lasts for 1 hour per level at which it was cast, or until the stone is more than a mile away (whichever happens first). You can see normally through your own eyes while the spell is in operation.

Adventurer Feat: You can also hear through the stone.

Champion Feat: You can speak through the stone.

Epic Feat: You can project a ghostly image of yourself or of what you can currently see through the stone.

SHADOW BITE

Ranged spell

Interrupt action

Recharge 16+ after battle

Target: One nearby or far away caster who targets you with a magical attack (or with the champion tier feat, makes a skill check)

Attack vs: MD

Hit: The target must roll their attack twice and take the lower roll.

Miss: The spell is not expended.

Special: You can target an enemy's hand or equivalent (-2 penalty). On a hit there is a 50% chance it will drop what it is holding in that hand in addition to the other effects of this spell.

Adventurer Feat: A miss does negative energy damage equal to your level.

Epic Feat: The target rolls three times and takes the worst roll.

SHADOW BLINDNESS

Ranged spell

Daily

Target: One nearby or far away creature

Attack vs: MD

Hit: 4d10 holy damage, and if the target can normally see in the dark, it loses that ability and has normal daylight vision until the end of the battle.

Critical hit: You gain the ability to see in the dark as if it were daylight until the next full heal-up.

Miss: The target takes holy damage equal to your level, and you regain the spell during your next quick rest.

SHADOW BOLT

Close-quarters spell

At-Will

Move action to cast

Target: 1d4 nearby or far away enemies in a group

Attack vs: Automatic hit

Hit: 1d6 negative energy damage.

3rd level spell 1d8 damage.

5th level spell 1d12 damage.

7th level spell 1d20 damage.

9th level spell 4d10 damage.

Adventurer Feat: If the damage roll is odd, the spell deals lightning damage.

Champion Feat: If you roll a 1 on any of the damage dice you can choose to do no damage and instead teleport into engagement with the target as a free action.

Epic Feat: If you cast the spell as a standard action you can reroll any odd damage dice until all the damage dice are even.

SHADOW HANDS

Close-quarters spell

At-Will

Target: 1d3 nearby enemies in a group

Attack vs: PD

Hit: 2d8 cold damage.

Miss: Damage equal to your level.

3rd level spell 4d8 cold damage.

5th level spell

6d8 damage.

7th level spell

9d8 damage.

9th level spell

10d8+30 damage.

Adventurer Feat: If the spell crits the target is also weakened (save ends).

Champion Feat: On a natural even hit the target takes a -2 penalty to its next attack.

Epic Feat: You can target 2d3 creatures instead of 1d3 creatures.

SHRIEKING FLOCK

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: One nearby or far away creature

Effect: You (and all your carried and worn gear) transform into a whirling, shrieking flock of ravens.

Attack vs: AC

Hit: 2d4 damage and you pop free and can fly as a free action on this turn. At the end of this turn you return to your normal form.

Miss: You return to your normal form, but have now moved into engagement with the target. Like teleportation, this does not provoke attacks nor can you be intercepted.

3rd level spell

4d4 damage.

5th level spell

4d6 damage.

7th level spell

6d6 damage.

9th level spell

11d6 damage.



An unkindness of ravens: The technical term for a group of ravens is an unkindness of ravens. The term for a group of crows is a murder of crows, a group of owls is a parliament of owls, eagles come in convocations, and a large group of hawks in flight is a kettle. Feel free to pick one of these, or any other group of flying creatures if ravens do not fit your character concept; you could even transform into a terrifying flutter of butterflies if it fits your story.

Adventurer Feat: Once per day when cast outside of combat this spell allows you to fly for 5 minutes in the form of a flock of ravens. Unlike casting this spell in combat, you must leave your worn and carried gear behind when you transform. You cannot make attacks, cast spells, or use skills while flying in the form of the raven flock.

Champion Feat: The spell becomes at-will rather than cyclic.

Epic Feat: You have a fear aura that affects creatures with 50 hp or fewer. Creatures engaged with you that are affected by your fear may not use the escalation die and are dazed.

SHRIEKING GLYPH

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: You trace a glyph resembling discordant musical notes in the air. The glyph attaches to the target's face, granting them the ability to make the following at-will attack as a standard action for the rest of the battle:

SHRIEK

Close-quarters spell attack

At-Will

Target: 1d3 nearby enemies in a group

Attack vs: PD

Hit: 2d6 thunder damage.

3rd level spell 2d12 damage.

5th level spell 3d12 damage.

7th level spell 4d12 damage.

9th level spell 8d12 damage.

Adventurer Feat: You can cast this spell twice per battle.

Champion Feat: The shriek attack does double damage against crystalline and glass creatures, and can be used to shatter crystalline and glass objects. See the Destroying Objects sidebar on page 22.

Epic Feat: You can split the shriek attack between two nearby or far away groups of 1d3 enemies each. If the person shrieking chooses to do this then all targets take half damage.

SHROUD OF DEATH

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast, quick action to maintain at the start

of each of your turns

Effect: You draw on the life energies of nearby living creatures, devouring tiny bits of their spirit.

When you first cast this spell you gain 1 hp and all nearby living creatures (but not constructs or the undead) take 1 negative energy damage.

You must spend a quick action at the start of each of your turns after you cast this spell to maintain it, otherwise the spell effect ends.

On each of your subsequent turns after you cast this spell, provided you have spent a quick action to maintain the spell, you gain hp equal to the escalation die value and all nearby living creatures (but not constructs or the undead) take negative energy damage equal to the escalation die value.

SILENT SOUND

Ranged spell

Recharge 6+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: 2d12 thunder damage and the target is deafened (save ends).

Miss: Half damage.

3rd level spell 4d12 damage.

5th level spell 6d12 damage.

7th level spell 9d12 damage.

9th level spell 10d12+45 damage.

Adventurer Feat: The save against deafness becomes a hard save (16+).

Champion Feat: You can cast the spell on yourself or on an ally or on an object, instantly ending all sound coming from that person or thing for the next minute.

Epic Feat: When you cast this spell on yourself or on another target you gain resist thunder 11+.

SLAPPING HAND

Close-quarters spell

Recharge 11+ after battle

Target: Two nearby or far away creatures, or the same creature twice

Attack vs: PD

Hit: 3d6 force damage.

Miss: Damage equal to your level and the target pops free.

Special: Damage from *slapping hand* is not lethal.

Creatures reduced to 0 hp or fewer by *slapping hand* don't die unless the attack reduces them to negative half hp.

3rd level spell 4d8 damage.

5th level spell 6d8 damage.

7th level spell 7d10 damage.

9th level spell 10d12 damage.

Adventurer Feat: If you roll a natural even miss you can cast *slapping hand* again the following round.

Champion Feat: Targets hit by *slapping hand* pop free.

Epic Feat: *Slapping hand* can be used against inanimate objects. See the Destroying Objects sidebar on page 22.

SLICE THE AIR

Ranged spell

Recharge 11+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: Until the end of the battle the target ignores all negative modifiers due to cover, high winds, or environmental conditions when making a ranged weapon attack or attacks that magically replicate them (for example, acid arrow).

Adventurer Feat: The next shot you make can shoot around corners or perform other improbable feats.

Champion Feat: If the next shot you make misses you can immediately make a ranged basic attack against the same target.

Epic Feat: If the next shot you make hits you can choose to be carried aloft by winds, flying into engagement with the target.

SNAKEBALL

Ranged spell

Daily

Target: 1d3 nearby or far away enemies in a group

Attack vs: PD

Hit: 8d4 poison damage.

Miss: Half damage.

Special: You can target 2d3 enemies instead of 1d3 enemies, but doing so halves the spell's damage and also targets any allies engaged with those enemies.

3rd level spell 10d6 damage.

5th level spell 10d10 damage.

7th level spell 12d10 damage.

9th level spell 20d10 damage.

Champion Feat: At the cost of doing only half damage you can automatically hit all targets.

Epic Feat: The spell becomes recharge 18+.

SNARLING STEEL

Close-quarters spell

Recharge after battle

Quick action to cast

Target: You

Effect: A cloud of clashing, flashing blades orbits you. Until the end of the battle, you can make the following attack using a standard action:

STEEL SNARL

At-Will

Target: 1d3 enemies engaged with you

Attack vs: PD

Hit: 2d6-1 damage.

3rd level spell 2d12-1 damage.

5th level spell 3d12-2 damage.

7th level spell 4d12-3 damage.

9th level spell 8d12-7 damage.

Special: If you do not make an attack on your turn after casting this spell, you gain +2 to AC until the start of your next turn.

Adventurer Feat: You can cast snarling steel on an ally instead of yourself. Your steel snarl attack must be against enemies engaged with the ally, and if you choose not to make an attack, the ally gains the bonus to AC.

SNOWBALL

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: 2d8 cold damage.

Miss: Damage equal to your level.

Special: You can choose to deal only half damage and give the target -2 to its next attack roll due to having a face full of snow; or forgo doing damage and the target takes a -4 penalty.

3rd level 4d6 damage.

5th level 6d8 damage.

7th level 10d6 damage.

9th level 10d12 damage.

Adventurer Feat: The snowball counts as a non-magical attack for purposes of creatures that resist or are immune to magical damage.

Champion Feat: If you roll a natural even hit you can choose to forgo doing any damage and give the target, and 1d3 enemies in a group with it, -2 to their next attack rolls.

Epic Feat: If you are in a mountainous or icy environment you can reroll the damage for this attack and keep the second roll.

SNOW BOULDER

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Effect: A handful of snow rolls in the direction you point, and increases in size and effectiveness with each attack.

After you cast this spell you can make the following attack using a standard action:

SNOW RUSH

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: Damage as below, based on the number of attacks you've made with the snow boulder, and the level at which the spell was cast.

If cast as a 1st level spell

1st attack 4 damage.

2nd attack 8 damage.

3rd attack 12 damage.

4th attack 16 damage.

If cast as a 3rd level spell

1st attack 7 damage.

2nd attack 14 damage.

3rd attack 21 damage.

4th attack 28 damage.

If cast as a 5th level spell

1st attack 11 damage.

2nd attack 22 damage.
3rd attack 33 damage.
4th attack 44 damage.

If cast as a 7th level spell

1st attack 16 damage.
2nd attack 32 damage.
3rd attack 48 damage.
4th attack 64 damage.

If cast as a 9th level spell

1st attack 30 damage.
2nd attack 60 damage.
3rd attack 90 damage.
4th attack 120 damage.

After the 4th attack the snow melts into a puddle of water and the spell must be recharged after the battle (16+).

Adventurer Feat: The snow rush attack deals double damage against red dragons.

Champion Feat: The spell snow boulder becomes at-will to cast.

SNOWBLIND STARE

Ranged spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: 3 ongoing cold damage and the target is blinded (-4 to hit), save ends both effects.

Special: Blind creatures are completely immune to this spell. Creatures that do not rely on sight to target you are immune to the attack penalty but not to the damage.

3rd level spell 4 ongoing damage.
5th level spell 7 ongoing damage.
7th level spell 10 ongoing damage.
9th level spell 20 ongoing damage.

Adventurer Feat: Three times a day as a standard action you can perform tricks such as freezing puddles, chilling your drink, or filling a lock with ice so that it cannot be opened. Thereafter, additional tricks count as uses of the *snowblind stare* spell.

Champion Feat: You take no penalties to perception checks from snowy or icy weather, or magic that replicates such conditions.

Epic Feat: You gain resist cold 12+ for 1 hour when you use this spell.

SOUL DRINKING

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: MD

Hit: 2d4 negative energy damage, and you gain an equal number of temporary hp.

Miss: If the target was undead you take the damage and it gains the temporary hp.

3rd level spell 2d8 negative energy damage.
5th level spell 4d6 negative energy damage.
7th level spell 4d8 negative energy damage.
9th level spell 6d12 negative energy damage.

Adventurer Feat: This spell causes objects to rapidly age. Corpses mummify, food molds and rots, stone crumbles to powder, metal rusts, etc. See the Destroying Objects sidebar on page 22.

Champion Feat: No miss effect.

Epic Feat: Once per battle, as a free action, on a turn during which you cast this spell, you can choose to convert all your current temporary hp into half that amount (rounded up) of actual hp. If this takes you above your normal maximum hp then so be it.

SPEED BURST

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: You

Effect: On the round following the casting of this spell you gain an extra standard action.

Adventurer Feat: You gain a bonus to attacks made using your extra standard action equal to the level at which the spell was cast.

Champion Feat: You gain a bonus to damage from attacks made using your extra standard action equal to the level at which the spell was cast.

Epic Feat: If you use your extra standard action to move you also gain an extra move action (granting you three move actions that turn).

SPELL STONE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Effect: You cast a spell of lesser level than the level at which spell stone is cast, and the spell enters a stone that you hold in your hand. When a condition that you set when casting spell stone is met, the spell cast into the stone is unleashed.

Conditions must be simple and relate directly to the stone and actions upon it; for example, “when the stone is struck” or “when light next falls upon the stone” or “when the stone is next moved”. If the stored spell is unleashed during battle the spell has a 50% chance of failing completely.

When the bound spell is unleashed you select its target(s) and make any rolls required by the spell. For purposes of ranges and targets, the stone is considered to be the caster of the unleashed spell.

You can only prepare one spell stone at a time.

Adventurer Feat: You can have an extra concurrently prepared spell stone.

Champion Feat: You can have an extra concurrently prepared spell stone.

Epic Feat: You can have an extra concurrently prepared spell stone.

SPELLFORGED SINEWS

Close-quarters spell (utility spell)

Recharge 16+ after the battle (if cast in combat) or your next quick rest (if cast out of combat)

Target: You or a nearby ally

Effect: The target gains +2 to their next Strength-based skill check, provided it is made in the next 5 minutes.

3rd level spell +4 bonus.

5th level spell +6 bonus.

7th level spell +8 bonus.

9th level spell +10 bonus.

Adventurer Feat: You can apply the bonus to the target's next weapon damage roll within the next 5 minutes.

Champion Feat: The target can reduce the DC of one object it is attempting to destroy by one difficulty level, provided the attempt is made within the next 5 minutes. See the Destroying Objects sidebar on page 22.

Epic Feat: The target can carry many times its own weight for the next 5 minutes, lifting boulders and pulling heavy carts with ease.

SPY MY SHADOW

Close-quarters spell (utility spell)

Recharge 11+ after battle

Target: You (and your shadow)

Effect: Your shadow stays attached to you, but it can slip under doors, between shutters, and through the narrowest of cracks. You can spy through your shadow's eyes and ears as if they were your own, but magically enhanced senses do not work through this spell. Your shadow has a +4 bonus to remain undetected. The spell lasts for one minute per level at which it was cast.

Adventurer Feat: Your shadow can detach and fly, and the duration of the spell is doubled. At the end of the duration the shadow automatically returns. You can command your shadow at a distance.

Champion Feat: At your command your shadow can move small, light objects by itself (it can undo latches, fetch keys, steal maps, etc.).

Epic Feat: The duration of the spell is doubled, and your shadow can phase through doors, floors, walls etc. to get where it is going.

ST. CARNESA'S WICKER MAN

Close-quarters spell

At-Will

Target: One nearby or far away creature

Effect: Thorn-covered vines dive in and out of the ground like dolphins racing from your feet toward the target. Normally the vine retreats into the ground when the spell expires; if a victim dies the bloodthirsty vines dig through the corpse's veins, fixing it in place until the birds have reduced it to bones trapped in a thorny wicker man.

Attack vs: AC

Hit: Target is stuck (save ends). Each time the target fails its save against stuck it takes 5 damage.

3rd level spell Failing the save inflicts 1d6+5 damage.

5th level spell ... 1d6+10 damage.

7th level spell ... 2d4+15 damage.

9th level spell ... 3d10+20 damage.

ST. SANCHARI AND INNESSA'S BODY MELD

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You and one willing or helpless creature

Effect: You subsume another creature, including all of its gear, into yourself for the duration of the spell. No time passes for the subsumed creature, all of its bodily functions cease, and no force or effect can act upon it. Effectively, it cannot be harmed or magically detected, although it also cannot perceive anything or act while this spell is in effect.

When the spell expires or is removed, such as by passing into an area that cancels out magical effects, the creature appears in the safest adjacent space. While the creature remains inside you, scrutiny reveals the subsumed creature's image reflected in your eyes—an effect that betrays kidnappers and poachers. This spell can be cast on a dead creature as long as it has been dead for no longer than 1 day per level at which the spell was cast.

The spell lasts until you are at 0 hp or lower, until you become helpless, or until the spell's duration expires.

The Twin Queens of the Kariv, Sanchari and Innessa, made this spell famous, not because their souls share one body, but because a third, dead sister still reflects from their eyes.

1st level spell The spell lasts until the end of your next turn.

3rd level spell The spell lasts for 5 minutes.

5th level spell The spell lasts for 1 hour.

7th level spell The spell lasts for 1 hour or until after your next battle (whichever is longer).

9th level The spell lasts until your next full heal-up.

Adventurer Feat: If you wish, you can make the target aware. Time passes for the target. The target can see, hear, feel, etc. everything that you can. All effects on the target are suspended (ongoing damage, curses, death saves, etc.) and the target is freed from biological concerns (it does not need to eat, sleep, or breathe). The target may not make attacks or take actions, but if capable of such may communicate via telepathy. The melded creature and the host can communicate mentally. The target may end the meld at any time as a free action.

Champion Feat: You can cast this spell in reverse, placing yourself into the target.

Epic Feat: You can cast this spell on two willing or helpless creatures, melding one into another.

STALLS OF THE PHARAOH

Ranged spell

At-Will

Target: One nearby or far away creature or object

Effect: Your fingers momentarily appear to be covered by shining gold stalls (sheaths) with lightning crackling at the tips. With a gesture you unleash an arc of lightning.

Attack vs: PD

Hit: 2d8 lightning damage

Adventurer Feat: When you kill a non-mook creature or the last mook in a mob with this spell, you can arc the spell to an object and then from object to object.

STAR BURN

Ranged spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d4 nearby or far away enemies in a group

Attack vs: MD

Hit: 2d4+1 holy damage.

Miss: If the target is undead it takes half damage.

3rd level 4d4 damage

5th level 6d4+4 damage

7th level 10d4 damage

9th level 18d4 holy damage OR 10d4+30 fire damage

Adventurer Feat: This spell has +2 to attack undead targets.

STARFALL

Close-quarters spell

Recharge 16+ after battle

Target: A number of nearby or far away creatures equal to the level at which the spell was cast

Attack vs: Automatic hit

Hit: 1d6+1 force damage.

3rd level 3 targets, 1d8+2 damage.

5th level 5 targets, 1d10+3 damage.

7th level 7 targets, 1d12+4 damage.

9th level 9 targets, 1d20+5 damage.

STARFIRE FURY

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d3 nearby or far away enemies

Effect: Multiple balls of fiery energy swirl around you, then speed toward up to three enemies that you select at the time of casting. Until the battle ends, the target is considered to be engaged. If the target moves without popping free or disengaging first, it takes damage.

1st level spell 7 fire damage, plus extra 1 damage if no other creature is engaged with a *starfire fury* orb when the enemy disengages.

5th level spell 19 fire damage, plus extra 1 damage.

7th level spell 28 fire damage, plus extra 2 damage.

9th level spell 52 fire damage, plus extra 4 damage.

Special: Once you have cast this spell, until the end of the battle the orbs shed bright light.

STARRY NIGHT

Ranged spell

At-Will

Target: One nearby or far away creature (at higher levels the number of creatures that may be targeted expands)

Attack vs: PD

Hit: 2d8 psychic damage

3rd level spell 5d6 damage.

5th level spell 5d8 damage and you can target two creatures.

7th level spell 8d6 damage and you can target three creatures.

9th level spell 10d8 damage and you can target four creatures.

Champion Feat: When you cast this spell, you can cast *sleep* as a quick action on one creature that can see the night sky. You must normally be able to cast *sleep* to do this. Sightless creatures and creatures that do not require sleep are immune to your sleep spell if you cast it as part of star fall.

STEAM BLAST

Close-quarters spell

At-Will

Attack vs: AC

Target: One nearby or far away creature

Hit: 2d4+2 fire damage.

Special: Hit or miss, if an enemy is the target of this spell it pops free.

3rd level spell 3d4+3 damage.

5th level spell 4d4+4 damage.

7th level spell 9d4+9 damage.

9th level spell 10d4+20 damage.

Adventurer Feat: You can include one nearby ally as a target with this spell, and hit or miss the ally pops free.

STEP LIKE ME

Ranged spell (utility spell)

Recharge 6+ after quick rest

Target: You and one other creature

Effect: For 1 hour you leave tracks on the ground as if you were the target, and they leave tracks as if they were you.

STONE STRIKE

Close-quarters spell (utility spell)

At-Will

Quick action to cast

Target: One nearby or far away creature

Effect: You conjure a stone and throw it.

Attack: Basic ranged attack

Hit: 2d8 damage.

Miss: Damage equal to your level.

3rd level spell 2d8+10 damage.

5th level spell	2d8+20 damage.
7th level spell	2d8+30 damage.
9th level spell	2d8+60 damage.

Adventurer Feat: You create two smaller stones that you can throw at two targets as a pair of ranged basic attacks made as a single standard action. The stones roll d4 for damage instead of d8s.

Champion Feat: Each stone sheds light as bright as a lantern even before it is thrown.

Epic Feat: You can substitute your Intelligence modifier for your Dexterity modifier when making a basic ranged attack with the stones.

STONE SWARM

Ranged spell

At-Will

Free action to cast

Effect: You conjure a flying swarm of small rocks and grit. Until the end of the battle the swarm buzzes around the battlefield at high speed until you mentally direct it to attack as a standard action.

Stone Swarm Attack

Target: One nearby or creature or object

Attack vs: AC

Hit: 14 damage, if target saves (11+) it takes half damage.

Miss: Damage equal to your level

3rd level spell	26 damage
5th level spell	40 damage
7th level spell	60 damage
9th level spell	112 damage

After the swarm attacks it disperses.

Adventurer Feat: Undead targets automatically fail their saves against this spell on rounds where the escalation die is 5+.

Champion Feat: As per the adventurer feat, but for constructs.

SUMMON BLADE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Effect: The caster prepares a light, one-handed weapon (usually a dagger), or an item that can be easily held in one hand, by wrapping and tying it with a string. The end of the string is cut off. Thereafter whoever has the severed string may summon the weapon or item to themselves as a quick action. You can only enchant a string attached to one item at a time.

Adventurer Feat: The weapon you summon gains a +1 bonus to hit provided the attack is made on the same turn that it is summoned.

Champion Feat: Summoning the item is a free action.

Epic Feat: You can use the spell on large two-handed weapons.

SUMMONER'S MARK

Ranged spell

Recharge 16+ after battle

Quick action to cast if the escalation die is 3+

Target: One nearby creature

Attack vs: PD

Hit: You transfer a glowing rune to the target's forehead. Until the end of the battle, all summoned creatures receive a +1 bonus to attack the target.

Miss: The spell is not expended, but cannot be cast at the missed target again this battle.

3rd level spell +2 bonus until the start of your next turn then a +1 bonus until the end of the battle.

5th level spell +3 bonus until the start of your next turn then a +2 bonus until the end of the battle.

7th level spell +3 bonus until the end of the battle.

9th level spell +4 bonus until the start of your next turn then a +3 bonus until the end of the battle.

Adventurer Feat: The bonus also applies to damage.

Champion Feat: Select one ally to count as a summoned creature during this battle for the purposes of the spell.

Epic Feat: You can cast the spell twice in the same battle.

SWARM OF VENOM

Ranged spell

Recharge 6+ after battle

Target: One or two nearby or far away creatures in a group

Attack vs: AC

Hit: 4 ongoing poison damage.

Special: The spell recharges if all targets are missed, or when all the targets save against the ongoing damage. It may then be used again on your next turn.

3rd level spell 7 ongoing poison damage.

5th level spell 11 ongoing poison damage.

7th level spell 16 ongoing poison damage.

9th level spell 30 ongoing poison damage.

Adventurer Feat: A crit causes the target to become stuck (save ends) as snakes wrap around its body. Intangible targets (such as ghosts and other phasing creatures) are immune to this effect.

Champion Feat: A crit causes the target to become dazed by the poison until the end of its next turn. Targets that resist, or are immune to, poison ignore this effect.

Epic Feat: A crit causes the target to become weakened by the poison until the start of its next turn. Targets that resist, or are immune to, poison ignore this effect.

SWIRL OF AXES

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You and one nearby ally

Effect: A pair of magical axes whirl around each target's head, one wreathed in flames and the other trailing frost. As a standard action during their turn, a target can direct the axes to attack one creature with which

they are engaged. The axes last until the end of the battle. The axes' attack depends upon the level at which the spell was cast.

Cast as a 1st level spell

+5 vs AC (one creature engaged with the target of the spell)—10 cold OR fire damage.

Cast as a 3rd level spell

+8 vs AC (one creature engaged with the target of the spell)—15 cold OR fire damage.

Cast as a 5th level spell

+13 vs AC (one creature engaged with the target of the spell)—25 cold OR fire damage.

Cast as a 7th level spell

+17 vs AC (one creature engaged with the target of the spell)—40 cold OR fire damage.

Cast as a 9th level spell

+24 vs AC (up to two creatures engaged with the target)—40 cold AND fire damage.

TEMPORAL RIPPLE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Quick action to cast

Effect: All participants in the battle (including you and those with readied or delayed actions) reroll initiative. You gain a bonus to your new initiative roll equal to the spell level at which temporal ripple was cast. The battle then resumes, with the creature immediately following you in the new initiative order taking its turn.

Adventurer Feat: If you have the lowest initiative after the re-roll, increase the escalation die by 1.

Champion Feat: If you have the highest initiative after the re-roll, add the escalation die to any skill checks you or your allies make during the rest of the battle.

Epic Feat: When you reroll initiative you can re-roll twice and take the result that you prefer.

TEMPEST

Ranged spell

At-Will

Target: All nearby and far away enemies in a single body of water

Attack vs: AC

Hit: 10 damage split equally between all enemies in the water (round damage up).

Miss: Allies in the water (and you, if you are in it) take damage equal to your level.

3rd level spell 20 damage split equally between all enemies in the water (round damage up).

5th level spell 30 damage.

7th level spell 40 damage.

9th level spell 80 damage.

Adventurer Feat: You gain a cantrip called storm in a teacup that allows you to stir and agitate liquids at a distance. You can churn butter, spill beer, and stir tea. You can do this to a number of nearby containers equal

to your level plus the number of spoons that you are holding at the time.

Champion Feat: No miss effect.

Epic Feat: Enemies that you hit with a natural even hit become hampered (save ends).

TERROR

Close-quarters spell

At-Will

Target: One nearby living enemy (this spell has no effect on constructs, undead or mindless creatures).

Effect: All valid targets feel nervous and uneasy. A variant of this spell is known as the well of angry souls and calls upon the spirits of the dead to torment the living.

Attack vs: MD

Hit: The target has a -4 to attack, and if it uses the escalation die, it can't now (easy save ends).

Hit with 10+ above the target's MD: Target becomes confused (easy save ends); after saving, the target has a -4 to attack and cannot use the escalation die (easy save ends).

Adventurer Feat: You can target far away creatures.

Champion Feat: You can target intelligent undead creatures and constructs at -2 to hit.

Epic Feat: You can target unintelligent undead creatures and constructs (with no penalty to hit). If you want to target intelligent undead, you need the champion feat. You instinctively know if a creature that you are able to target is an intelligent undead or construct before casting the spell.

THIRD EYE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby ally

Effect: The target gains a +2 to all vision-based skill checks. The duration of the eye is determined by the level at which third eye was cast:

1st level spell 1 round.

3rd level spell 1 minute.

5th level spell 10 minutes.

7th level spell 1 hour.

9th level spell 1 day.

Epic Feat: You can grant new forms of perception (gold-sight, thermal-imaging, ghost-o-vision, or whatever you can convince your GM should "be a thing").

THOUSAND DARTS

Ranged spell

At-Will

Target: 1d4 nearby or far away enemies in a group

Effect: You pull material from the detritus of your surroundings to create thousands of tiny darts, and hurl them at your enemies. If there is no detritus at all (you are in a perfectly sterile environment) you take damage equal to your level when you first cast this spell in the battle, as the spell uses tiny shards of your own bones as its material for the darts.

Attack vs: AC

Hit: 2d6 damage

3rd level spell	2d12 damage.
5th level spell	4d8 damage.
7th level spell	4d12 damage.
9th level spell	10d8 damage.

THUNDER ARROW

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Free action to cast

Target: A nearby arrow or other missile

Effect: You enchant a missile with the power of the storm; it emits a tremendously loud noise when it hits a solid surface, including a creature. You can choose whether the noise is a hideous shriek, a thunderclap, an animal or demonic roar, or any other wordless clamor.

Attack: Ranged weapon

Hit: The weapon attack does additional thunder damage equal to the level at which the spell was cast.

Miss: The weapon attack does thunder damage equal to half the level at which the spell was cast (round up). At 1st level it does 1 thunder damage, at 3rd level it does 2 thunder damage, 3 at 5th, 4 at 7th, 5 at 9th.

Adventurer Feat: You can cast the spell as a move action to enhance a spell attack with additional thunder damage. If you miss, you take the miss damage.

THUNDERBOLT

Ranged spell

At-Will

Target: 1d4 nearby or far away enemies in a group

Attack vs: Automatic hit

Hit: 1d6 thunder damage

3rd level spell	1d10 damage.
5th level spell	2d8 damage.
7th level spell	2d12 damage.
9th level spell	4d10 damage.

Adventurer Feat: If you target only one enemy with this spell you can reroll any 1s or 2s on damage dice, if you only target two enemies you can reroll any 1s on damage dice.

TIRELESS

Close-quarters spell (utility spell)

Recharge 11+ after battle

Target: You or a nearby ally

Effect: The target does not get tired or suffer any effects of fatigue, including loss of alertness, drowsiness, and damaged concentration. The target remains awake, alert, and fresh. The target requires no food, drink, or rest, and gains the stamina of a machine. This allows the target to march for three times longer, perform three times the usual amount of labor, or read and learn material at three times the normal rate. Creatures under the effects of this spell are immune to non-magical fatigue and exhaustion and suffer no consequences for

not sleeping or for overexertion. Tireless has no effect on magical fatigue or exhaustion.

TOUCH OF THE ELF MONARCH

Close-quarters spell

At-Will

Target: One nearby ally

Effect: On the target's next turn, if its first attack roll is even the target gains an extra standard action on that turn. If the target's attack roll is odd, the target gains an extra move action on its turn OR +2 to AC and PD (target chooses).

Champion Feat: The target gains both benefits of an odd attack roll

TREASURE SCENT

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Effect: You sense the general direction of the nearest cache of precious metals or stones. When you cast the spell you must choose a specific type of treasure to sniff out: gold coins, gold bars, sapphires, copper coins, etc.

Champion Feat: You also know the spell find treasure.

TRIUMPH OF ICE

Close-quarters spell (utility spell)

Recharge 11+ after battle

Cannot be cast in battle

Target: The nearby area surrounding you

Effect: You create an area of supernatural cold. Vapors condense into snow. Water becomes a sheet of ice inches thick. Earth becomes permafrost. Fire is transformed into shards of colored ice, which re-ignite when thawed. Lava is cooled and forms a stone crust a couple of inches thick.

Adventurer Feat: During the next battle in the area, the next spell that you cast that does cold damage has +1 to hit.

Champion Feat: During the next battle in the area, the next two attacks that do cold damage have one of their damage dice maximized.

Epic Feat: During the next battle in the area, attacks that do fire damage have -1 to hit.

TWIST THE SKIN

Ranged spell

Interrupt action

Recharge 16+ after battle

Target: You or a nearby or far away creature making a d20 roll

Effect: You tweak a strand of the target's fate as they are making an attack roll, save, or skill check. The target receives a modifier of 1d20-10 to their roll, which may be enough to retroactively turn a failure into a success (or vice versa). The target must take the modified result even if it's worse than the original.

Adventurer Feat: Roll 1d20-10 twice and choose which result is applied.

VEIL COMPANION

Ranged spell (utility spell)

Daily

Target: One nearby friendly (or at least non-hostile) creature

Effect: An animal companion, familiar, or loyal mount appears to be a common mundane object. The illusion only covers the visual component, the ruse might be given away if you ride a horse that looks like a rock, or if a lantern squawks and flies around.

Adventurer Feat: The veiled creature cannot be detected or spied upon by magical scrying.

VICIOUS SPIKES

Close-quarters spell

Recharge 11+ after battle

Target: You or a nearby ally

Effect: Any creature that grabs the target during this battle takes 1 damage, and takes 1 ongoing damage until it releases the target.

3rd level spell	3 damage.
5th level spell	5 damage.
7th level spell	8 damage.
9th level spell	15 damage.

VISAGE OF MADNESS

Close-quarters spell

At-Will

Target: One nearby creature

Effect: When you cast this spell, your face takes on the aspect of a demon lord's.

Attack vs: MD

Hit: 2d6+2 damage.

Special: Creatures that cannot see or are immune to fear are immune to his spell. Demons are immune to this spell too, though looking like a demon lord to a demon may have a different effect if your GM is feeling in a strange mood...

Demonic or Angelic: Turning into a demon might not fit your character concept. If so, feel free to say that your face becomes unbearably beautiful, like that of an angelic being. You could even say that your eyes show the nightmare mysteries of the universe to those that meet your gaze, revealing alien mathematics to their fragile and unprepared minds. Whichever way you choose to describe it, the spell still has the same effect.

3rd level spell	4d6+3 damage.
5th level spell	6d6+6 damage.
7th level spell	8d6+12 damage.
9th level spell	12d6+30 damage.

Adventurer Feat: When you take this feat you gain a +2 background 'intimidating presence', or can raise an existing background relating to intimidating others by +1.

Champion Feat: You can cast this spell as cannibal compulsion, a variant that causes the target to consume their own flesh. You can target blind creatures and demons with this spell.

Epic Feat: Once per day you can cast this spell as its variant quintessence. You achieve a perfection of form that makes others tremble in your otherworldly presence. Depending on your preferred form of perfection you gain either the characteristics of an angel (with glowing skin, windblown hair, and golden, ethereal wings), or a demon (with black scales, horns, and ragged, bat-like wings). In either case, until the end of the battle you gain a fear aura. Creatures engaged with you that have 50 or fewer hit points are subject to fear (they cannot use the escalation die, and are dazed). On the turn when you cast this spell as quintessence you can fly using a free action. After you cast this spell as quintessence you can continue casting it as visage of madness (or if you have the champion tier feat as cannibal compulsion) as an at-will spell, but may not use quintessence again until the following day.

VOIDMOTE

Ranged spell

At-Will

Target: One nearby or far away creature

Attack: Automatic hit, but roll to see if it is a natural even result. A natural 20 is still a crit, and a 1 is still a miss with no effect.

Hit: 2d3 cold damage.

Natural even hit: Target takes half damage and is weakened until the end of its next turn.

Miss: Damage equal to your level.

3rd level spell	2d4 damage.
5th level spell	3d8 damage.
7th level spell	3d12 damage.
9th level spell	4d20 damage.

Adventurer Feat: Once per day you can cast this spell up to three times on your turn as quick actions.

Champion Feat: Once per day you can cast this spell as a free interrupt action when an enemy that you can see moves.

Epic Feat: Natural even hits do full damage.

VOLUND'S INSTANT PILLAR

Ranged spell (utility spell)

Recharge 11+ after battle

Target: A nearby patch of ground

Effect: A pillar of stone and earth rises from the ground, standing 5 ft. per level at which the spell was cast at (1st = 5ft., 3rd = 15ft., 5th = 25ft., 7th = 35ft., 9th = 45ft.). The 3-ft. diameter column is hard as rock. You can cast this spell directly underneath an ally, carrying them up into the air on the pillar.

Adventurer Feat: You can create four pillars nearby each other.

Champion Feat: You can create a freestanding wall of pillars with a maximum length equal to the pillars' height.

Epic Feat: You can instantly raise a small pillared temple, complete with roof, doors, internal rooms, and statuary and other appropriate decorations as decided upon by you at the time of casting. The size of the temple depends

on the level at which the spell was cast: at 1st level it is a one-room chapel barely large enough for a couple of people to sit down in and it has no door, at 9th level it is a huge Parthenon-like structure with heavy external doors and multiple internal rooms with doors, staircases, hallways, etc. If the spell is cast in an area of insufficient size to contain the temple, the temple is created pre-ruined. You cannot create a temple mid-combat.

VOLUND'S VENGEFUL GRASP

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Standard action to cast, and then quick action to cast if cast again during the same battle.

Target: One nearby or far away creature

Attack vs: PD

Hit: Target becomes stuck until the end of its next turn.

Special: Swimming and flying creatures cannot be targeted by this spell; climbing and burrowing creatures gain +2 to their PD against this spell.

Adventurer Feat: Hit or miss, the target takes damage equal to the level at which the spell was cast.

Champion Feat: If you have yet to cast this spell this battle you can cast it as an interrupt spell when an enemy moves. Doing so expends the spell until after the battle.

VOMIT GREEN SLIME

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d4 nearby or far away enemies in a group

Attack vs: PD

Hit: 1d6 ongoing acid damage.

Miss: Acid damage equal to the level at which the spell was cast.

3rd level spell 1d10 ongoing acid damage.

5th level spell 2d8 ongoing acid damage.

7th level spell 2d12 ongoing acid damage.

9th level spell 4d12 ongoing acid damage.

Adventurer Feat: The spell does double damage if it targets only 1 creature (the d4 roll is 1 or there is only 1 creature in the group).

Champion Feat: The spell becomes at-will.

VOMIT TENTACLES

Close-quarters spell

At-Will

Target: One nearby creature

Attack vs: PD

Hit: 1d8 damage and the target is grabbed.

Special: You cannot make this attack again (or speak or use a breath weapon) while you have a target grabbed.

3rd level spell 2d8 damage.

5th level spell 3d8 damage.

7th level spell 3d12 damage.

9th level spell 7d10 damage.

Adventurer Feat: While you have the target grabbed you can deal damage equal to the level at which the spell was cast as a move action. Each time you deal this damage to the same grabbed target during the same grab, the damage increases by 5 (and resets when the grab is broken).

Champion Feat: You can use the tentacles to perform fine manipulation of nearby objects, grabbing keys off a guard's belt for example. The vomiting sound that accompanies the spell means that this is not normally a sneaky or subtle act.

Epic Feat: You grow a new orifice on your torso which, when the spell is cast, produces the tentacles. This is disgusting, but it does mean you can speak and use a breath weapon while using this spell.

WATER HAMMER

Ranged spell

At-Will

Quick action to cast if you make no other attacks on your turn; otherwise it is a standard action

Target: One nearby or far away creature

Attack: Automatic hit the first two times each turn it is used, then vs. PD

Hit: 1d6-1 cold damage.

3rd level 1d10-1 damage.

5th level 2d8-2 damage.

7th level 2d12-2 damage.

9th level 4d12-4 damage.

Adventurer Feat: The spell becomes a close-quarters spell

Champion Feat: The damage loses the -X (e.g. Cast as a 1st level spell the damage deals 1d6 cold damage, cast as a 9th level spell the spell deals 4d12 cold damage.)

Epic Feat: The spell deals cold and force damage.

WATERY SPHERE

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: One nearby or far away creature

Attack vs: PD

Hit: The creature is enveloped in a sphere of water and is treated as grabbed. The enemy can move, but the sphere moves with them. Breaking the grab ends the spell.

Special: Creatures that deal fire damage only deal half damage while in the sphere.

Adventurer Feat: Each time the enemy attacks, it takes damage equal to the level at which the spell was cast as they begin to drown. Creatures that do not need to breathe, or can breathe water, are immune to this.

Champion Feat: Instead of attacking with this spell, as a move action you can send the sphere rolling about the battlefield, extinguishing any fires that it rolls over.

Epic Feat: You cast the sphere upon yourself, shaping it into a high-pressure water shield that grants you +2 to all defenses against fire and cold attacks.

WEAPON OF BLOOD

Close-quarters spell (utility spell)

Recharge 16+ after battle (the spell also recharges when you first become staggered during the day).

Quick action

Effect: You bleed, and the blood transforms into a sharp red blade that you can wield until the end of the battle. This weapon bypasses damage resistance and has a crit range of 19+.

- | | |
|-----------------|---|
| 3rd level spell | The weapon's crit range expands to 18+. |
| 5th level spell | The weapon gains +1 to attack and damage. |
| 7th level spell | The weapon's crit range expands to 17+. |
| 9th level spell | The weapon gains +2 to attack and damage. |

Adventurer Feat: You can form the blood into 1d4 magical arrows or crossbow bolts.

Champion Feat: You can form the blood into a pole arm and perform a reach trick with it once per battle.

WHISTLING WIND

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: 1d4+4 damage.

Natural 1, 2, or 3: The spell is expended and may not be used again this battle.

Natural even hit: On your next turn you can use this spell as a move action instead of a standard action, but count the result of the damage die as 0 (so cast as a 1st level

spell it would do only 4 damage, not 1d4+4 damage).

- | | |
|-----------------|-----------------|
| 3rd level spell | 1d6+8 damage. |
| 5th level spell | 1d8+16 damage. |
| 7th level spell | 1d10+32 damage. |
| 9th level spell | 1d12+64 damage. |

Adventurer Feat: Increase the damage die by 1 type (d4 becomes d6, d6 becomes d8, d12 becomes d20).

Champion Feat: You are proficient enough with this spell to emulate human speech with its characteristic whistling noise, communicating simple messages over long distances.

Epic Feat: If you cast this spell twice in a turn and miss both times, you can fly using your next move action.

WITHERED SIGHT

Ranged spell

Daily

Target: One nearby or far away creature

Effect: The target receives a -2 penalty to attack rolls. The spell effect ends after a number of days equal to the level at which the spell was cast.

WITHERING GLARE

Ranged spell (utility spell)

Recharge 16+ after battle

Target: One nearby or far away enemy.

Hit: 5 negative energy damage and the target takes a -1 penalty to all saves for the rest of the day.

- | | |
|-----------------|---|
| 3rd level spell | 10 negative energy damage and the target takes a -3 penalty to all saves for the rest of the day. |
| 5th level spell | 15 negative energy damage, and the penalty is -5. |



- 7th level spell 20 negative energy damage, and the penalty is -7.
 9th level spell 40 negative energy damage, and the penalty is -9.

Adventurer Feat: Hit or miss with the ranged basic attack, the target also becomes stuck (save ends).

WIZARD'S DELIGHT

Close-quarters spell

Special: You can cast this spell twice per battle

Recharge 16+ after battle

Quick action to cast, immediately before making a basic attack.

Target: You

Effect: Spend a recovery and roll your recovery die. If your next action on this turn is a basic attack, and the attack does damage, then the attack does half damage and you heal half the rolled recovery value.

Adventurer Feat: Instead of you gaining the hit points you can give them to a nearby ally.

Champion Feat: You can spend two recoveries, roll them both, and use half the value of the two rolled recoveries combined as the amount that you heal.

Epic Feat: If you roll a critical hit at any point during the battle, at the end of the battle you regain any recoveries spent while casting this spell.

3RD LEVEL SPELLS

ABERRANT ESSENCE

Close-quarters spell

Recharge 16+ after battle

Move action to cast

Target: You

Effect: You angle your body into and out of an alternate dimension in quick succession. Until the rest of the battle:

On rounds where the escalation die is odd you take half damage from all attacks that target your AC and PD. You can pass through solid barriers (but not force fields and other mystical barriers) and cannot be intercepted.

On rounds where the escalation die is even you take double damage from all attacks that target your AC and PD.

Adventurer Feat: While under the effects of the spell, no matter the status of the escalation die you cannot be intercepted and may phase through solid physical barriers such as doors, and walls.

Champion Feat: While under the effects of the spell, you pop free of engagement when you move.

Epic Feat: When you cast this spell you automatically shadow walk as per the rogue ability.

ADELIAN TORCHBEARERS

Ranged spell (utility spell)

Recharge 16+ after quick rest

Effect: You conjure a number of mindless, floating, force servants equal to the level at which the spell was cast. The duration of the spell is one half hour per spell level (3rd = 1 hr. 30 mins., 5th = 2 hrs. 30 mins., etc.). The servants flicker and glow like torches, and appear wherever you desire within range. You can verbally or mentally order your glowing servants to move anywhere nearby or far away (otherwise, they automatically spread out in a 30-ft.-radius circle).

You cannot command your servants to perform tasks or errands. If they are attacked, the servants are immediately dispelled.

Adventurer Feat: You can command your servants to carry out tasks for you. The tasks can be what household servants would normally be capable of (cleaning, cooking, folding clothes, setting up camp, etc.).

Champion Feat: The duration of the spell is doubled, and the servants may stand watch and alert you to trouble.

Epic Feat: You can cast the spell permanently on a location, causing the servants to manifest there and carry out pre-set activities when a precondition that you set is met. For example, you could enchant your house so that the servants appear when you leave and clean it, or enchant an armory so that every morning the servants polish and sharpen the weapons and armor stored there, or enchant a street so that every time a horse uses it as a latrine they clean the street afterwards. If you are present at the location you can call the servants at will (without needing to cast the spell again) and give them fresh orders, though after you leave they will revert to their normal routine. Multiple groups of servants may be cast on a single location.

AGONIZING SPHERE

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: PD

Hit: 6d4 lightning damage.

Miss: Damage equal to your level.

5th level spell 10d4 damage.

7th level spell 10d8 damage.

9th level spell 10d12 damage.

Adventurer Feat: On a natural even hit the target is weakened (easy save ends).

ALCHEMICAL REGENERATION

Close-quarters spell (utility spell)

Recharge 18+

Target: You or a nearby ally

Effect: The target appears to die the next time they are reduced to 0 hp or fewer, but is actually in a healing trance. At the end of each of their turns, a regenerating character heals an amount of hp equal to the level at which the spell was cast. Provided they remain

unmoving they continue to regenerate in a healing trance, and are fully aware of their surroundings. As soon as the “dead” creature acts, the healing effect ends and the semblance of death leaves them.

Adventurer Feat: When you regenerate you can choose to return to life with a different appearance (and maybe a slightly different personality if you wish). You might look older or younger; have a different hair color; a new face; or have new teeth. You remain essentially the same person, and your true age and your race remain the same.

Champion Feat: You can enter into a healing trance without first falling to 0 hp.

Epic Feat: When you regain hp from a healing trance and it takes you from 0 hp to full hp, you gain a regeneration ability during your next battle that day. The regeneration heals you an amount of hp equal to the level at which the spell was cast and ends when you become staggered.

ANGER OF MANY FACES

Close-quarters spell

Recharge 16+ after battle

Target: You or a nearby ally

Effect: The target grows an extra head for the duration of the battle. The extra head grants the target either an extra bite attack (if it has one already) on rounds where the escalation die is odd, OR grants +1 to Intelligence-based attack rolls on rounds where the escalation die is odd—you decide which when you cast the spell.

Adventurer Feat: The head grants +1 to Intelligence skill checks.

ANIMATE CLOTH

Close-quarters spell (utility spell)

Recharge 16+ after next quick rest

Effect: You animate the clothes you are wearing, so they give your physical actions an extra boost. The spell grants you a +2 bonus to rolls to climb, jump, dance, and perform other athletic actions. The spell’s duration is 5 minutes per spell level that it is cast at (3rd = 15 minutes, 5th = 25 minutes, etc.).

ARCHWAY OF ANTS

Ranged spell (utility spell)

Recharge 16+ after next quick rest

Effect: You conjure up a swarm of insects (ants are traditional) that cannot be used to attack, but which sacrifice themselves to build a structure with their bodies such as a bridge, wall, or even a ladder or stairs. The structure can be moved, but it cannot change shape once built. The structure supports quite a bit of weight, enough to lead a horse over it, but if the structure is attacked it crumbles.

ARMOR OF THE MOUNTAINS

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: The spell wraps its target in orbiting jagged shards of stone and slabs of slate, granting the target the benefits of wearing heavy armor with none of the penalties. If the target is already wearing heavy armor, this spell has no effect.

Adventurer Feat: The target is immune to effects that involve turning into stone (such as the petrifying gaze of a medusa). If the spell is cast upon a target that has been turned into stone the target rolls a save (11+), and on a successful save the orbiting stone ‘draws out’ the petrification effect and returns the target to normal.

Champion Feat: At the start of each of your turns, while under the effects of the spell, enemies engaged with you take damage equal to the level at which the spell was cast.

AS YOU WERE

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: A nearby corpse or undead creature.

Effect: With a touch you make the target appear as it did before it died. The target looks, feels, and detects as a healthy, living creature; and it must eat, drink and sleep as a living creature does (although it requires only 2 hrs. sleep per night). This spell doesn’t actually resurrect the target—it just reanimates and revitalizes the target’s body. The target remains a soulless, dead (or undead) husk.

The target can benefit from first aid and long-term care but it is vulnerable to poisons and dies if it is reduced to 0 hp. The target retains whatever vulnerabilities it had as an undead creature before this spell was cast upon it.

Intelligent undead who choose to resist this spell may make a save (11+) when the spell is cast and once per hour thereafter in order to end it.

ASPECT OF THE DEMON

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You

Effect: You let a fragment of a demon’s tainted essence transform your body into something demon-like, although it keeps the same rough shape. You suffer a -4 penalty to Charisma skill checks unless they are intended to intimidate others, or you are dealing with those who have good reason to like demons. Demons perceive you as a demon, and you detect as a demon to magical senses. The spell lasts for two minutes per spell level that this is cast at (3rd = 6 mins., 5th = 10 mins., etc.).

Adventurer Feat: You gain resist 12+ to fire and one other damage type of your choice at the time of casting.

Champion Feat: The spell now lasts for hours instead of minutes based on the level at which the spell was cast (3rd = 1 hr. 30 mins., 5th = 2 hrs. 30 mins., etc.)

Epic Feat: When casting this spell you can choose to deliberately attract the attention of something... Something powerful... maybe an abyssal lord, a dark god, or a suitably scary demonic entity. What you do once you have gained the entity’s attention is up to you.

ASPECT OF THE RAM

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: When you cast this spell, you take on the aspect of a ram, including some aspects of its appearance. Your body hair grows thick and woolly, and a curling pair of horns sprouts from your head. Your unarmed damage dice increases by one die type (d3 becomes d4, d4 becomes d6, etc.) until the end of the battle.

Adventurer Feat: You become more nimble in mountainous environments. While the spell is in effect you are not hindered by dense rubble, ice sheets, scree, or steep slopes.

Champion Feat: You gain a +4 bonus to climbing skill checks while the spell is in effect.

Epic Feat: When you charge a door (or other object) with your head, reduce its DC by one difficulty level for the purposes of destroying it. See the Destroying Objects sidebar on page 22.

BATTLEMIGHT

Close-quarters spell

Recharge 6+ after battle

Quick action to cast

Target: You

Effect: You gain a +2 bonus to AC. This aura doesn't slow or hamper movement, and the bonuses do not stack with bonuses from magical armor or other magical items or effects. As a quick action after you cast this spell, you can transfer the effects of the spell to a nearby ally. The ally can then choose, on any of its turns, to transfer the spell effect to any nearby ally. Battlemight lasts until the end of the current battle.

5th level spell The aura grants +2 to AC and +1 to PD.

7th level spell The aura grants +2 to AC and +2 to PD.

9th level spell The aura grants +3 to AC and +2 to PD.

Adventurer Feat: Increase the bonus to PD by 1.

Champion Feat: You can cast this spell twice per battle.

Epic Feat: The bonus to PD also goes towards MD.

BARNACLE ARMOR

Close-quarters spell (utility spell)

Recharge 16+ after battle

Quick action OR standard action to cast

Target: You or a nearby ally

Effect: The target grows a colony of encrusting barnacles that provide protection from cuts and slashes. If you cast the spell as a quick action it grants resist weapons 6+; if you cast the spell as a standard action the resistance becomes 16+. The spell lasts until the target is hit with a critical attack roll, becomes staggered, or the battle ends, whichever comes first.

Adventurer Feat: At the end of your turn, any creature that has you in a grab takes 1d6 damage per spell level that the barnacle armor was cast at.

Champion Feat: You can breathe under water.

Epic Feat: You can cling to surfaces like a barnacle, and thanks to the sharpness of the growths, are always armed with the equivalent of a dagger.

BESTIAL LURE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Target: An object.

Effect: This spell inscribes an object with protection, creating a mystical guardian for the object. When casting the spell, a faint trace of a pair of tiger claws or a tiger maw become subtly etched into the object (these images vanish when the spell duration is over).

The caster sets the conditions that the spell will trigger on; for example, "When a creature comes nearby without saying 'Swordfish' first," or "When anybody moves the object," or "When anybody dressed as a guard comes nearby". The trigger must be something audible or visual – it can't be triggered by something that can't be detected by looking or listening. For example, you can't set it to trigger "When the king's secret heir walks by." But if you know that the king's secret heir has a dragon-shaped birthmark on one cheek, you can have the object trigger when someone with a dragon-shaped birthmark walks past.

The spell dissipates after a number of days equal to the level at which the spell was cast.

The spell never triggers if the caster is in the vicinity (nearby or far away), unless the caster is helpless, dying, or unconscious, or unless somebody attempts to take the object without the caster's permission AND the caster-set conditions of the spell being triggered are met. You cannot cast the spell on a rock and throw it at an enemy and have the spell trigger—think of it as a magical land mine.

When the spell triggers a spectral tiger appears near the object and attacks whoever or whatever triggered the spell, as per the following attack:

Attack vs: AC against whoever or whatever triggered the spell.

Hit: 20 psychic damage and the spectral tiger can attack again next turn.

Miss: Psychic damage equal to the level at which the spell was cast plus your level, and the spectral tiger disappears.

Adventurer Feat: You can cast the spell on an arrow or other missile and set the spell to trigger when the missile hits its target.

Champion Feat: The spell can be triggered by esoteric conditions such as, "When somebody I hate passes nearby," or, "When the person holding the object betrays a friend".

Epic Feat: The tiger does 40 psychic damage on a hit.

BITTER CHAINS

Ranged spell

At-Will

Target: One nearby or far away creature

Attack: Automatic hit

Hit: The target is stuck (save ends). The target takes

damage equal to twice the level at which the spell was cast each time it takes an action (hard save ends).

Adventurer Feat: The save against the stuck condition becomes hard (16+).

Champion Feat: If the target fails a save while under the aftereffect, it becomes stuck again as though just hit by the spell.

Epic Feat: Once per battle you can cast this as a quick action.

BLACK DOG CURSE

Ranged spell

Recharge 11+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: Target takes a -2 penalty to all attack rolls and saving throws (save ends).

Adventurer Feat: Target takes an additional -2 penalty to d20 rolls (-4 in total) when fighting dogs, hounds, wolves, etc.

BLACK DUST

Ranged spell

Recharge 16+ after battle

Quick action to cast

Effect: You cover the ground in thick, black dust pulled from impossibly distant, shining fields. The dust is roughly 2-ft. deep and completely obscures the ground, making it impossible to spot obstacles such as holes, pools, and the like. Anybody in the battle who rolls a 1 takes damage equal to twice the level at which the spell was cast. Additionally the dust sticks to everything, causing invisible creatures to become visible. The dust vanishes as the end of the battle.

BLESSED CHANCE

Ranged spell (utility spell)

Recharge 16+ after battle or your next quick rest, whichever comes first

Target: You

Effect: You gain a divine blessing upon one action of any type, gaining a +2 bonus to your roll. You must attempt the action before the spell expires (a number of minutes equal to the level at which the spell was cast). You do not need to designate the specific action affected during casting. Rather, you can choose it anytime while the blessed chance is active. The bonus to the action is equal to the spell level that blessed chance was cast at. This magic can affect only actions you (the caster) take.

Adventurer Feat: You can cast the spell on a nearby ally.

BLESSED HALO

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You

Effect: This spell surrounds your head with a nimbus of golden light. The halo gives off light equivalent to a lantern spell, and temporarily represses any darkness

effect, even those of higher level, within the radius of its own light. You gain temporary hp equal to your level plus the level the spell was cast at. The halo lasts until the end of the day or until you become staggered (whichever is sooner).

Adventurer Feat: While the halo is in effect, at the start of your turns, you heal a number of hp each turn equal to the level at which the spell was cast.

Champion Feat: Any healing spells you cast or that are cast upon you heal an extra 1d8 hp.

Epic Feat: Gain a +4 bonus to rolls involving impressing gods of light and their followers.

BLIND SPOT

Ranged spell (utility spell)

Recharge 16+ after battle

Target: One nearby creature

Attack vs: MD

Hit: The target will ignore you for the spell's duration, provided you do nothing to alert the target to your existence (such as talking, attacking the target, or similar). Even the target's allies cannot effectively alert the target to your presence, as the target sees right through you and your equipment. Objects you pick up during this spell also become invisible to the target, although they immediately become visible when you become visible or when you put them down.

The spell lasts for a number of minutes equal to the level at which the spell was cast. While the spell is active the target cannot attack you: as far as they are concerned you do not exist.

Adventurer Feat: You can grant the benefits to a nearby ally instead of yourself.

Champion Feat: When you cast this spell you can also cause a nearby object to strobe light, blinding one nearby creature (-4 to attacks, save ends).

Epic Feat: You conjure a cloud of vapor or smoke (or a swarm of tiny creatures) that flies into the face of all nearby creatures, blocking you from their sight (-4 to hit you if in combat) while the spell is in effect.

BLOODSHOT

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: Immediately upon casting this spell, and once per round thereafter, you can shoot a gout of boiling-hot blood from your eyes at a nearby creature as a quick action, using the following attack:

Gout of Blood

Target: One nearby creature

Attack vs: PD

Hit: 3d6 fire damage.

Miss: The spell effect ends and you lose a recovery.

5th level spell 4d6 damage.

7th level spell 5d6 damage.

9th level spell 6d6 damage.

Special: Each time you make a gout of blood attack you lose a recovery. If you have no recoveries left you cannot make the gout of blood attack.

BONE MACHINE

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: You or a nearby ally

Effect: This spell transforms all metal in a construct's body into bone. Though a transformed construct might resemble an undead creature, it is not undead, and it retains all statistics and abilities. The spell lasts for 10 minutes per level that the spell is cast at (3rd = 30 mins., 5th = 50 mins.).

BONE SHARDS

Ranged spell

At-Will

Target: One nearby or far away creature

Attack vs: AC

Hit: 10 ongoing damage.

5th level spell	15 ongoing damage.
7th level spell	20 ongoing damage.
9th level spell	40 ongoing damage.

Adventurer Feat: You can increase the amount of ongoing damage by 5 at the cost of taking 5 damage yourself when you cast the spell.

Champion Feat: You can target 1d3 creatures, splitting the damage between them (round down instead of up).

Epic Feat: If you use this spell and miss a creature that is already taking ongoing damage from this spell you raise the ongoing damage by 5.

BONE SWARM

Ranged spell

At-Will

Target: 1d3 nearby or far away enemies in a group

Attack vs: PD

Hit: 3d8 damage.

Special: If you are only attacking one foe and miss you do half damage.

5th level spell	4d8 damage.
7th level spell	6d8 damage.
9th level spell	12d8 damage.

BONESMASHER

Ranged spell

At-Will

Target: 1d4 nearby or far away enemies in a group

Attack vs: PD

Hit: 4d6 thunder damage.

Special: Double damage against liches, skeletons, and other bony undead. Half damage against creatures with no bones.

5th level spell	6d8 damage.
7th level spell	10d6 damage.
9th level spell	10d12 damage.

Adventurer Feat: Liches, skeletons, and other bony

undead of your level or lower become weakened when hit by this spell (save ends).

Champion Feat: On a miss the spell deals damage equal to the level at which it was cast.

Epic Feat: The spell now targets 2d3 enemies in a group.

BOULDER TOSS

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: You

Effect: You draw on the power of the mountains to gain a brief surge of Strength that allows you to hurl rocks or similar objects with the Strength of a giant. This spell is useless in combat (the boulders are easily dodged) but it's good for battering inanimate objects such as siege towers and castle walls. When using boulder toss in this manner, reduce the object's DC by one difficulty level for the purposes of destroying it. See the Destroying Objects sidebar on page 22.

The spell lasts only a few minutes, long enough for you to throw three rocks.

5th level spell	five rocks.
7th level spell	seven rocks.
9th level spell	nine rocks.

BREACHING SPHERE

Ranged spell

Recharge 18+ after battle

Target: One nearby or far away creature or object

Effect: You create a small sphere of energy that you can use to breach doors without making a skill check, or attack creatures. If used to breach a door the spell destroys a wooden door in a second, a reinforced door in a minute, and a thick steel vault door in 1 hour. Magically warded, held or Strengthened doors are immune to the effects of breaching sphere.

Attack vs: PD

Hit: 7d8 acid and force damage.

Miss: Half damage.

5th level spell	8d12 damage.
7th level spell	7d20 damage.
9th level spell	14d20 damage.

BULWARK OF BLADES

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: You conjure a cloud of force-daggers that orbit your body, remaining close to you but in no way impeding your actions. Until the end of the battle, when a creature provokes an opportunity attack from you, you can roll twice and take the better attack roll.

BURNING MONKEY SWARM

Ranged spell

Recharge 16+ after battle

Target: 1d3 nearby or far away enemies in a group

Effect: You conjure a quasi-real swarm of burning monkeys, a howling mass of primates and flame. The flames cause no damage to the monkeys despite their screaming and chattering. At the end of the spell (all affected enemies have made their saves) the monkeys disappear.

Attack vs: MD

Hit: The target becomes confused (save ends).

Miss: 5 psychic damage.

5th level spell 10 psychic damage on a miss.

7th level spell 15 psychic damage on a miss.

9th level spell 25 psychic damage on a miss.

Adventurer Feat: The swarm understands and obeys your commands. While in existence they may move about and carry out non-attack actions (such as fetching potions, opening doors, etc.). The monkeys act on your turn. Commanding the monkeys is a free action.

Champion Feat: You can cast this spell as a full-round action without designating a target or rolling an attack and have the monkeys just wait around. On a later turn you can designate the group of enemies for the monkeys to attack at which point you make the attack roll as normal, but as a free action.

Epic Feat: You can target 2d3 nearby or far away enemies who do not have to be in a group.

CALL OF EARTH AND STONE

Ranged spell (utility spell)

Recharge 16+ after battle

Effect: Upon completing this spell, you momentarily commune with an elemental plane. You can ask 1d4 questions, which are answered by an earth spirit or other genus loci. The spirit will answer honestly, in a language you understand, and will then return from where it came. You can bargain with the spirit for additional answers (earth spirits like precious metals and gems). The spirit has a 60% chance of knowing the answer to questions about tunnels, caves, and mountains; a 40% chance of knowing the answer to questions about large geological features (forests, rivers); the spirit only has a 10% chance of knowing answers about the doings of mortals. If the spirit does not know the answer to a question it will say so. Add the level at which the spell was cast to the % chance that the spirit knows the answer to your question.

Adventurer Feat: You can commune with river spirits or other water spirits. River spirits have a 60% chance of knowing the answer to questions about water and a 50% chance of knowing answers to questions about ships.

Champion Feat: You can commune with an air spirit. It has a 25% chance of knowing the answer to any question.

Epic Feat: You can ask 2d4 questions.

CALLING CARD

Ranged spell (utility spell)

Recharge 11+ after battle

Target: You or a nearby creature

Effect: You attempt to place an object under the skin of a target creature without breaching its actual skin. While

staring at the target, you feel for the edges of reality, and then you plunge your hand forward. When you do so, your forearm disappears, leaving a ball of roiling flesh where your elbow passes into extradimensional space. The item to be implanted must be small and lie relatively flat beneath the target's skin: you could implant a folded map, a playing card, a key, or a set of lock picks, but not a dagger. Of course, you could fit swords under the skin of a dragon—it all depends on that target's size. Removing the implant causes the target 15 points of damage minus the level at which the spell was cast (3rd level = 12 points of damage, 5th level = 10 points of damage, etc.).

Attack vs: PD, unless the target is willing; then it is an automatic hit.

Hit: You implant the item.

Special: If the target is wearing magical armor or has a magical effect on it that grants a bonus to AC, the spell fails. The spell also fails if the implanted item is intended to cause harm (you could put a glass vial of healing potion under the target's skin, but not a glass vial of acid). Glass vials that shatter under the skin cause 10 points of damage minus the level at which the spell was cast (3rd level = 7 points of damage, 5th level = 5 points of damage, etc.).

Adventurer Feat: You can implant 1d3+1 items.

Champion Feat: You can implant light armor that has been specially made for the purpose. The armor grants its normal bonus (and any penalties) but cannot be detected without a careful examination of the flesh. If a character with implanted light armor puts on armor only the armor that grants the better bonuses has its bonuses counted, but the armor with the worst penalties has its penalties counted.

Epic Feat: You can use this spell as a free action to aid in surgery and other medical endeavors, granting you a +4 bonus to all skill checks involving healing others.

CANNIBALIZE

Ranged spell

Recharge 16+ after battle

Target: 1d4 nearby undead creatures

Effect: You drain the animating essence from undead creatures and infuse it into yourself. Some clerics prefer to call this spell blessed rest.

Attack vs: PD, automatic hit if you target undead that you control.

Hit: 10 damage, and you heal 5 hp.

Miss: Damage equal to your level.

5th level spell 20 damage, heal 10 hp.

7th level spell 30 damage, heal 20 hp.

9th level spell 45 damage, heal 30 hp.

Adventurer Feat: Your creature type becomes undead until the end of the day (after your next full heal-up).

Champion Feat: If you are undead you heal an extra 2d6 hp.

Epic Feat: If you miss you deal half damage, and heal half the normal amount.

CAUSTIC BLOOD

Close-quarters spell

Recharge 16+ after battle, or recharge 11+ if the spell is cast when the escalation die is 2+, or recharge 6+ if the escalation die is 4+.

Quick action to cast

Target: You

Effect: You cause your blood to spray and become caustic. While you and items in your possession are immune to your caustic blood, others can be badly damaged by it. Until the end of the battle, when you take damage one nearby enemy takes acid damage equal to the level that this spell was cast at.

Adventurer Feat: You roll to recharge this spell at the start of every battle with recharge 16+.

Champion Feat: You can spray your caustic blood on far away enemies

Epic Feat: You can spray your caustic blood on two enemies at once.

CHAOTIC VITALITY

Ranged spell

Recharge 16+ after battle

Target: You and a nearby or far away creature

Attack vs: PD

Hit: You immediately drop to 0 hp, and the target loses the same amount of hp that you just lost.

Miss: You drop to half your current hp total, and the target loses the same amount of hp that you just lost.

Special: You can only target creatures of equal or lesser level as the level at which the spell was cast.

Adventurer Feat: After casting this spell you can roll an easy save (6+), on a success you can spend a recovery to heal yourself.

Champion Feat: You can target 2 creatures, and split the damage between them.

Epic Feat: On a miss you take no damage and the spell is not expended.

CHERUB'S BURNING BLADE

Close-quarters spell

Once per battle

Free action to cast

Target: You

Effect: You conjure a burning sword that adds the holy and fire damage types to any attacks made using it. The sword has a +1 bonus to attack and damage (champion: +2; epic: +3). The sword vanishes once it leaves your grasp and may not be conjured up again until after the end of the current battle.

Adventurer Feat: When you conjure the sword you can spend a recovery and heal half the recovery value.

Champion Feat: Once per battle you can use the sword to perform a reach trick.

Epic Feat: Every time you miss an evil creature with the sword (demons, devils, some undead if your GM says they are evil) its crit range expands by 1. The crit range resets to what it would be without the sword's bonus once you hit an evil creature.

CHRONOLOCATION

Ranged spell (utility spell)

Once per level

Target: You or a nearby creature

Attack vs: MD, automatic hit if the target is willing

Hit: The target moves backward or forward one minute in time per spell level. This spell cannot be used to go back in time and redo battles, but can be used to redo skill checks or role-playing encounters. You can't normally avoid tough battles or accomplish major goals by traveling to a point after they happened; but you can use this spell to get around minor obstacles. For example, if the city watch is about to walk by your not-very-good hiding place, you could jump one minute forward and arrive after they've passed the spot.

Faustian Bargains: On the other hand, maybe you should see if your GM is willing to offer you a deal. Perhaps you can leap forward in time to avoid that big boss fight, or otherwise make major changes to the course of events—but the universe will find a way to make you pay for it. The cost could be a campaign loss, or a change in your relationship with one icon from positive or complicated to negative. Maybe your meddling transports you and your allies to a different, darker timeline. You'll just have to figure out how badly you want that victory...

Miss: The spell is not expended, but cannot be cast again until the next day.

Adventurer Feat: You can bring 1d4 nearby creatures (allies or enemies) with you through time.

CLOCKWORK TIMER

Close-quarters spell (utility spell)

Recharge 18+ after battle

Target: You

Effect: Immediately after casting this spell, you cast a second spell. You do not make any rolls or pick any targets when the second spell is cast, but you do pay any costs associated with the spell (if any). If the spell is a limited use spell (daily, recharge, etc.) then it is expended and any recharge rolls may be made as appropriate. The second spell must be cast at a lower level than the level that clockwork timer is cast at.

If the second spell can be cast in battle: At the next battle, before the start of each of your turns, roll a d6. If the result is equal or less than the escalation die value, the spell that you pre-cast with clockwork timer 'goes off' and you can pick any targets, make any attack rolls, damage rolls, etc. as a free action that occurs immediately before your turn.

If the second spell cannot be cast in battle: Each new scene or change of location has a cumulative 10% chance of triggering the second spell, but the second spell cannot be released in battle.

While clockwork timer is active the caster emits an ominous yet subtle ticking noise.

Adventurer Feat: The d6 roll becomes a d4 roll.

Champion Feat: If the second spell 'goes off' at an inopportune time you can cancel the second spell, and

instead release the stored magical energy in a harmless display.

Epic Feat: You can store two spells at once with clockwork timer, and when the timer goes off they are both cast.

COMPELLING FATE

Ranged spell (utility spell)

Recharge 11+ after battle

Target: One nearby or far away creature

Attack vs: MD

Effect: For the rest of the battle, any time the target takes a move action, you can also move as a free action.

Adventurer Feat: If the target is of lower level than the level at which compelling fate was cast, then once during this battle you can grant +2 to all defenses of an ally that the target is attacking. The bonus to defenses lasts until the end of that ally's next turn.

Champion Feat: Provided you choose not to move when the target moves, you gain +2 to your defenses against attacks made by the target that include you. The bonus to defenses lasts until the end of your next turn.

Epic Feat: If you are engaged with the target, when it makes an attack you can make a basic attack as a free action against the target.

CONFOUND LANGUAGES

Ranged spell (utility spell)

Recharge 11+ or 16+ after battle, or quick rest if cast out of combat (see 'special')

Quick action to cast

Target: You or a nearby creature

Attack vs: MD

Hit: You temporarily replace the known languages of the target with new languages. For the duration of this spell, the target cannot read or comprehend their previous languages. Any effort the target makes to communicate (written or spoken) will instead be in this new language. The affected creature can only read this language if he/she was previously literate. This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language.

The GM assigns the new language, unless you have taken the epic feat.

Special: The effect is save ends if the recharge is 11+, or lasts for half an hour per level at which the spell was cast if the recharge is 16+. The caster chooses the duration and recharge when the spell is cast.

Adventurer Feat: The new language is an incomprehensible babble to everybody but you, or another creature under the effect of the confound languages spell. Some linguistomancers use confound languages to maintain their own secret code language. If you take this feat you can always understand the babble, but need to cast the spell upon yourself to speak it.

Champion Feat: The target gains a 10% miss chance with any spells that it casts.

Epic Feat: You can use this spell to grant the target the

ability to speak any language, even dead or previously unknown languages.

CONJURE ENERGY ARROWS

Close-quarters spell

At-Will

Quick action to cast

Target: You

Effect: At the start of each round, conjure energy arrows equips your bow or crossbow with an energy arrow or bolt when its string is drawn. You select the energy type (acid, cold, electricity, fire, or sonic) at the time of casting. The weapon deals the same amount of damage as its standard ammunition, but the spells turns the damage into that of the chosen energy type. You can shoot as many energy arrows or bolts per round as you have attacks. Each arrow evaporates into a wisp of mist 1 round after being created, so they must be used quickly.

Adventurer Feat: The arrow deals additional damage equal to the level at which the spell was cast.

Champion Feat: You can use this spell to fire a grappling-arrow and rope of shimmering energy. The rope lasts for 5 minutes or until the end of the current battle. The grappling arrow (and rope) does no damage.

Epic Feat: You can split your energy arrows into two once they are in flight, making two attack rolls on separate creatures and applying half damage (rounded down) to each target. Any special effects triggered by attacks (such as flexible attacks or the ranger's double ranged attack talent) are only triggered by the highest attack roll of the split energy arrows (if the two attack rolls are identical you pick which one triggered the effect).

CURSE OF INCOMPETENCE

Ranged spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: One nearby creature

Attack vs: MD

Hit: The target takes a penalty to its next d20 roll equal to the level at which the spell was cast.

Miss: Psychic damage equal to the level at which the spell was cast.

Adventurer Feat: You can cast this spell as a quick action, but doing so makes it recharge 11+

Champion Feat: You can target two creatures at once with this spell.

CRUSHING TRAMPLE

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Quick action to cast

Target: You

Effect: You can overrun and trample your foes. The next enemy you engage this turn takes damage equal to the level at which the spell was cast.

Adventurer Feat: Add your Strength modifier to the trampling damage.

Champion Feat: The spell becomes at-will.

Epic Feat: If you cast this spell and then immediately move you can move twice as a single move action.

CRUSTACEAN CARAPACE

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: You gain the same bonuses and penalties as your character would get from wearing heavy armor; but all penalties for wearing heavy armor disappear when you are in water. If you cast this spell as a 5th level spell or above you gain a bonus to AC.

5th level spell +1 AC.

7th level spell +2 AC.

9th level spell +3 AC.

The benefits of this spell do not stack with wearing other armor (take the best bonus to AC, but the worst penalties of the two).

The spell lasts until you next rest or until you are no longer in water (whichever is longer).

Adventurer Feat: While under the effects of this spell you take no penalty for fighting in water and may swim in water and breathe under water.

Champion Feat: The recharge becomes 11+.

Epic Feat: You can cast this spell upon 2d3 nearby creatures as well as yourself.

DARK BRAND

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby creature

Effect: You mark a creature with an arcane symbol that only you can see.

Attack vs: MD, automatic hit if the target is willing.

Hit: Negative energy damage equal to your level plus the level at which the spell was cast, and the target takes a -2 penalty to all saves (normal save ends).

Adventurer Feat: If you choose, the mark sheds light as bright as a candle.

Epic Feat: While the mark is in effect the target takes double damage from negative energy damage attacks.

DARKBLINDNESS / LIGHTBLINDNESS

Ranged spell (utility spell)

Recharge 16+ after battle, or after quick rest if cast out of combat

Target: You or a nearby creature

Attack vs: MD, automatic hit if the target is willing.

Hit: If the target can see in normal daylight, you grant it the ability to see perfectly in the dark but it becomes blind in bright light. If the target can see in the dark you remove that ability and grant the creature the ability to see in normal light.

If cast on an enemy, the target can end the spell effect with a save (11+). If cast on a willing target the spell lasts

for 1 hour per level at which the spell was cast. Targets who can no longer see have a -4 penalty to attack rolls.

Miss: As per the hit but the effect only lasts until the end of the target's next turn.

Adventurer Feat: If cast on a willing target the spell grants the target blindsight: the ability to see via mystic means (or perhaps by echolocation). Blindsight can detect solid objects but not color. Invisible creatures are visible to blindsight provided they are solid; phasing or intangible creatures are invisible to blindsight.

Champion Feat: If cast on a willing target the spell grants the target tremmorsense: the ability to see via vibrations. Tremmorsense can detect solid objects but not color. Invisible creatures are visible to tremmorsense provided they are in contact with the ground or floor and are solid; phasing or intangible creatures or flying creatures are invisible to tremmorsense. Tremmorsense works around objects. Tremmorsense can detect heartbeats and breathing. Tremmorsense works through barriers such as walls and doors and can easily detect hidden doors and voids inside solid objects.

Epic Feat: If cast on a willing target the spell grants the target truesight: the ability to see the truth of things via mystic means. Truesight pierces all illusions, shows the true nature of objects (for example you can detect the function of a potion or the location of a hidden trap with a glance), and reveals invisible or otherwise hidden creatures and objects. Creatures that are wearing a disguise or have been polymorphed have their true selves revealed to one with truesight—you see an aura of their true form overlaid on top of them. Polymorphed creatures who have truly and willingly accepted their new form do not detect as polymorphed to true sight – their new form is now their true form. Truesight detects magical fields, spells, and other things not normally visible.

DECELERATE

Ranged spell (utility spell)

Quick action to cast

Recharge 16+ after battle

Target: You or a nearby creature

Attack vs: PD, automatic hit if the target is willing or unconscious/helpless.

Hit: The target begins to slow down as though meeting invisible resistance.

On the round that the spell is cast the target takes only 3/4 damage from falling, and must use a quick action in addition to a move action to move.

On the round after the spell is cast the target only takes 1/2 damage from falling, and must spend a standard action and a move action to move.

On the second round after the spell is cast the target takes only 1/4 damage from falling, and can only move by using all its actions.

On the third round after the spell is cast the target becomes suspended in space – it is no longer falling. The target cannot move, even with other creatures or outside forces pulling or pushing it.

On the fourth round after the spell is cast the target takes only 1/4 damage from falling, and can only move by using all its actions.

On the fifth after the spell is cast the target only takes 1/2 damage from falling, and must spend a standard action and a move action to move.

On the sixth after the spell is cast the target takes only 3/4 damage from falling, and must use a quick action in addition to a move action to move.

On the seventh round after the spell is cast the target takes normal falling damage and can move normally – the spell effect has ended.

The target may move via teleportation, but once it is at its destination the spell effect continues.

Miss: No effect, but the spell is not expended.

Adventurer Feat: You can cast this spell as an interrupt on a falling creature.

Champion Feat: You can cast this spell on 1d4+1 allies including yourself.

Epic Feat: You can cast this spell on a wagon, small boat, or other similar object.

DEFENDING GLYPH

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You trace a glowing, animated glyph in the air before you with arcane inks that vaporize almost instantly. The resulting glyph hovers near your body and intercedes against physical attacks. You take half damage (round up) from the next attack that hits you and was targeted against your AC, and then the spell ends.

Special: Enemies that are higher level than the level that defending glyph was cast at ignore defending glyph – you can only use it to aid you against attacks from creatures of equal or lower level than the level at which the spell was cast.

Adventurer Feat: You can cast this spell on one willing nearby ally.

Champion Feat: The spell does force damage equal to the level at which the spell was cast to all enemies engaged with you when the spell activates (that is when it reduces damage from an attack).

Epic Feat: When you cast this spell it creates 1d3+1 glyphs which reduce damage from the 1st, 2nd, and maybe 3rd and 4th attacks against your AC. The number of attacks blocked (reduced to half damage) depends on the number of glyphs created.

DEFY DEPTH

Close-quarters spell (utility spell)

Recharge 16+ after battle or next quick rest

Target: You or a nearby ally

Effect: This spell grants protection from the crushing pressure and cold temperatures of the deep ocean. Targets and their equipment are immune to the cold environment of the deep seas and from all depth pressure damage. The spell lasts for one hour per level at

which the spell was cast.

Adventurer Feat: Targets of the spell can also breathe under water, and any lamps or other sources of flame that they carry can be lit while submerged and will burn as though they were in air.

Champion Feat: You can target yourself and 1d4 nearby allies.

Epic Feat: Targets of this spell can see perfectly in the dark.

DETECT DRAGONS

Ranged spell (utility spell)

Target: You

Effect: You can detect the presence of nearby draconic creatures, even if they are disguised, or under the effects of illusion or polymorph or invisibility spells.

3rd level spell The range of the spell becomes nearby or far away.

5th level spell The range becomes 1 mile.

7th level spell The range becomes 1 day's journey.

9th level spell The range is 1 day's journey or the nearest dragon.

When you cast the spell you learn about the nearest dragons (distance, location, type, appearance) and learn only vague information about any dragons that are not in your immediate presence (direction of dragon, vague type: metallic or chromatic or undead etc.).

Adventurer Feat: The spell also works on other scaled creatures such as serpents and kobolds, though the presence of a dragon in the area will tend to drown out the signal of 'lesser' scaled creatures.

Champion Feat: After you cast this spell; in the next fight you know the exact hp of all draconic creatures in the fight at all times (the GM lets you know their maximum hp, the damage they take as they take it, and the damage they have taken so far).

Epic Feat: You can choose one dragon that you have detected and momentarily sry upon it, learning details about its environment, what it is currently doing, and what other creatures are with it.

DOMINATE CLOCKWORK

Ranged spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: One nearby or far away clockwork monster or other type of mechanical construct

Attack vs: MD

Hit: The target is confused (save ends).

Special: If you have multiple feats for this spell you can only use one feat per casting of the spell. For example if you target a construct you can make it hampered but not dazed or stunned, or dazed but not hampered or stunned.

Adventurer Feat: If used against a construct creature of your level or lower, the construct becomes hampered (easy save ends).

Champion Feat: If used against a construct creature of

your level or lower, the construct becomes dazed (easy save ends).

Epic Feat: If used against a construct creature of your level or lower, the construct becomes stunned (easy save ends).

DOOM OF THE CRACKED SHIELD

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: Make a basic melee attack as a standard action on the same turn as you cast this spell. If the melee attack hits, in addition to any damage or effects of the basic melee attack the target takes a -2 penalty to AC (save ends).

Special: This spell only lasts a moment: you must make a basic melee attack with your next standard action on the same turn as doom of the cracked shield is cast or lose any benefit from casting this spell. Your turn ends immediately after you make the attack.

Adventurer Feat: The basic melee attack associated with this spell gains a +1 bonus to attack (champion: +2; epic: +3). The bonus only lasts for the one attack enhanced with this spell, it ends as soon as the attack is made and your turn is up.

Champion Feat: Gain a bonus to damage with the associated melee attack equal to twice the level at which the spell was cast.

Epic Feat: After making the associated melee attack if you still have a move action you pop free, as you are blasted back by the force of your blow.

DOOM OF DANCING BLADES

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Quick action to cast

Target: You

Effect: Illusory duplicates of your weapon whirl around you. Until the end of your next turn, any enemy that moves into engagement with you takes damage equal to the level at which the spell was cast.

Adventurer Feat: You can grab one of the illusory weapons and use it in place of your real weapon. The illusory weapon lasts until the end of the battle and has the same benefits as your real weapon did at the time the spell was cast. An illusory magic weapon does not need to be attuned to.

Champion Feat: The illusory weapons grant you +2 AC (epic: +3). This bonus does not stack with other magical or item bonuses to AC.

Epic Feat: The illusory dancing blades grant you a +1 bonus to attack with melee attacks. This bonus stacks with other magical or item bonuses to attacks.

DOOM OF THE SLIPPERY ROGUE

Ranged spell (utility spell)

Recharge 16+ after battle

Quick action to cast

Target: 1d4 nearby or far away enemies in a group

Effect: You cover a wall or floor with a thin coating of grease, fat or oil.

Attack vs: PD

Hit: Target loses its next move action.

Adventurer Feat: The next fire attack against the target does extra damage equal to the level at which the spell was cast.

Champion Feat: You can cast this on yourself (no roll to attack) to grant yourself a +5 bonus to escaping grabs or other situations where being super-slippery or greased up would help. The grease lasts for 1 hour.

Epic Feat: You can cast this on an object and cover all or part of it with a thick layer of grease. This could allow you to light a fierce signal fire in normally fire-resistant situations, or to lubricate an object (allowing a boat to slide across land). The grease lasts for 1 hour.

DRAKE FORM

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: You become a dragon of your approximate size and mass. You have the same defenses and hp as you did when you were humanoid (or whatever your usual creature type is). While in dragon form you can fly as a move action, speak as a free action, and use the following attacks as standard actions:

Claw, claw, bite [Strength modifier+level+d20] vs. AC—10 damage.

Natural 16+ hit: +10 damage and you pop free

5th level spell hit or miss add 10 damage to the attack.

7th level spell hit or miss add 20 damage to the attack.

9th level spell hit or miss add 40 damage to the attack.

C: Draconic breath weapon [con modifier+level+d20] vs. PD (1d3 nearby enemies)—2d8 damage of a type that you choose when you learn this spell (acid, cold, fire, lightning, thunder).

5th level spell 4d8 damage.

7th level spell 6d8 damage.

9th level spell 12d8 damage.

Any equipment you carry merges into your draconic form while you are transformed, and is restored when you change back. You can transform to normal as a standard action, and you automatically change back to normal when you next take a rest or when you have 0 hp or fewer.

Limitations of turning into a dragon: While in drake form you cannot cast spells, use magic items, or make any attack that is not claw, claw, bite or draconic breath weapon. But you do gain the benefits of the standard bonus from any magic items that have a constant effect (bonuses to AC, PD, MD, bonuses to disengage from magic footwear, etc.). You cannot use class features or benefits or talents or maneuvers or flexible attacks or combat forms etc. while in draconic form. When you

transform any beneficial spell effects you are under end.
Adventurer Feat: You are immune to the fear effects of dragons, even when you have not used this spell to turn into a dragon. Your ability to turn into a dragon has inured you to the effects of draconic fear.

Champion Feat: When you cast this spell you can change the type of dragon you become, and thus the damage type your breath weapon does.

Epic Feat: Once per day you can partially transform, granting you the dragon's ability to fly without any of the limitations of actually turning into a dragon.

ELEMENTAL GLYPHS

Close-quarters spell

Recharge 16+ after battle

Free action to cast

Target: You

Effect: You call forth many glowing glyphs that surround you. You can send a glyph streaking towards an enemy, making the following attack:

Exploding Elemental Glyph

Close-quarters spell

At-Will

Quick action (once per round)

Target: One nearby enemy

Attack vs: PD

Hit: The glyph explodes, dealing 8 damage of a type of your choosing (acid, cold, fire, lightning, or thunder) chosen when you unleash the glyph and make the attack roll. You cannot choose the same damage type two turns in a row.

Miss: All the glyphs detonate, you take damage equal to the level at which the spell was cast, and the spell effect ends.

5th level spell 15 damage.

7th level spell 20 damage.

9th level spell 35 damage.

Adventurer Feat: When you miss you take no damage from the exploding glyphs.

Champion Feat: When you hit an enemy you gain +1 to attacks with glyphs against that enemy until the end of your next turn.

Epic Feat: Enemies hit with your glyphs glow, giving your allies +1 to attacks against that enemy until the end of your next turn.

ELEMENTAL GRASP

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: Your hand is wreathed in elemental energy. Until the end of the battle any unarmed attacks you make deal damage of an energy type that you choose (acid, cold, fire, lightning, or thunder) in addition to any typed damage that they would normally do. The damage type is chosen when you cast the spell. Variants of this spell called elemental horns and fire claws are sometimes

used by creatures with natural weapons, and in some places this spell is called hands of the djinn.

Adventurer Feat: Choose two damage types, one for each fist.

Champion Feat: You can extend the elemental aura to weapons that you wield.

Epic Feat: When enemies move into engagement with you, they take damage equal to twice the level at which the spell was cast.

ELFMARKED FOR DEATH

Ranged spell

At-Will

Quick action to cast if you make no other attacks on your turn.

Target: One nearby or far away creature

Attack vs: PD

Hit: 3 damage.

Miss: Damage equal to your level; or equal to your level plus the level at which the spell was cast if the target is an elf or has a positive or conflicted icon relationship with an elf or with a ruler of elves.

3rd level spell 5 damage.

5th level spell 10 damage.

7th level spell 15 damage.

9th level spell 25 damage.

Adventurer Feat: Pick a damage type; this spell now does damage of that type.

Champion Feat: If this spell would do extra damage on a hit (because it is targeted against an elf or somebody with a positive or conflicted icon relationship with an elf or ruler of elves) it gains +1 to hit.

Epic Feat: You can use magic bows as an implement for casting this spell.

ENTICING GLEAM

Close-quarters spell (utility spell)

Recharge 16+ after battle or next quick rest

Target: You

Effect: Coins that you hold appear far more valuable than they are (2d6 x their true value). After you stop holding the coins in your hand, the spell lasts for a number of minutes equal to your character level.

Special: Creatures of higher level than the level that spell was cast at see the illusion for what it is and if they point out the illusion the spell effect ends.

Adventurer Feat: You can use this spell on your own clothing, making yourself appear wealthier than you actually are.

Champion Feat: You can use the spell to enhance the apparent value of wares that you are actively hawking.

Epic Feat: Even if you have not cast the spell you can assess the true current market value of any non-magical object or pile of currency with a glance. The market value is based upon what you are likely to get as a fair price for the object at the nearest large trading outpost or city, selling objects in villages or towns off trade routes may not get you that price. Objects with which you have no familiarity cannot be appraised in this way.

EXSANGUINATING CLOUD

Close-quarters spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Quick action to cast

Target: 1d4 nearby or far away living enemies in a group. Constructs and undead are immune.

Effect: When you cast this spell, a rose-colored mist billows up from the spot you indicate, obscuring sight and draining blood from living creatures. Some necromancers and death clerics use this spell to drain blood from large numbers of creatures and collect it for various purposes, using urns, jugs, or other means to hold the liquid.

Attack vs: PD

Hit: The next damage rolled against the target has its lowest damage dice maximized.

Special: When it absorbs blood, the cloud gets thicker and darkens to a deep crimson color. Once four or more targets have been affected by an exsanguinating cloud they take a -2 penalty to saving throws until the end of the battle.

FANGBOX

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: A container

Effect: This rather vicious spell transforms a container into a hateful, fanged monster for a short period of time. Kobold spellcasters often use this spell to wreak havoc among adventurers by turning chests and jars into biting horrors.

When somebody not of the same race as you handles the container it briefly springs to life and attacks. After the fangbox attacks the spell ends. The caster may end the spell as a quick action, and it automatically ends after a day. If the caster magically changes race the fangbox recognizes its caster and doesn't attack him or her.

Attack vs: AC

Hit: 2d12 damage.

Miss: Damage equal to your level.

3rd level spell	4d12 damage.
5th level spell	6d12 damage.
7th level spell	9d12 damage.
9th level spell	16d12 damage.

Adventurer Feat: You can cast the spell on doorways and windows.

Champion Feat: You can cast the spell on non-container objects.

Epic Feat: You can cast the spell upon an area or room. The area or room attacks the first creature of a different race that enters it.

FORCE PHALANX

Close-quarters spell (utility spell)

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: You

Effect: This spell calls forth dozens of indistinct humanoid forms bearing large shields and readied spears. Any enemy that attempts to move into engagement with you must roll a save (11+); if it fails its save it cannot engage you and takes damage equal to the level at which the spell was cast. The figures vanish when you next move.

Special: You cannot cast this spell if an enemy is engaged with you.

FORTIFIED HOARD

Ranged spell (utility spell)

Recharge 16+ after quick rest

Target: A doorway or object or grouped set of objects.

Effect: You set a magical alarm on the target. If a creature that is not you or somebody that was present at the spell's casting approaches the target you are alerted and gain a brief vision of the creature that set off the mystic alarm.

You can have a number of *fortified hoard* spells active equal to your Intelligence modifier +2 or equal to your level (whichever is lower). If you cast more *fortified hoard* spells beyond the maximum amount then the earliest still-active *fortified hoard* spell you cast ends. You can end a fortified hoard spell if you are at its location. Each *fortified hoard* spell lasts for a year and a day, or up until a minute after the alarm is triggered (whichever is sooner).

Adventurer Feat: You can project your voice from the target, making a short yet booming pronouncement. The spell does not give you the ability to hear any response.

Champion Feat: If the spell is cast upon a door you can cause the door to open, slam shut, lock, or unlock.

Epic Feat: If you choose to do so you can roll a save (11+), on a success you teleport to the target if you are within a number of miles equal to the level the spell was cast at.

FREEZE

Close-quarters spell

Recharge 6+ after battle

Quick action to cast

Target: You

Effect: During this battle, when you hit a target with a spell that does cold damage and the escalation die is odd, the target becomes stuck (save ends).

Special: Creatures that resist cold damage or that are flying cannot be targets of this spell.

Adventurer Feat: The effect also happens when the escalation die is even.

Champion Feat: The save becomes hard (16+).

Epic Feat: The spell ignores cold resistance of anything less than 13+.

GHOSTLY ARROW

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: Arrows you fire in this battle are imbued with the spiritual power of the forest; they become misty and insubstantial while in flight. They return to normal when they strike a target. Your arrows ignore any damage resistance from creatures that are phasing, or damage

resistance against normal weapons. Any 1s that come up on your damage dice automatically become 2s.

3rd level spell Any 1s or 2s that come up on your damage dice automatically become 3s.

5th level spell As above, and you can reroll one damage roll per battle.

7th level spell Any 1s, 2s, or 3s that come up on your damage dice automatically become 4s.

9th level spell As above, and you can reroll two damage rolls per battle.

Adventurer Feat: Once per battle you can reroll damage against an insubstantial creature.

Champion Feat: Once per battle you can reroll damage against an undead creature.

Epic Feat: Once per battle you can phase your arrow through allies and cover, performing a normally impossible shot.

GRAVE BINDING

Utility spell

Daily

Target: One nearby undead creature. You do not have to have line of sight to the creature.

Effect: You enchant an object of significance (such as something with the symbol of a deity on it) and place it on or in a grave (or sarcophagus or coffin). The presence of the object compels any undead creature in the grave (or sarcophagus or coffin) to remain in its grave (or sarcophagus or coffin). The spell lasts for a number of days equal to the level that it is cast at, and ends immediately if the undead creature is disturbed (poked with a stick, attacked, set on fire, etc.) or if the object is removed from the grave (or sarcophagus or coffin).

Special: If the undead creature is of higher level than the level at which the spell was cast; the creature makes a save (11+) when the spell was cast and each day (usually at nightfall) thereafter. If the creature succeeds the spell ends. The GM should keep the roll a secret to keep would-be vampire hunters guessing.

GRUDGE MATCH

Ranged spell

Recharge 16+ after battle

Target: 1d3 nearby allies and the same number of nearby or far away enemies

Effect: You reveal how the fates (or the forces of destiny, or the ineffable loom of time, or the gods) have entwined the fates of allies and enemies. For every ally targeted by this spell, you must also target an enemy. The ally and enemy become counterparts.

Until the end of the battle, every target has their crit range expand by 1 at the start of their turns each round, but only for attacks against their counterpart. All targets instinctively know their counterpart in this spell.

5th level spell The spell targets 1d4 allies (and their counterparts).

7th level spell The spell targets 1d6 allies (and their counterparts).

9th level spell

The spell targets 1d8 allies (and their counterparts).

Adventurer Feat: You can include yourself as a target of the spell.

HEARTSTRIKE

Close-quarters spell

Daily

Quick action to cast

Target: You

Effect: The spirits of ancient elven warriors carry your next shot true and straight. Your next bow or crossbow ranged attack roll (if it is made within the same round as the spell is cast) gains a +10 bonus to attack. Additionally, your ranged attack is not affected by any miss chance applying to concealed or invisible targets.

HEAVY CHAINS

Ranged spell

At-Will

Target: One nearby creature

Attack vs: PD

Hit: The target is stuck (save ends) and you gain a +2 bonus to attacks against it while it is stuck.

Miss: Damage equal to your level.

Champion Feat: The target is also hampered (easy save ends).

HERO'S STEEL

Close-quarters spell

Recharge 16+ after battle

Quick action to cast if you have hit the enemy with a melee attack with the weapon on this turn; otherwise it is a standard action to cast.

Target: One creature engaged with you.

Attack vs: MD

Hit: The target is weakened until the start of its next turn (-4 to attacks and defenses).

Champion Feat: The target is weakened until the end of its next turn instead of the start.

HUNTER'S INTUITION

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Effect: You touch an object and gain a brief vision of the creature that last owned or used it, no matter how distant they are. You clearly see, but do not hear, the previous owner as they were when they last touched the object. You see only the individual, not its surroundings.

You also learn one piece of information about the individual. The information is common knowledge to the individual's normal companions—you cannot discover someone's secrets with this spell. At the GM's discretion, you might learn the owner's:

- Commonly used name or nickname.
- Destination (if the creature is traveling).
- Who the creature serves, or whether it has a master.
- Favored combat tactic (such as a frequently used special ability).

- Current location (unless the creature is magically hidden).

Special: This spell fails if the targeted creature is warded against scrying, or is on another plane of reality, or is a higher level than the level at which the spell was cast.

The next casting of this spell using the same object grants a vision of you. By casting this spell, you become the last person to have used the object.

Adventurer Feat: You learn a second piece of information.

Champion Feat: Upon touching the object, you not only see its previous owner but also catch a glimpse of the previous owner's current surroundings.

Epic Feat: As well as learning random information, you can ask a single yes/no question about the owner.

ILLEMAK'S BLOODY VENGEANCE

Close-quarters spell

Recharge 16+ after battle

Target: An edged melee weapon wielded by you or a nearby ally

Effect: This spell enchants a single weapon, making it sharp and jagged or otherwise especially dangerous. The next time the wielder of the weapon deals sneak attack damage against a foe, the attack deals ongoing damage equal to twice the level at which the spell was cast.

ILLEMAK'S SLINGSHOT

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Target: You or a nearby ally

Effect: The spell conjures a giant slingshot that you can use to hurl yourself or an ally through the air to a spot nearby. (Treat as teleportation with regard to popping free and intercepting in battle.) When you land you take no damage.

Spells like this one: If you are looking for a spell that can hurl you miles away, or that you can use to hurl your enemies about in battle then the 7th level spell catapult is the spell for you. If your GM agrees then you can count catapult as a higher-level version of illemak's slingshot that you learn at 7th level.

ILLEMAK'S SMARTING SLIVERS

Close-quarters spell

Recharge 16+ after quick rest

Effect: You compress arcane energy into a non-magical object so that the object explodes into dozens of flying shards when it's next touched or moved. The spell dissipates harmlessly after a number of hours equal to the level at which the spell was cast.

C: Flying shards Constitution + Level vs. PD (2d3 nearby enemies and allies)—1d8 damage.

Miss: Half damage.

3rd level spell	2d8 damage.
5th level spell	3d8 damage.
7th level spell	4d8 damage.
9th level spell	8d8 damage.

“You're only supposed to blow the bloody doors off!”: If the caster wants the explosion to do more than just cosmetic damage to a nearby inanimate object—for example, dent a metal door so it's unable to close, smash a certain vase, or shred a stack of incriminating documents—see the Destroying Objects sidebar on page 22.

IMPALING SWORDS

Ranged spell

Recharge 11+ after battle

Effect: You conjure a floating sword made of magic.

The sword can appear anywhere nearby. It can engage enemies, and counts as an ally for abilities that depend on an ally being engaged with an enemy. The swords may not be targeted. As a move action you can move the sword in three dimensions. As a standard action you can make a basic melee attack with a -2 penalty with the sword. If an enemy moves out of engagement with a sword it provokes a basic melee attack from you using the sword at a distance. The sword lasts until the end of the battle.

Adventurer Feat: You can conjure up to two swords. They may appear at separate places on the battlefield. You must use a separate move action per sword that you wish to move, and a separate standard action per sword that you wish to make an attack.

Champion Feat: Moving a sword is a quick action.

Epic Feat: You no longer take a penalty when you attack using a sword created with this spell.

INCENSE HAZE

Ranged spell

Recharge 18+ after quick rest

Effect: A hazy, strong-smelling cloud billows out from a nearby or far away point that you designate. Though the cloud is dense enough to be visible, it is thin enough to allow normal vision within. The incense haze confers its effects on anyone within the cloud, and those effects persist as long as the individuals remain nearby the point you designated. If the cloud moves away or individuals leave the cloud's area, the effects end for those individuals.

The cloud lasts until the end of your next turn, but it is a quick action to maintain the cloud for another turn (provided you keep spending a quick action the cloud does not dissipate). The spell effect ends at the end of the battle.

As a move action you can move the designated point (and thus the cloud and its area of effect).

You choose the effect the cloud produces when you cast the spell:

Embalming Incense: Those within the cloud gain a +2 bonus to AC.

Incense of Focused Physicality: Those within the cloud gain a +2 bonus to attack rolls.

Incense of Sweetness: The cloud suppresses any nausea or sickness effects on those within its area, and they gain a +2 bonus on saves.

Incense of the Practiced Mind: Those in the cloud gain a +2 bonus to skill checks.

INFLECT DOOM

Ranged spell

Recharge 16+ after battle

Quick action to cast

Target: One nearby or far away creature which you have just hit with either a recharge 16+ or greater spell, or a daily spell.

Attack vs: MD

Hit: Until the end of its next turn, the target is under a fear affect (-4 to attack and it may not use the escalation die.)

Adventurer Feat: The fear effect becomes save ends (11+).

Champion Feat: If the spell misses it is not expended.

Epic Feat: The spell inflict doom becomes recharge 6+.

INGEST

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Effect: You can swallow an object whole with no ill effects to you or the object. The object swallowed must be the same size as you, or smaller. Objects you wish to swallow shrink when your mouth touches them and are stored in an extra-dimensional space accessed through your mouth.

You can also swallow creatures, but they must be willing. Swallowed creatures suffer no ill effects, can breathe (provided you can breathe), and can climb out of your mouth at any time.

You can only have one thing swallowed at a time. A group of objects (such as a large chest of gold) counts as a single object for the purposes of this spell. As a standard action you can retrieve swallowed objects or creatures. When you die you vomit out all stored objects.

Adventurer Feat: You can swallow objects or creatures larger than you are, about twice your size.

Champion Feat: You can swallow a pile of different objects with a single potion dose, provided when put together they do not exceed the size that you can swallow. When you retrieve just one object from the pile 1 hour later all the objects in the pile will leave your body.

Epic Feat: You can swallow yourself from the feet up, becoming a fleshy ball the size of your head (complete with distorted facial features). This is not painful, but is uncomfortable. You can disgorge yourself as a standard action.

INKBLOT

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby ally

Effect: You turn the target into a malleable being of pure ink. An ink creature's gear, weapons, and armor turn to ink and are absorbed into the creature; however, the gear still retains its benefits. Ink creatures may not make attacks.

Ink creatures may not manipulate objects with fine detail, though they may cling to them and move them along their wave of ink if the subject could have carried the object in its regular form.



Ink creatures can move over any surface, and if they slip into a book can read an entire book in a moment. Ink creatures can soak themselves into paper and parchment and hide as writing or pictures, allowing an ink creature to get itself delivered in the form of a letter and then pour itself off the page.

The maximum duration of the spell is a number of hours equal to the level at which the spell was cast, but a shorter duration may be set. The caster of the spell may end the spell at any time. When an ink creature transforms back it pours off any surfaces into the nearest safe place to transform and then resumes its normal shape and substance.

A variant of this spell called liquid form exists which transforms the target into a clear liquid that can be absorbed into clothing or drunk without harming the clothing, drinker, or transformed person.

Adventurer Feat: The ink creature may hide as a tattoo. A skill check must be made vs. a creature's MD in order to tattoo a creature without it knowing. An ink creature tattoo may animate and move about on its host's skin, and may pass from host to host.

Champion Feat: While part of a page you can fold it to your will. You can create origami creatures including paper cranes that actually fly.

Epic Feat: You can use this spell on an object and tattoo that object onto your body. Objects can be no larger than a heavy two-handed weapon. Retrieving an object is a standard action. While in the form of a tattoo magic items and other objects give no bonuses but still have any downsides apply (a magical suit of armor that you are attuned to would still be heavy as a tattoo and would still have its quirk, but would offer no AC bonus). You can keep a number of items tattooed to your body equal to your Constitution modifier.

INNOCUOUS ASPECT

Ranged spell (utility spell)

Recharge 16+ after quick rest

Target: You and/or a nearby ally (see effect)

Effect: The targets become disguised as a single type of common non-monstrous non-humanoid creature or object of your choosing. The illusory forms must be of roughly the same size as the creatures affected. For example, a group of dwarves could be disguised to resemble a flock of sheep or as dwarf-sized logs. The illusion may not be anything commonly considered dangerous, expensive, or supernatural. Other common names for this spell are *we are rocks* and *nobody here but us chickens*.

Close examination may reveal that something seems strange about the group—the creatures move oddly or the objects look strangely similar. When the spell is being cast the caster makes a skill check with a bonus equal to the level at which the spell was cast, and any creature with an MD higher than this will see through the illusion. Acting out of character for the creature or object being imitated (fidgeting rocks, talking sheep, etc.) gives the creature +10 to its MD for the purposes of this spell.

The spell may target a number of creatures equal to the level at which the spell was cast.

Adventurer Feat: Pick a type of creature or object when you take this feat; you gain +5 to skill checks to imitate that thing.

Champion Feat: As per the adventurer feat.

Epic Feat: As per the adventurer feat.

INTENSIFY DEATH THROES

Close-quarters spell

Daily

Target: You

Effect: When you are next at 0 hp or fewer and it is the start of your turn; you can cast one spell that you would normally be able to cast. The spell must be of equal or lower level than the level that intensify death throes was cast at.

Adventurer Feat: You gain a +2 bonus to attack with any spell that you cast because of intensify death throes.

INQUISITOR'S BANE

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Target: You

Effect: You can lie without being magically detected; provided that the spell, ability, or creature attempting to detect the lie is of a lower level than the level that inquisitor's bane is cast at. The spell effect lasts for one hour.

Adventurer Feat: This spell gives the target +2 to skill checks to beguile, bluff, con, deceive, dissemble, dupe, exaggerate, mislead, misrepresent or otherwise lie to others.

Champion Feat: You can cast this spell with a nearby ally as the target.

Epic Feat: While under the effects of this spell the target gains +5 to skill checks to detect lies.

INTOXICATING SCENT

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: You are surrounded by a pleasing aroma that leaves others in a light euphoria. Creatures engaged with you have a -2 penalty to their MD. The effect lasts for 1 hour per level that this spell is cast at.

KHOR'S CLEANSING CONFLAGRATION

Ranged spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Target: 1d4 nearby or far away enemies in a group

Attack vs: PD

Hit: 2d12 holy damage.

Miss: Fire damage equal to your level.

Special: When you cast this spell against creatures that are not demons, undead, aberrations, or evil, it does the following damage:

3rd level spell	2 holy damage.
5th level spell	3 holy damage.
7th level spell	6 holy damage.
9th level spell	10 holy damage.

The GM has final say on what is 'evil'; cackling cultists of arch-devils are probably evil, and most likely common bandits aren't evil.

5th level spell	3d12 damage.
7th level spell	6d12 damage.
9th level spell	10d12 damage.

Adventurer Feat: Increase the number of targets by 1 (1d4+1 targets in a group)

Champion Feat: When you cast this spell all potential targets glow brightly for an instant.

Epic Feat: When you take this feat pick one specific individual as your nemesis. This spell will always do maximum damage against that creature.

LIFT

Close-quarters spell (utility spell)

Recharge 11+ after battle

Target: You or a nearby creature or object

Effect: Lift allows you to levitate creatures or unattended objects. You cannot control the target's movement; they simply hang in the air, moving slowly upward until they reach an obstacle or the spell wears off. When the spell ends, affected subjects will fall to the ground unless otherwise stopped. The upwards movement is about 5 ft. per round if exact distances matter, otherwise the height reached by the end of the spell is simply considered 'nearby' and at 7th level and upwards 'far away'. The spell duration is a number of the target's turns equal to the level at which the spell was cast. When the spell ends the target falls and takes 1d6 damage per each character level that you have.

Creatures that reach a barrier (such as a ceiling) may pull themselves along it. Subjects may be moved by strong winds, ropes, telekinesis, or through other means at the GM's discretion.

Attack vs: PD, or an automatic hit against a willing target or an unattended object.

Hit: The target lifts upwards.

Miss: The target is weakened until the start of its next turn.

LIGHT WARDING

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Effect: You draw an invisible line as a barrier against one or more types of creatures for a number of days equal to the level at which the spell was cast. When one creature of that type crosses the line, the ward releases a powerful flare of light that is visible for miles. The types of creature affected must be set when the spell is cast—choose any of the standard monster types: aberration, humanoid, dragon, etc. Only creatures of the chosen type trigger the spell. Creatures that trigger the spell

are blinded (-4 to attack, save ends). When the spell triggers, the spell effect ends.

Adventurer Feat: Name a specific type of creature to exclude from the ward ("All humanoids but NOT dwarves" or "All beasts but NOT horses").

Champion Feat: Name a specific type of creature to include as a triggering creature ("...AND all orcs" or "...AND all red dragons").

Epic Feat: Name a specific creature that will or will not set off the ward ("...AND Redhillian the sage" or "...AND NOT Lyzniak the wizard from Salford Village").

LION'S COURAGE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You

Effect: You are immune to fear effects until the end of the next battle.

Adventurer Feat: Once per battle when you are engaged with a creature that has a fear aura; you gain a bonus to attack against it equal to the level that this spell was cast at. If the attack misses lion's courage recharges.

Champion Feat: If you become staggered by an attack from a creature that has a fear aura lion's courage recharges.

Epic Feat: Once per battle when a creature with a fear aura dies you can rally as a free action.

LOCK ARMOR

Close-quarters spell

Recharge 6+ after battle

Quick action to cast on the same round as you hit the target with a melee attack, otherwise it is a standard action to cast this spell.

Target: One nearby creature wearing metal armor or made of metal.

Attack vs: PD

Hit: The target becomes stuck (save ends).

MAGE'S HORRIFYING LEECH

Ranged spell

Interrupt action

Recharge 11+ after battle

Target: One nearby or far away enemy of the caster type that attacks with a magical ability

Attack vs: MD

Hit: You prevent the other spell being cast and the target loses that action.

Adventurer Feat: When you hit with this spell you gain hp equal to the spell level you interrupted or the monster level of the target plus the level that mage's horrifying leech was cast at.

Champion Feat: You can cast this spell twice in a battle.

Epic Feat: Missing with this spell does not expend it.

MANTLE OF TRUST

Ranged spell (utility spell)

Recharge 16+ after battle or quick rest

Target: One nearby or far away creature that can

understand what you are saying (you must speak to them, or they must be within range and able to overhear).

Effect: You enchant the mind of a creature that you are speaking to, making yourself seem more trustworthy to them.

Mantle of trust is most often used to bypass guards, either to gain access to a restricted area or to escape a cordon or manhunt. Note that this spell affects only one target, and once it is working, you can't shift its target to others.

If you have multiple mantle of trust spells available to you, you can have one per character level operating simultaneously, without strain.

The spell's duration is one minute per level that the spell is cast at.

Attack vs: MD. The target gets +5 to its MD if it knows you are currently lying or if it has caught you in a lie in the previous 24 hrs.

Hit: You seem trustworthy and genuine to the target. Even if this target is already suspicious of you—and even if they know you are currently telling lies—they will regard you as someone to be trusted. Guards will let you out of jail if you promise to return before their shift is up, bandits will let you hold their weapons for a bit if you promise not to attack you, kings will let you into the royal treasury if you promise just to look.

Special: If the target is of higher level than level at which the spell was cast then the target gets a save (11+) once a minute to end the spell's effect upon them.

Adventurer Feat: While the target is under the effect of this spell, you gain a +5 bonus to any skill check made to convince the target that lies you tell to them true.

Champion Feat: You can target two creatures simultaneously.

Epic Feat: The spell lasts for hours, not minutes.

MIGHT OF THE CHAMPION

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Quick action to cast

Target: You or a nearby ally

Effect: The target gains amazing Strength, granting them the ability to break chains, bend bars, lift heavy gates, etc. While wielding a weapon the weapon becomes unbreakable and they can smash or cut inanimate stone.

The target of the spell gains a bonus to Strength-based skill checks equal to the level at which the spell was cast.

The spell grants no bonus to attacks or damage. The spell effect lasts for a day (until the target's next full heal-up).

Adventurer Feat: You can cast this spell as a variant pose of the lady. The target gains no bonus to their Strength from this spell, and loses the bonus granted by their Strength modifier + level to Strength based skill checks during the spell's duration. Instead the bonus lost is added to all skill checks related to beauty, comportment, dancing, fashion, etiquette, and other activities expected of a delicate noblewoman. This has no effect upon Strength bonuses for combat (attacks, damage, defenses, etc.).

Adventurer Feat: You can cast this spell as a variant noblewoman's might. This functions as above but the bonus lost is added to all skill checks related to oration, hunting, running a large organization, business, diplomacy, law, and other activities expected of a powerful member of the nobility.

Champion Feat: You can cast this spell as a variant Wisdom of the sage. This works as per the adventurer feats but the lost bonus is applied to rolls related to history, geography, spell knowledge (but not spell casting), and general lore.

Epic Feat: You can cast this spell as a variant charm of the rogue. This works as per the adventurer feats but the lost bonus is applied to rolls related to carousing, singing, gambling, dancing, seduction, and other roguish activities.

MIND'S EYE MAP

Ranged spell (utility spell)

Recharge 6+ after battle

Target: You or one nearby creature

Effect: A mind's eye map allows you to magically craft a map taken directly from the target's mind, using yourself as a conduit. The spell creates a steady stream of ink upon the chosen surface for the map, which slowly undulates and forms shapes that perfectly copy the target's mental image; 100 sq. ft. of space may be mapped per level that the spell is cast at. The map is only as complete as the target knows or can recall, and it includes any illusions, visual tricks, or inaccuracies the target witnessed.

Attack vs: MD, automatic hit if the target is willing

Hit: The map is created.

Miss: The map is smudged, unreadable, and useless in every regard.

Adventurer Feat: The image created need not be a map but can be a portrait, a diagram, writing, or any other imaginable image. It must, however, be something that the target is currently looking at or has seen.

Champion Feat: The inks produced are multi-hued, and mix to produce any color needed.

Epic Feat: Images produced by this spell are imbued with magic. They move, have three dimensions, and can even interact in basic ways with the viewer.

MINDQUAKE

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: 1d3 nearby creatures.

Attack vs: MD, or automatic hit against undead creatures.

Hit: Target becomes dazed (easy save ends), unless the target is undead in which case the target is unaffected.

Special: For every ally you include as a target of this spell you gain a cumulative +1 bonus to hit the enemies targeted by the spell.

3rd level spell You can target 1d4 nearby creatures.

5th level spell ...1d6 nearby creatures.
7th level spell ...1d8 nearby creatures.
9th level spell ...1d10 nearby creatures.

Adventurer Feat: The save to end the dazed condition becomes normal (11+).

Champion Feat: On a miss you deal psychic damage to the target equal to the level at which the spell was cast.

Epic Feat: If you hit all targets with this spell you vanish from reality and reappear at a point in the battle of your own choosing at the start of your next turn. Remember that while the spell has no affect upon them, it auto-hits undead. While you are vanished you are suspended in time, you do not take ongoing damage and do not make any saves.

MOTHER STONE

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You connect to the roots of the earth, becoming immobile but empowered with elemental earthen protection. Until you next make a move action or attack you gain a bonus to AC and PD equal to the level at which the spell was cast. The spell ends when you next move or attack.

Adventurer Feat: You can make basic attacks and not end the spell.

Champion Feat: If you rest while under the effects of this spell any recoveries that you roll that are less than the average value instead use the average value.

Epic Feat: If you cast this spell immediately before a full heal-up the next day you gain temporary hp equal to the level at which the spell was cast, and the temporary hp refresh each time you take a rest or rally.

NAIL FOOT

Ranged spell

Recharge 16+ after quick rest

Target: A creature that you are tracking.

Effect: You can cast this spell on a footprint or tracks of a creature you can potentially track. As you cast the spell you pierce the footprint with a sharp object such as a sword, dagger, or nail.

Attack vs: AC

Hit: 3d8 damage and the footprint bleeds or gives some other indication that you have hit.

Miss: Damage equal to your level.

Special: If the creature you are tracking and whose footprint you have stabbed is not within a day's travel of you when you cast this spell the spell fails but is not expended. If the creature is of a higher level than the level at which the spell was cast then the spell does half damage.

The damage from the spell is non-lethal, a creature reduced to 0 hp or fewer by this spell becomes helpless until they heal but does not die and will recover unless other external factors interfere.

3rd level spell 5d8 damage.
5th level spell 9d8 damage.
7th level spell 9d12 damage.
9th level spell 10d20 damage.

Adventurer Feat: If you hit you gain a bonus to track the creature equal to the spell's level.

Champion Feat: If you stab a cart track the cart that made the track breaks down.

Epic Feat: You can use a letter written by the target and addressed to you instead of the target's footprint. The stabbed letter is teleported to the target's wound, making it obvious that it was you that did the deed. If the letter was written by a scribe on the behalf of somebody dictating the letter, is a copy, or is a fake then the spell fails but is not expended. If the spell was signed and co-written by multiple people then the first or most important signer of the letter is the target.

OCULARUM GLYPH

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Effect: When you cast this spell you can paint a glyph, creating a potent scrying tool. As a full-round action, you can align your perceptions to any such glyph you have created that is within a range of one mile per level at which the spell was cast when the glyph was created. After that round, you see out of that glyph as if you were physically present at that location, including any enhanced or mystic vision that you have. You cannot use any senses other than vision through the glyph.

The glyph is nearly imperceptible and requires a DC 20 skill check to locate. If the glyph is attacked it ceases working and you are blinded for a number of rounds equal to the amount of damage that the glyph took.

While actively scrying through the glyph, you become only dimly aware of your own surroundings, and are easily surprised. This spell only functions on the plane of existence you are currently occupying.

Glyphs are permanent until destroyed, and you can paint a number of them equal to your level plus your Wisdom and Intelligence modifiers.

Adventurer Feat: You can hear and speak through the glyph as well as see through it.

Champion Feat: You can detonate and destroy a glyph that you are looking through. 1d3 creatures nearby the glyph take force damage equal to half your current hp, as do you.

Epic Feat: Any time that you are touching a glyph you and one other willing creature touching you can teleport to another glyph that you are currently scrying through. Teleporting via glyphs takes a minute or so; it cannot be done in a hurry or mid-combat.

PATRON'S ASPECT

Ranged spell

Recharge 16+ after battle

Quick action to cast

Target: One nearby or far away creature

Attack vs: MD

Hit: The foe believes it has incurred a fiend's wrath and either flees (if the level at which the spell was cast is 2 levels or higher than the enemy's level) OR the creature becomes dazed (-4 to attack) easy save (6+) ends.

Miss: The spell is not expended.

Adventurer Feat: You can cast this spell out of combat to ask the forces of darkness a question. The forces of darkness do not have to answer truthfully.

Champion Feat: The save against dazed becomes normal (11+)

Epic Feat: You can cast this spell twice per battle.

PHANTOM DRAGON

Close-quarters spell (utility spell)

Recharge 16+ after battle or next quick rest

Cannot be cast in battle

Target: You or a nearby ally

Effect: You make the target look like a dragon. The illusion is purely visual. You can attempt to make the target appear as a specific dragon. The target must make a skill check (with a +5 bonus) to convince viewers that they are a dragon. The spell lasts for a number of minutes equal to the level at which it was cast.

Special: Dragons of a higher level than the level at which the spell was cast, see right through the illusion.

Adventurer Feat: The illusion includes sound, and disguises the target's voice.

Champion Feat: The illusion includes scents and smells, and can produce illusory smoke and other convincing special effects. Dragons of a higher level than the spell can now potentially be fooled.

Epic Feat: Provided everybody is fooled or is an ally of the target, the target can fly. If anybody sees through the illusion while the target is flying they fall, taking damage as per the damage by environment chart in the core rule book.

POINT THE WAY

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Effect: After casting this spell, as free actions you can whisper a question concerning a location to an arrow or bolt, and then you toss it into the air. In response to your question, the arrow or bolt lands pointing in a specific direction—indicating the direction you seek.

For this spell to function properly, you must request straight-line directions to geographic features and landmarks. This spell does not reveal the direction to features or landmarks whose locations are not currently common knowledge, were never common knowledge, or are deliberately hidden.

Suitable questions might include: "Which way to Ridgeline Road?" Or "In what direction is the Bridal Veil waterfall?" Unsuitable questions might include: "Where is the lost city of Shibboleth?" Or "Which way to the secret lair of the goblin king?"

If you cast this spell and ask an unsuitable question,

the arrow or bolt twists itself into a circle, snaps, or otherwise behaves oddly. If you ask for locations to a geographic location on another plain of existence the arrow vanishes.

Adventurer Feat: If you take the head off the arrow and mount it on a string or make it part of a pendant then it will always sway towards the destination, turning it into a mystic compass. You can create a number of these equal to your level plus Wisdom modifier.

Champion Feat: You can enchant an arrow-head so that you always know where it is (the direction and approximate distance). You can create a number of these equal to your level plus Wisdom modifier.

Epic Feat: You can enchant an arrow-head so that it always points to the last creature whose blood was on it. This allows you to track the creature with a +5 skill bonus, but does not grant bonuses to hit the creature using the arrow. You can create a number of these equal to your level plus Wisdom modifier.

POTENCY OF THE PACK

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You.

Effect: The target gains one of the following benefits

- The ability to track using scent.
- Low-light vision.
- The ability to travel for long distances overland as fast as a running wolf.
- The ability to communicate with wolves, argwolves, dire wolves and similar creatures. This also grants the ability to communicate with others under the effects of this spell with a language of growls and yips that only they (and wolves) can understand. This howled communication can carry over several miles and sounds like wolf calls.

3rd level spell	The spell targets you and one ally.
5th level spell	... you and two allies.
7th level spell	... you and 1d4+1 allies.
9th level spell	... you and the rest of your adventuring party.

The spell duration is one hour per level at which the spell was cast. While under the effects of the spell the target looks very slightly wolf-like, but not enough to be confused for a member of a different race.

Adventurer Feat: You can bestow an additional feature from the list when you cast this spell.

Champion Feat: As per the adventurer feat.

Epic Feat: As per the adventurer feat.

PRISON WITHOUT WALLS

Ranged spell (utility spell)

Recharge 11+ after battle or quick rest

Quick action to cast

Target: You or a nearby or far away creature or object.

Attack vs: PD

Hit: You tether a target to a fixed object in extradimensional space. While tethered, the target cannot move farther than 120 ft. from its current position. Since the tether exists entirely in another dimension, the target cannot sever it directly. Tethered creatures may not flee a battle.

The tether lasts for a number of minutes equal to the level at which the spell was cast.

If the spell is cast multiple times at once on the same creature or object it reduces the distance of the tether; a 120 ft. tether becomes 60 ft., a 60 ft. tether becomes 30 ft., a 30 ft. tether becomes 15 ft., a 15 ft. tether becomes 5 ft., and a 5 ft. tether becomes 1 ft.

Adventurer Feat: If you choose so at the time of casting the tether is shorter than it would otherwise be, as though the target had two tethers upon it.

Champion Feat: You can make the tether twice as long as it would otherwise be.

Epic Feat: The tether is 'stretchy'. The target may move from the place where it was tethered, but is pulled back to the spot where it was when prison without walls was cast upon it.

PUDDLE JUMP

Close-quarters spell (utility spell)

At-Will

Move action to cast

Target: You

Effect: You move from one body of water directly to another nearby body of water within line of sight without passing through the intervening space. Each must have a surface area large enough to accommodate the passage of your body. (You cannot move between a glass of water and a dewdrop, for example.)

After making a puddle jump, you can't take any actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. Your familiars and animal companions are the only creature you can bring along with you. In an ocean or large lake, the same body of water can serve as both the origin and destination of the spell.

Adventurer Feat: You can bring one willing creature along with you (champion: two willing creatures; epic: three willing creatures).

Champion Feat: You can use puddles of other liquids, provided the two puddles are of the same liquid.

Epic Feat: Once per day you can use puddle-jump with sand, soil, loose leaves, etc.

RAVEN'S REVOCATION

Ranged spell (utility spell)

Recharge 11+ after battle

Quick action to cast

Target: One nearby or far away creature

Effect: This spell forces a target to remain in contact with the ground so that it cannot fly, levitate, or use other effects that allow for floating and flight. This spell cannot be used against a target already flying, levitating or floating—the target must be in contact with the

ground when it is cast for it to be effective.

Attack vs: PD

Hit: The target is grounded for a number of rounds equal to the level at which the spell was cast.

Miss: No effect, and the spell is not expended.

Adventurer Feat: You can cast this spell on a flying creature, and it takes tier-appropriate environmental damage from falling. Some creatures may be able to fall harmlessly (immaterial ghosts, gaseous creatures, and the like), others will come down with a crash (birds, dragons, and most flying beasts).

Champion Feat: If you fail to recharge the spell you gain +1 to hit flying creatures until your next extended rest.

Epic Feat: When you miss you can fly on your next turn as a move action.

RAVENOUS URGE

Ranged spell

Recharge 16+ after battle

Quick action to cast

Target: One nearby creature of lower level than the level at which the spell was cast.

Effect: Your target is overcome with desire to consume the living. If the target has a nearby living ally then it becomes confused (save ends, the effect also ends when it has no more living allies).

Adventurer Feat: Undead must make a hard save (16+) to end the confusion condition from this spell.

RIMY NIMBUS

Ranged spell

Recharge 16+ after battle

Move action to cast

Target: You and each creature (ally and enemy) in the battle.

Effect: You create a menacing cloud towering over the battlefield, and upon your command it disgorges a torrent of hailstones, icicles, and frosty winds.

Attack vs: AC

Hit: 2d6 cold damage

3rd level spell 3d6 damage.

5th level spell 4d6 damage.

7th level spell 6d6 damage.

9th level spell 8d6 damage.

Adventurer Feat: You can exclude yourself or one ally from the spell.

Champion Feat: The spell does lightning damage as well as cold damage.

Epic Feat: The spell does double damage against flying creatures.

RIPTIDE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Move action to cast

Target: You and each creature (ally and enemy) in the battle.

Attack vs: PD

Hit: The target pops free and must immediately move as a free action. The free move may not take the target into engagement.

Miss: Damage equal to your level

Adventurer Feat: Allies may make a hard save (16+) to be excluded as a target of this spell.

ST. AL-PASSOR'S STONE PISTON

Ranged spell

Recharge 16+ after battle

Target: One or two nearby or far away creatures in a group

Effect: You cause a massive column of stone to jut up from the floor with tremendous force and speed. Creatures above the column must dodge out of the way or be flung high into the air (or slammed against the ceiling if the spell is cast indoors). Immediately after it appears the column sinks back into the ground again.

Attack vs: AC

Hit: 2d10 damage and the target pops free.

3rd level spell 3d10 damage.

5th level spell 5d10 damage.

7th level spell 8d10 damage.

9th level spell 14d10 damage.

Adventurer Feat: If cast indoors targets hit by this spell become stuck (save ends) between the top of the column and the ceiling or between the column and a wall.

Champion Feat: Targets take half damage on a miss.

Epic Feat: The stone column is permanent. The legendary master of this spell, Al-Passor, patron saint of the Andarrean stone whisperers, created impossibly tall columns that still wall off the Gardens of Carnessa peninsula and protect the Haunted Land of the Giants from the sentient plants of the jungle beyond.

ST. BLUSEN'S REAVER SPIRIT

Close-quarters spell

Recharge 11+ after battle

Quick action to cast if you are staggered, otherwise it is a standard action to cast.

Effect: This spell allows you to inspire your allies to fight with the same berserker commitment and savagery that made its creator, the red-maned Kjallak Blusen of the windswept Isle of Berserkers, infamous along the frigid waters of the Reaver Coast in Midgard. When you cast this spell you inspire your allies to fight with the commitment and savagery of berserkers.

Until the start of your next turn, staggered allies nearby you gain a bonus to their attacks equal to the level at which the spell was cast.

Until the start of your next turn after that, staggered allies nearby you gain a bonus to their attacks equal to half the level at which the spell was cast (round up).

Until the start of your next turn after that, staggered allies nearby you gain a +1 bonus to their attacks.

ST. BRIGANTIA'S RALLY

Close-quarters spell

Recharge 16+ after battle

Quick action to cast if you are staggered, otherwise it is a standard action to cast.

Effect: Any nearby staggered allies may immediately rally as a quick action if they have not yet rallied this battle.

Adventurer Feat: Allies who rally may choose to reroll their initiative. The new initiatives kick in the following round after you cast this spell.

ST. RAVOVIK'S HIVE MIND

Ranged spell (utility spell)

Daily

Quick action to cast

Target: You and 1d4 nearby willing allies

Effect: You and each target share senses and communicate mind-to-mind telepathically. The spell lasts for a number of hours equal to the level at which the spell was cast, or until the end of the current battle or next battle (whichever is sooner). Hivemind members who are separated from the rest of the group (beyond far away range) lose their connection to the hive mind.

St. Ravovik, High Priestess of Rava, takes credit for this spell, but it was really the Clockwork Oracle—a wall of silver dials and reciprocating gears—that formed the face of the Gear Goddess and initiated the hive mind that saved Zobeck.

Adventurer Feat: This spell also grants each hive-mind member the same sensory acuity as the most acute members. Thus, if one member has darkvision and another member has tremorsense, all members have darkvision and tremorsense.

Champion Feat: You can target yourself and up to 2d4 nearby willing allies.

Epic Feat: You can target any nearby creature that is not hostile to you.

ST. RÜZGAR'S ELDRITCH CRUCIBLE

Close-quarters spell (utility spell)

Recharge 18+

Cannot be cast in battle

Effect: You temporarily transform two wondrous items into one new wondrous item that combines the effects of both. You become attuned to the new magic item. The new magic item counts as one item for purposes of attuning. When the spell ends the magic item splits back into the two original magic items and you are no longer attuned to either of them.

The spell effect lasts for a number of minutes equal to the level at which the spell was cast.

Traders that visit the Dragon Empire curse Saint Rüzgar, Dragon of Fog and Hungers, for creating this spell, since too many have left the Mharoti bazaars with two lesser items for the price of one major one.

Adventurer Feat: The spell now lasts for hours and not minutes.

Champion Feat: You can combine three magic items.

Epic Feat: When the items split you can swap their quirks between them. This can ‘annoy’ some magic items or even make them develop curses.

SCRAWL BONES

Close-quarters spell (utility spell)

Daily

Effect: You create two sets of enchanted bleached bones. You can use the bones to communicate in writing with whoever has the other set. Destruction of one set of bones also destroys the other set and ends the spell effect. You can not cast this spell again if the spell is still in effect.

SCULPTED SERVANT

Close-quarters spell (utility spell)

Special: You can only have one sculpted servant active at a time.

Recharge 16+, but only if you have no active (undestroyed) sculpted servant.

Cannot be cast in battle

Effect: You imbue a tiny humanoid figurine with mobility and a semblance of life. It is common for casters to create the figure first from clay or metal, but if there is no lifeless puppet-like figure nearby the spell will compress any nearby detritus into the form of the servant. The servant can fetch things, open unstuck doors, hold chairs, and clean and mend. The servant can perform only one activity at a time, but it repeats the same activity if told to do so as long as you remain within sight of it. It can only open normal doors, drawers, lids, and the like.

The creature is not very strong, and most other creatures can easily overpower it so it is not a threat in battle. Any attacks against the servant automatically hit and destroy it instantly (treat the servant as an inanimate object for the purpose of effects or abilities that trigger upon killing an enemy), and the servant cannot make attacks (though it can be commanded to do so, its attempts at attacks are mere ineffectual flailing).

The servant can, however, be used to trigger traps. The servant cannot perform any action that has a DC higher than 10. The servant cannot fly, climb, or swim (though wooden servants may float).

A sculpted servant is often crafted from materials common to the caster’s culture, and its appearance likewise varies between casters. In desert regions, the figurines are often made from clay, ivory, or semiprecious stones such as turquoise, and they often represent famous rulers in miniature. In colder forested regions, wooden figurines carved to resemble fey creatures are more common. Some cultures carve deliberately rudimentary figurines designed to look nothing like actual living creatures from stone, with flat faces, gouged hollows for eyes, and spindly arms and legs.

Figurines suitable for sculpted servants are often placed in the tombs of powerful individuals to serve them in the afterlife.

If you spend more than a day away from a sculpted servant it becomes inactive and the spell ends.

Adventurer Feat: You can have two servants active at once, and can roll to recharge the spell if you have less than two active.

Champion Feat: Your servants can fly, though clumsily and slowly. They can’t carry anything heavy while flying (they could carry a small pack with a potion, a dagger, and a bundle of letters but not much more).

Epic Feat: Your servants can perform DC 20 tasks, and can stay active for a week if they are out of your line of sight before they become inactive.

SEA OF INK

Close-quarters spell

Recharge 16+ after quick rest

Target: 1d3 nearby enemies

Effect: You create an inky morass similar to quicksand. The sinkhole is 20 ft. deep; when the spell ends, the sinkhole disappears. Anything within it appears on the ground’s surface (no longer beneath it) and covered in ink.

Attack vs: PD

Hit: Target is stuck (save ends).

Special: As a move action the caster may move the sea of ink, causing it to flow to any point nearby. The caster can then make the sea of ink attack again as a free action. Only 3 enemies may be in the sea of ink at a time; if there are three creatures already in the sea of ink no more creatures can be drawn in. If creatures are in the sea of ink they are pulled along in it when it moves. Creatures leave the sea of ink when they save against the stuck condition. The sea of ink effect ends when there are no creatures in the sea of ink, or at the end of the battle.

Adventurer Feat: When you cast this spell you can create a sea of ink potion than can be spilled on the ground. This works the same as a regular sea of ink, but can be given to other party members to use. The magic in the potion wears off at the end of the day.

Champion Feat: The save to leave the sea of ink becomes a hard save.

Epic Feat: The sea of ink may be made invisible—it looks like the floor itself is rippling.

SEEKER’S ARROW

Close-quarters spell (utility spell)

At-Will

Move action to cast

Target: One nearby or far away creature

Attack: Ranged weapon attack using the arrow.

Hit: You gain a constant awareness of the creature’s presence, even after the creature has extracted and discarded your arrow. If the creature is invisible and nearby or far away, you sense the exact location it is in, but you cannot see it. You also gain a +5 to skill checks to track this enemy, and you always know in which direction your target lies. This bond lasts for 1 day per level at which the spell was cast.

Miss: The arrow may be recovered and another attack re-attempted with it.

Special: You can only have one arrow enchanted with this spell at a time.

Adventurer Feat: You can have two arrows prepared at a time.

Champion Feat: The bond grants you +1 to hit the target after you have struck it with the arrow.

Epic Feat: The bond lasts for weeks instead of days.

SHADOW JUMP

This spell works exactly as *puddle jump*, but works for shadows instead of puddles.

SHADOW SNARE

Close-quarters spell

Special: You can cast this twice per battle

Recharge 6+ after battle

Target: One nearby or far away creature

Attack vs: PD

Hit: The target is stuck (save ends). Failure to save immediately moves the target into engagement with you (this movement may provoke attacks).

Special: You can only have one enemy caught by your shadow snare at a time.

Adventurer Feat: As a quick action you can detach your shadow snare and attach it to a nearby ally, drawing the captured enemy into engagement with the ally.

Champion Feat: If an enemy fails a second save against the stuck condition it becomes grabbed.

Epic Feat: The bonus to climbing and jumping becomes +10.

SHADOW SLITHER

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Quick action to cast

Target: You

Effect: You momentarily become a shadow, able to slide under a door, through a keyhole, or any other tiny opening. All of your equipment is transformed with you, and you can move normally. While transformed you cannot make any attacks. You can transform back and resume your usual shape as a quick action. Transforming back in a space too small to contain your regular form (a mouse hole, sewer pipe, or the like), causes you to automatically slither into the nearest space large enough to contain you. The spell lasts for a number of turns equal to the level that it is cast at.

Adventurer Feat: You can choose to return to normal while in another creature's shadow. Doing so allows you to take on that creature's outward physical shape. For example if you are a redheaded female elf wizard wearing a robe who takes on the shape of a blond male halfling wearing plate mail then you would assume the shape of the halfling and your clothing would take on the shape of the plate mail... but you would still have red hair and your new 'plate mail' would only confer the benefits of wearing cloth. Changing shape in this way confers a +5 bonus to skill checks to imitate the individual you are mimicking

provided you are in low light or have some way of altering the color of your clothing and self. Reversing the transformation is a standard action. Magical items resize to fit your new form but do not change shape.

Champion Feat: You can deliberately turn back to normal while in a keyhole, inflicting 3d6 damage on you and breaking the mechanism if it is in an adventurer tier environment, or with a 50% chance to break the mechanism if you are in a champion tier environment.

Epic Feat: You can transform just part of yourself, slipping limbs under doors. Limbs so transformed may grasp items but may not make attacks.

SHARE SKINS

Ranged spell (utility spell)

Recharge 16+ after battle or quick rest

Quick action to cast

Target: One nearby or far away humanoid creature

Attack vs: MD, automatic hit on a willing ally.

Hit: This spell's illusory magic makes the target look like an exact physical duplicate of you. The duplicate retains all of its own abilities, but looks, smells, and sounds identical to you. The target gains none of your abilities. The possessions the target carries are similarly altered to appear the same as yours. The spell grants +15 to disguise skill checks for the target to imitate you. The spell effect lasts 1 round per level at which the spell was cast (if cast in combat), or for a number of hours equal to the level that that spell was cast at (if cast outside of combat).

Miss: The target looks and sounds a bit like you... they appear as your race, gender, age, class etc. but retain all other characteristics. The effect lasts only moments, but may be just long enough to distract some guards chasing you (or chasing the target).

Special: If you cast this on a statue, painting, or other representation of a humanoid there is a 25% chance of it working; the spell guesses at any missing information (such as the sound of the voice, correct weight, smell, colors, etc.). If you cast this on a corpse there is a 50% chance of it working (with the spell guessing at the correct details for the other humanoid such as their smell when they are not dead).

Adventurer Feat: If you cast this spell in combat you can target a second creature that is your enemy (vs. MD). On a hit the creature attacks your doppelganger instead of you with its next attack that would have targeted you.

Champion Feat: You can cast the spell in reverse, granting you the appearance of another provided the other creature is a willing target.

Epic Feat: You can cast this spell with the effect having up to a one hour time delay.

SKINBOOK

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You or a nearby willing ally

Effect: A spell you tattoo upon the target's body can be

cast by the tattooed person as a standard action, erasing the tattoo. When the tattooed spell is cast, you roll as though you were casting it; but the person with the tattoo selects the targets and makes any other necessary choices. The spell to be tattooed must be of lower level than the level at which skinbook is cast. You can only have one skinbook tattoo in existence at a time, and tattoos last until the spell in them is cast or until you create a new tattoo.

Adventurer Feat: The spell can cast itself if certain conditions are set (healing spells triggered by unconsciousness, or a feather fall spell triggered by the tattooed person falling).

Champion Feat: The recharge becomes 11+ and you can have two tattoos in existence at a time.

Epic Feat: You have a psychic link to tattoos you create with skinbook. You always know the approximate direction and distance to a person with one of your tattoos, and their general state of wellbeing.

SKITTERING VERMIN

Ranged spell

Daily

Target: One nearby or far away creature

Effect: The target of this spell is beset on all sides by images of shadowy, skittering, demonic varmints that dart from the shadows just beyond the target's field of vision.

Attack vs: MD

Hit: The target is stuck and hampered (save ends both), then either stuck OR hampered (target picks, save ends).

Miss: Psychic damage equal to your level.

SLIMY MADNESS

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Effect: This spell causes grease to sweat out of the air, and those that touch it hear sounds and words from the Outer Gods and Great Old Ones. Until the end of the battle anybody who rolls a 1 on an attack roll or a save takes psychic damage equal to the level at which the spell was cast. The caster and one ally they designate are immune to the spell effect.

SPELLCASTER'S RECOIL

Ranged spell

Recharge 11+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: Until the end of the battle whenever the target casts a spell (or uses a spell-like ability or attack), it is teleported to a point nearby in a random direction. If the target teleports out of engagement it becomes weakened until the start of its next turn.

Miss: The spellcaster's recoil spell is not expended.

Adventurer Feat: You can target yourself with this spell, and it automatically hits you. If you are the target the spell is expended until the following day.

SPIRIT GUIDE

Close-quarters spell (utility spell)

Recharge 18+ after quick rest

Cannot be cast in battle

Target: You

Effect: You see glorious visions of your ancestors. You can implore your ancestral spirits to guide you either home, to the nearest source of sustenance (i.e. food and water) or to the surface, if you are underground or underwater. The spirits do not provide you with any form of locomotion but do guide you by the quickest or safest route based on your request.

The spirits guidance lasts for one hour per level that the spell is cast at.

STONE BONES

Close-quarters spell (utility spell)

Recharge 16+ after battle

Cannot be cast in battle

Effect: The next damage the target takes from a physical source (falling, stabbing, crushing, etc.) is reduced by a number of points equal to the level at which the spell was cast. The spell does not reduce damage from damage sources with a damage type (acid, cold, fire, etc.).

STRENGTH OF MADNESS

Ranged spell (utility spell)

Recharge 16+ after battle

Quick action to cast if the escalation die is 3+

Target: One nearby creature

Attack vs: MD, or an automatic hit against a willing ally.

Hit: Until the end of the battle the target gains +2 to attacks but -1 to AC and PD and -2 to MD.

Miss: If the target is of lower level than the level at which the spell was cast; the target becomes confused (save ends).

SOMNAMBULANCE

Close-quarters spell (utility spell)

Recharge 11+ after battle or next quick rest

Target: One sleeping or unconscious creature

Attack vs: MD, or automatic hit if the target is sleeping due to a magical effect.

Hit: On its next turn asleep the target rises, moves about (perhaps provoking attacks) and takes one non-attack action that you designated when you cast this spell. If the target is awakened before completing the action the spell ends.

Adventurer Feat: You can target this spell on yourself, with an automatic hit. Wizards on adventures typically suggest to themselves that they drink a flask on their belt (and swap out a healing potion typically worn there for a flask of warm milk at bed time).

Champion Feat: If cast outside of battle you can suggest two willing allies.

Epic Feat: You gain +5 to hit if the target is already asleep.

STEP OUTSIDE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You and one nearby creature that you are engaged with

Effect: You cast your arms downward and a dimensional sinkhole funnels you and the target into another dimension. To all observers, you both simply vanish. Both of you can still see, but neither of you can hear or smell. The world and everything in it looks like a confusing, ghostly overlay atop a featureless dimension that stretches to infinity in every direction. Normal gravity holds you to a flat floor.

While in the alternate dimension, you and the target can see each other normally, and can converse, fight, trade, etc. Neither of you can affect or be affected by anything outside the alternate dimension, including magic.

The spell ends when you become helpless (or fall asleep), you dismiss it, 5 minutes passes, you start to take a full rest and heal-up, or when the target makes a successful save (11+), which it may attempt each round as a quick action. When the spell ends, you both appear in your original positions you left from. If objects occupy the positions, you are shunted (unharmed) to the nearest open space.

Adventurer Feat: The spell now lasts a number of hours equal to the level at which it was cast instead of 5 minutes. Other ways of ending the spell (you become helpless, dismiss it, the other creature saves, etc.) ends the spell normally.

Champion Feat: You can bring an additional creature with you for each level at which the spell was cast (cast as a 5th level spell you can bring 6 creatures with you). Each creature may save separately on its turn if it wishes to end the effect.

Epic Feat: You can specify spectral furniture to appear in the other dimension. When you arrive there are beds, chairs, tables, etc. created to your personal tastes.

SYMBOL OF CONDEMNATION

Ranged spell (utility spell)

Recharge 11+ after battle

Quick action to cast

Target: One nearby or far away creature

Effect: The symbol of condemnation marks its target with a glowing, scarlet-red symbol somewhere visible on the creature's body (GM's choice). Any intelligent creature that views the glowing symbol on a creature immediately shifts their attitude toward the affected creature to unfriendly if they were previously neutral in their attitude. The marked creature takes a -5 penalty to all social skill checks made while the symbol is in effect. Creatures marked with a symbol of condemnation act unfriendly to each other.

The symbol of condemnation remains visible on the creature for one hour per level at which the spell was cast, unless magically dispelled. Any guards or lawful officials who view the inflicted creature may decide that the inflicted should be arrested and judged for their crimes.

Attack vs: MD

Hit: The target is marked with the symbol.

Adventurer Feat: You can cast this spell in reverse as a symbol of commendation that grants +5 to all social skill checks and makes intelligent creatures more likely to be friendly to you and overlook minor crimes. If you cast a symbol of condemnation and a symbol of commendation on the same creature the second spell dispels the first.

Champion Feat: The symbol is invisible.

Epic Feat: The recharge becomes 6+.

TICK STOP

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Move action to cast on a construct creature, but a standard action to cast on non-constructs.

Target: One nearby or far away creature

Attack vs: MD

Hit: On their next turn the target may only take one action.

Miss: The target loses its next move action (but may still use their standard action to move).

Special: The spell has no effect on free actions.

Adventurer Feat: If you critically hit you can take a move action on the target's next turn.

TIME STEP

Close-quarters spell (utility spell)

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: On your next turn you can use quick actions to move. If you jump after moving, your extra speed will carry you much further than normal (to any point nearby or far away that may be reached with a super-powered jump).

Adventurer Feat: You can expend both uses of this spell in a battle to cast this on a nearby ally.

TIMELY DISTRACTION

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: Target is hampered (save ends); if they fail their save they become hampered and weakened (easy save ends both).

Miss: Psychic damage equal to the level at which the spell was cast.

TOLLING DOOM

Ranged spell

Recharge 16+ after battle

Target: One nearby or far away creature

Effect: When you cast this spell, the sound of a deep, tolling bell seems to ring out from somewhere above and beyond.

Attack vs: MD

Hit: For the rest of the battle at the start of each of their turns the targets must save (11+) or suffer an attack penalty equal to the escalation die value. Once a target successfully saves, the save becomes easy (6+); and once it successfully saves twice the effect on it ends.

Special: Constructs, demons, oozes, and undead are immune to this spell ... unless you yourself are the same creature type as the target at the time of casting (in which case they are not immune).

Adventurer Feat: Include one additional nearby or far away creature as a target when you cast this spell.

Champion Feat: As per the adventurer feat.

Epic Feat: As per the adventurer feat.

TORC OF THE PHARAOH

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: A tangible field of force surrounding the subject appears as a gold collar studded with small gems.

Though the torc is tangible, it weighs next to nothing and the field of force surrounds the subject on all sides. The target gains +1 to AC (+2 if the spell is cast at 5th level or higher, +3 if cast at 7th level or higher) until the end of the battle. Critical hits do normal non-critical damage against the target of this spell.

Special: If you cast this spell as a standard action; double the AC bonus.

TRANSFORM SHIELD

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: A non-magical shield

Effect: You temporarily transform a shield into a tool, weapon, or other item of your choice with a volume and mass no greater than the shield (there's no minimum shield size) and of any material of your choice (that you have touched before). Your shield could become a lock pick, bucket, grapnel, stake, trumpet, shackles, or darning needle. The transformed shield may be of any material in its new form (glass, steel, wood, wool) but not of precious materials (gold, silver, gems). If broken, it instantly reverts to the intact shield it began as (if it's inside a living body or confined space, it teleports harmlessly out in a random direction far enough to get clear before reverting to its original state). If you are touching the transformed shield, you can as a quick action make it revert to its shield form before the spell expires (ending the spell by doing so). The spell lasts for a number of hours equal to the level at which it was cast. If the shield leaves your possession it transforms back in a number of minutes equal to the level at which the spell was cast.

TREASURE JUMP

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Quick action to cast

Target: One nearby chest of treasure or item of treasure or grouped collection of treasure (such as a pile of coins or a stack of gold bars). The treasure targeted must be liftable by the caster.

Effect: If anybody other than you approaches the treasure it teleports out of their reach. The effect is permanent until triggered and then lasts 1 hour per level at which the spell was cast. The teleport jumps never land the treasure in a trap or set off traps, are random, and are always to a nearby point in sight of the person who triggered the jump.

This spell is often used to lure foolish treasure hunters into dangerous areas, or to frustrate them from stealing valuables. Kobolds who know this spell use pressure-plates that spring traps when the object is moved, or they build teleporting treasure into support pillars within their lairs.

The treasure jumps for a number of hours equal to the level at which the spell was cast, once the spell is activated by somebody approaching the treasure. The spell may remain inactive indefinitely until it becomes activated.

Adventurer Feat: You can set a location that the treasure will make its way towards. The short teleporting hops will still appear random, but the treasure hops will take it towards the location.

Champion Feat: You can target non-treasure objects with this spell, but you must still be able to lift the object to be enchanted.

Epic Feat: When the treasure teleports it deals 5d6 force damage to whoever triggered the teleportation. You can initiate the hop by mental command (you must be able to see the object), or you can specify a predetermined location within range when the spell is first cast.

TRILLING FIELD

Close-quarters spell

Recharge 16+ after battle or quick rest, whichever comes first

Quick action to cast

Target: You

Effect: You create high-vibrato sound in the area around you. This effect negates any sound-based blindsense or blindsight of creatures within the area, such as bats or a caster using echolocation. You and any creature engaged with you suffer a -1 penalty to attacks, saving rolls, and skill checks. Deafened creatures do not suffer any penalties (so stuffing your ears with cotton before casting the spell is a good idea, though you will not be able to hear your allies). The field lasts for a number of rounds equal to the level at which the spell was cast.

Adventurer Feat: You can use the spell to shatter nearby fragile objects such as glass or thin pottery (see the Destroying Objects sidebar on page 22). *Trilling field* also has a 10% chance per level that it is cast at of vibrating

open nearby locks (roll separately for each nearby lock).

Champion Feat: You can modulate the field so as to produce a tune. Doing so adds +5 to music-based performance skill checks.

Epic Feat: You can use the field as a form of omnidirectional echolocation, listening intently to the sounds reflected back to you.

TRIPPING STICK

Close-quarters spell (utility spell)

Recharge 11+ after battle

Move action to cast

Attack vs: AC

Hit: The enemy loses its next move action.

Special: The stick can only trip enemies of an equal or lower level than the level at which the spell was cast. The stick cannot trip targets much larger than you (large and huge creatures are immune). Flying creatures, oozes, phasing creatures, and teleporting creatures are also immune.

Adventurer Feat: If you did not take a move action on your turn then at any time before your next turn, as a move action, may use the stick to intercept a moving enemy. Doing so successfully ends the spell.

Champion Feat: The stick flies, allowing it to target flying creatures.

Epic Feat: The stick phases in and out of reality, allowing it to target creatures that are phasing or teleporting.

TUNNELING SWARM

Ranged spell (utility spell)

Recharge 16+ after quick rest

Standard action to cast

Target: A surface that you wish to tunnel through.

Effect: You conjure up a swarm of spectral burrowing bugs (miner bees, carpenter ants, termites, trapdoor spiders, etc.) that cannot be used to attack, but they may be commanded to create a short tunnel through any earth or solid wood substance (not stone or metal). The insects will reinforce unstable substances, such as sand, so the resulting tunnel does not collapse. Several tunneling swarm spells can then form a continuing passage to breach very thick walls. Usually tunneling swarm is enough to create a tunnel to any point nearby or far away, but if the tunnel must first descend and then ascend (say to tunnel underneath a wall) then the tunnel will only reach to a point nearby. Tunneling swarm can also be used to tunnel straight downwards, creating a pit. If exact distances matter (and we encourage gms to fudge this to benefit the caster of the spell) then the tunnel is 6 foot high and wide and stretches for a number of feet equal to twice the level at which the spell was cast. It takes 5 minutes to create the tunnel, regardless of size.

Adventurer Feat: The tunneling swarm can be directed to widen and narrow the tunnel, creating a small network of underground chambers suitable for humanoids to shelter in. Adventuring wizards often use this spell to create hidden subterranean camp sites when travelling

through unfamiliar territory.

Champion Feat: The tunneling swarm can be used to create objects from the waste that they produce. The objects must be simple shapes with no moving parts, but tables and chairs are possible, as are doors. The objects are made of whatever the swarm is tunneling through, plus chitin and resin.

Epic Feat: The tunneling swarm may be directed to tunnel through metal or stone. Directing the insects to tunnel through metal or stone has a 100% chance of spell failure, minus 10% for each level the spell was cast at; so if cast as a 1st level spell the spell failure chance is 90%, if cast at 3rd level the spell has a 70% chance of spell failure, and if cast as a 9th level spell the spell has only a 10% chance of failing when directed at a metal or stone surface.

TWISTMAP

Ranged spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: A nearby map.

Effect: This spell renders a map subtly but seriously inaccurate by changing the direction of critical turns, suggesting blind or unexplored areas are in fact already travelled, etc. Skill checks using the map have their DC raised by 10 plus the level at which the spell was cast. Failing the skill check by 10 or more causes the map reader to believe that they have read the map correctly, only to wander into danger or travel away from their intended destination. Detecting that the map has been altered is a DC 15 skill check, if the veracity of the map is examined. The spell lasts for a number of days equal to the level at which the spell was cast.

5th level spell Detecting that the map has been altered is a DC 20 skill check.

9th level spell Detecting that the map has been altered is a DC 30 skill check.

Adventurer Feat: You can cast this spell in reverse. When you do so the map subtly corrects itself, marking areas already explored and drawing new features as they are discovered. The compass rose of the map always points north. The map gives a +10 bonus to skill checks involving navigation. The map cannot alter itself to display information that the party does not yet know, but can display useful information such as sea currents, exact distances, expected travel times between locations on the map, wind speed and direction, humidity, etc.

Champion Feat: You can cast this spell on a map to cause it to lead those who follow the map to a specific location of your choosing, no matter their intended destination. This does not guarantee that the travelers will go to the location, only that map will lead them there if they try to follow the map.

Epic Feat: You can cast this spell on other navigation aids such as sunstone compasses, lodestone compasses, sextants, navigational clocks, orreries, etc.

UNCANNY REACH

Close-quarters spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: By leveraging shortcuts through extradimensional space, you extend your natural reach. You can turn your next attack against an engaged enemy into a close attack against a nearby enemy, or your next close or ranged attack against a nearby enemy into one against a far away enemy.

You can also use this spell to grasp or manipulate objects that you could not normally reach without moving, and may pull any object to you provided you can lift it.

When using this spell your arm appears to end at an elbow of roiling flesh where it passes into the extradimensional space. A few feet or yards later, your disconnected forearm and hand emerge at a similar knot of flesh.

Adventurer Feat: As a move action you can grasp a distant immovable object (a doorframe, a tree, etc.) and pull yourself through extradimensional space towards it. In this way you teleport, though as it is a move action it still provokes attacks if you use this to leave engagement.

Champion Feat: As a full turn action (standard, move, and quick combined) you can pull one willing ally through space to where you currently are. The ally must be nearby or far away. If this is the first time that the ally has travelled through extradimensional space it loses its next move action due to nausea and existential dread.

Epic Feat: As a move action you can reach through extradimensional space and pull your own feet back through. To outside observers you become a roiling mass of flesh that is folding in on itself. Provided you take no other actions you begin to drift slowly in a direction that you set when you initiate this tricky maneuver. You can use this ability to levitate over pits, float upwards, or any other sort of straight-line movement regardless of gravity. If you hit a solid object or are interrupted (say by being the target of an attack or even getting poked by a friend) you immediately fall and take appropriate damage for falling from whatever height you achieved.

VISIONS OF THE PAST

Close-quarters spell (utility spell)

Recharge 16+ "after quick rest

Cannot be cast in battle

Target: You

Effect: You gain flashes of knowledge about the past of the location that you are in. When you use this spell you target your own MD.

Attack vs: MD

Hit: You experience events at a location as if you were present when the event occurred.

Miss: You either experience a confusing flash of images, or you end up viewing a dull and unremarkable scene that in no ways adds to your knowledge.

Special: Generally speaking you gain knowledge of the most historically significant event to take place in the location. This may not be the event that you were hoping to gain knowledge of. For example if a king was executed a hundred years ago on the spot you are viewing then experiencing that event is unlikely to help you solve a crime that took place 1 hour ago. A crit allows you to view the exact event you are aiming at.

Adventurer Feat: You can 'scrub' the historical record of an event, adding your MD to the difficulty of viewing scenes that you attempt to block. You must first view the event and be present at the location to scrub it.

Adventurer Feat: You can project an illusion around yourself so that others can see what you see.

Adventurer Feat: You can step into the role of one of the beings present at the time of the event. While you are in the role you believe that you are that person – you see what they saw, feel what they felt, look and sound like them (at least to your perceptions), mimic their actions exactly, and so on. You retain your own mind and memories. To your companions it looks like you are interacting with invisible participants in a play that they cannot see. If the being whose role you are taking attempts an action that you cannot (flying, breathing fire, casting a spell that you cannot) then you play-act the action (but to you it seems real). Those who are practiced at using this spell usually divest themselves of weapons beforehand in case they accidentally harm themselves or others. A solid slap to the face will bring you back to reality, as will the spell ending normally (at the end of the scene that you are viewing, normally between 5 minutes to 1 hour).

Champion Feat: You can interact with participants in the scene you are viewing. You can ask them questions, attempt to influence their actions, and may even fight with them (though any weapons or attacks are shadowy illusions that cannot harm you). The beings that you interact with will react in character, but only possess the knowledge and abilities that they had at the time. The beings that you interact with are constructs of your own mind and will act kindly towards you, answering questions as best that they can (though will not reveal anything that they would wish to keep secret from you or others). Interacting with the vision of the past does not alter the past itself.

Champion Feat: You are aware of when somebody is viewing an event from your past.

Epic Feat: You can pull the guise of one of the beings from the current vision of the past onto yourself. You transform physically into the vision from the past, including clothing and equipment (magic items that you carry might change their appearance to fit with your new role but will not change what they essentially are). If you change race your racial abilities remain. While in the guise of the person from the past their personality bleeds over into you somewhat – you feel as they felt



and react as they would react, but may overcome this. For example if you are in the guise of a long-dead queen on the day of her execution then you can feel extreme sorrow at seeing a statue of the long-dead king, but will know that you are not actually the queen. You also gain flashes of memory, granting you two +2 skills appropriate to the person whose guise you are taking while you are in the guise. The change lasts a number of hours equal to the level at which the spell was cast (though with a ritual may be made permanent). Gods and demi-gods are instantly aware when somebody attempts to view them in the past, and are definitely aware when somebody attempts to mimic them... other powerful beings might also become aware.

WATERS OF ETERNITY

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You

Effect: Worshipers of deities that hold water sacred use waters of eternity to gain a look into the future. The visions granted by the spell are vague – the GM can either give a single useful piece of information about events that will occur within the next 72 hours had the adventurers not seen the future (the vision shows the future as it may be, not as it will be should the adventurers decide to act upon their knowledge) OR give the caster of the spell four +10 bonuses which can be applied to any skill check before the end of the day (before the next full rest and heal up).

Adventurer Feat: Saltwater is usually used. If the spell is cast on a bowl of blood or tears (or other bodily fluids

as is suitable for the race of the donor) then the visions relate to that specific being.

WILD ERRANTRY

Close-quarters spell (utility spell)

Recharge 18+ after quick rest

Free action to cast

Target: You

Effect: You gain magical aid for a single intended action.

Wild errantry allows two rolls to be made, both with a +2 bonus, to any required skill checks provided the attempted action is a crazy, daring, or unlikely action. Typical actions include leaping across a chasm and through a small opening, jumping from the back of one racing mount to another, or falling some distance and successfully catching hold of (and managing to cling to) a railing, windowsill, swinging rope, or other handhold.

Wild errantry magic smiles upon farfetched and even foolhardy actions. If used to aid a relatively straightforward act (swinging across a river on a vine, for example, as opposed to leaping to catch that vine to make the same swinging journey), its benefit is just rolling twice for the same action. Wild errantry also benefits actions of chance, such as rolling a particular result with dice (in game), finding something hidden (for example, under shells), or drawing a particular card. If a game of chance has been fixed to be impossible (a selection of cards has been altered, dice are “crooked,” or there’s no hidden marker under any shell), this spell tells its caster that.

Adventurer Feat: You can cast this spell on a nearby willing ally.

WITCH'S ESCAPE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Free action to cast

Target: You or a nearby ally

Effect: The target rises into the air and flies. The flight must take the target away from battle, but may otherwise be controlled by them. The spell ends when the target is no longer in the battle that they are fleeing. When the spell ends the target drifts harmlessly to the ground. If the spell ending would cause the target to drift downwards to the battle that they were fleeing the spell does not end.

Adventurer Feat: You can cast this spell upon a broom (or carpet, or staff, or chair... but a broom is more traditional). Anybody may make use of the broom (or other object) to fly away from battle by jumping astride it or sitting upon it.

Champion Feat: If you cast this spell as a 5th spell or level or higher then you can continue to circle above the battle. You will be out of range of any potential attacks but will be close enough to shout out imprecations and impotent threats.

Epic Feat: You can cast this spell as an interrupt action when falling and the spell will carry you to safety.

5TH LEVEL SPELLS

ANIMAL CONTAGION

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: One nearby small creature.

Effect: You compel a small vermin animal (a rat or similar) to go to a spot you designate within 1 day's travel. Once it arrives at its destination, the creature remains there until the spell expires. If the animal cannot reach its destination before the spell's duration ends, it travels in the destination's direction but then once the spell ends resumes its normal activities. The spell's duration is a number of days equal to the level at which the spell was cast.

Any humanoid creature that comes near the animal during the spell's duration must make a save (11+) or be reduced to half hp by a magical disease. Creatures that are already at half hp or fewer are unaffected. The disease sets in immediately and ends when the spell ends.

Special: Creatures of higher level than the level at which the spell was cast are immune to the disease.

ARCANE BULWARK

Close-quarters spell (utility spell)

Recharge 16+ after battle

Quick action

Target: You

Effect: You gain resist magic 6+. The resistance works on spells and spell-like effects but not on natural attacks

(such as a dragon's breath weapon or a medusa's stare).

3rd level spell resist magic 10+.

5th level spell resist magic 12+.

7th level spell resist magic 14+.

9th level spell resist magic 16+.

Champion Feat: Specify one damage type when you cast this spell, you also gain resistance to that.

Epic Feat: If you already have resistance to something that this spell grants you resistance to, add 2 to the higher resistance.

ASARAF'S CARAPACE

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: Casting this spell encases you in a ramshackle layer of armor composed of metal and insectile carapace. You gain 5 temporary hp. While the spell is in effect, you can move normally, and your Strength is otherwise unaffected. Once the battle is over (or the armor is destroyed), the metal component crumbles to dust.

3rd level spell 8 temporary hp.

5th level spell 12 temporary hp.

7th level spell 20 temporary hp.

9th level spell 32 temporary hp.

Champion Feat: You can cast the spell on a nearby ally.

Epic Feat: You can cast the spell twice in the same battle.

AVENGE THE PAIN

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You and an arrow (or other missile weapon) that has harmed you.

Effect: You pluck out an arrow that has damaged you and shoot it back at your attacker. You needn't be able to see your attacker—you don't even need to know its location. The spell works on any ranged weapon attack that does not do typed damage (spines thrown from a porcupine-demon, rocks hurled by a goblin). Provided your next action is to make a basic ranged weapon attack to fire the arrow back (or throw the rock, or whatever is appropriate) it flies true to its source; the winds of vengeance propel it back toward its point of origin. The arrow always strikes its target, regardless of distance or intervening obstacles. The attack fails only if the target is warded against scrying or is located on another plane.

The avenged wound must be fresh—less than 1 hr. old. The spell allows the caster to easily extract the arrow in a usable condition. When it strikes its target (no roll needed to hit), it does its normal damage in addition to the damage you originally suffered from it.

Champion Feat: You can speak a short message to the arrow, and the arrow will repeat your words when it strikes its target.

BALEFUL CONJUNCTION

Close-quarters spell

Recharge 16+ after battle

Target: 1d4 nearby or far away enemies in a group

Effect: You inflict a debilitating fate upon your enemies that stymies them unless they gather together like stars in a constellation. If, while under the effects of this spell, a target is far away from another target, it takes a -2 penalty to all d20 rolls (attack rolls, skill checks, and saves). Save ends the effect.

Champion Feat: You can cast this spell in reverse as heroic conjunction. You empower your companions with secrets of stellar conjunctions. This spell allows them to identify the best course of action of all possible outcomes, though they may be helpless to change their fate. But as they move closer, solutions become clearer, and the best possible actions come within their grasp.

Heroic conjunction works the same way as baleful conjunction except it also grants a +1 bonus if all targets are nearby each other.

Epic Feat: If the targets of this spell are all engaged with the same enemy or group of enemies they gain +1 to their d20 rolls.

BANEWEAPON

Close-quarters spell

Recharge 6+ after battle

Quick action to cast

Target: Your weapon or a nearby ally's weapon

Effect: Select a type of creature (construct, plant, undead, dragon, etc.). Until the end of the battle attacks made with the weapon gain +1 to hit that creature type and -1 to hit any other creature type.

Champion Feat: The bonus to hit becomes +2.

Epic Feat: The weapon no longer has a penalty to hit other types of creatures.

BATTLE PLAN

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You

Effect: You assess battlefield conditions and general enemy tactics after completing this spell, improving your decisions about a battle, which you specify when casting this spell. You and each ally with you during the spell's casting gains a +1 bonus on their next attack roll, next save, and next skill checks related to the battle.

You must be aware of the upcoming battle, and able to assess the battlefield. This could be surveying enemy lines from a ridge, looking over maps prior to an ambush, or otherwise planning a battle. The spell has no effect on random battles that you could not pre-plan for.

Champion Feat: You gain knowledge of some of the enemies' capabilities. For example the GM might reveal to you that the dragon you are about to face has a breath weapon that recharges when an enemy hits 0 hp, or that the kobolds with the spears have the ability to become invisible.

Epic Feat: The bonus increases to +2 for the next rolls; and +1 to the roll after that.

BATTLEWARD

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Quick action to cast

Target: A nearby ally's shield, or your shield.

Effect: You imbue a shield with arcane properties. Until the start of the wielder's next turn; the shield glows with a shimmering blue radiance, and it grants a +1 bonus to PD to its wielder and to one ally the wielder designates. The wielder of the shield designates the ally as a free action when battleward is cast.

Champion Feat: The bonus becomes +1 to MD and +2 to PD.

Epic Feat: If the wielder of the enchanted shield is hit by a crit and the attack was against PD or MD the wielder may fly with their next move action.

BEGUILING BAUBLE

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: A ring or other bauble.

Effect: When this spell is cast on a target bauble—typically a mundane ring, amulet, or circlet—you can choose an archetype. Whoever wears the bauble is transformed, and for all purposes they seem to be of this archetype. For example you could create a ring that is enchanted with the archetype of a doddering old wizard and whoever wears the ring would transform into a doddering old wizard. The wearer's abilities are not changed, and they gain minor non-combat abilities of the archetype (cantrip-level stuff only) and a +2 background suitable for the archetype.

Any mundane items you have transform with you to match the archetype, and any magical items alter slightly (though a beggar is going to have a tough time explaining why she is wearing magical full plate armor even if it is now rusted and patched magical full plate armor).

You can not use this ring to imitate individuals, or specific groups of individuals; you can take on the archetype of a princess but not of a princess of a specific nation or lineage (a disguise roll and correct clothing would be needed for that).

If the wearer commits an act that clearly violates the assumed archetype, all witnesses gain an immediate save (11+) to recognize the deception. If any witnesses' saves succeed, the beguiling bauble loses its intended enchantment, and the object briefly glows red hot (1d6+1 fire damage). Examples of actions that would violate the archetype would be a doddering old wizard lifting a heavy portcullis, a stupid-seeming bridge troll spouting philosophy, or a loyal guard picking pockets.

The enchantment on the ring lasts a number of hours equal to the level at which the spell was cast. You can only have one enchanted ring at a time, the spell does

not recharge until after the old ring has lost its power.

Champion Feat: You can enchant two rings at once.

Epic Feat: The enchantment lasts for days instead of hours.

BINDING OATH

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: Two nearby willing creatures

Effect: You seal an agreement between two willing creatures with an oath, using ritual blessings and toasts during which both oath and consequences are clearly set out. If any of the swearers break this solemn vow, they are struck by a curse. The caster must choose an effect appropriate for the curse or affliction, or another penalty at the GM's discretion. All parties must agree to the curse.

When the oath is broken or the spell effect somehow removed from a participant, all targets are immediately aware that this has occurred (but know no other details). Depending on the nature of the oath sworn, this may invalidate the oath for the other targets—if so, the spells end for all other targets, but curses already bestowed remain.

The oath remains in effect for a number of days equal to the level at which the spell was cast.

Those who try to trick the forces of fate by deliberately picking a 'curse' that will actually be beneficial to the targets or themselves forevermore lose the ability to cast the spell and receive a curse of the GM's choosing that can only be removed by undertaking a quest.

Champion Feat: The oath is permanent if you (and the participants) wish it to be so.

Epic Feat: You know when somebody nearby is about to take an action that would break an oath bound by magic, even if you did not bind the oath yourself.

BLAZING CHARIOT

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Effect: When you cast this spell, a massive, flaming chariot—pulled by a pair of giant, fiery stallions appears in the spot you designate. The chariot can carry you and three creatures of your choosing (designating a creature is a quick action), and you can direct it to move as a move action. Mounting the chariot is a free action, as the vehicle simply moves through a designated passenger's square, sweeping them up as it goes. The flames of the chariot and its team do not harm you or your chosen passengers, but any creature intercepting you takes 2d6 fire damage.

The chariot and horses last for a number of hours equal to the level at which the spell was cast. The spell also ends if you drop to 0 hp or fewer, or become helpless.

Champion Feat: The chariot can carry you across water.

Epic Feat: The chariot can fly (though not in combat).

BLOOD AND STEEL

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: One nearby unliving construct

Effect: You spray blood from your mouth into or onto an unliving construct. The blood seeps into the material of the construct and binds with it to form a soul, causing the construct to have thoughts and emotions. You can then make an attack against its MD to suggest a course of action to the construct. The soul is permanent. Granting a soul and a mind to a previously soul-less mind-less creature does not always guarantee that it will view you favorably.

Attack vs: MD

Hit: The construct obeys a suggestion that you make.

Special: You cannot suggest that a construct harms itself. You can only target a construct of equal or lower level as the level at which the spell was cast.

Champion Feat: You can target undead with this spell.

When targeting undead with this spell read all instances of 'construct' as 'undead'.

Epic Feat: You gain +10 to skill checks for interacting with the newly living construct.

BLOOD SPOOR

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: You

Effect: By touching a drop of your quarry's fresh blood (spilled within the past hour), you can follow its trail unerringly across land or through water, no matter how fast you are moving. If your quarry takes flight, you can follow the trail from the ground or through the air if you have means to fly.

If your quarry moves magically (teleporting for example), you sense its trail as a straight line from where the magical movement started to where it ended, though the line may lead through impassable barriers. Anything that prevents scrying also prevents this spell's effects. In addition, if you quarry moves to another plane, its trail suddenly ends.

BROKEN MIND

Ranged spell (utility spell)

Recharge 11+ after battle

Target: You or one nearby creature

Effect: This spell generates random, subconscious thoughts in the creature targeted. The target creature is unaware of the thoughts generated, but anyone attempting to read the creature's mind hears only gibberish or static. The effect lasts a number of rounds equal to the level that it is cast at.

Attack vs: MD, automatic hit against yourself or a willing ally.

Hit: Target's MD is 10 higher, but it takes a -2 penalty to d20 rolls (attacks, saves, skill checks, etc.). Save ends the

effect, but a willing target may decide not to save.
Champion Feat: The target takes a -5 penalty to all d20 rolls but is immune to mind-affecting effects (confusion, domination, mind-reading, fear, etc.). The effect lasts for a number of hours equal to the level at which the spell was cast.

CALL OF FIRE

Close-quarters spell
Recharge 16+ after battle
 Quick action to cast
Target: You all allies in the battle at the time the spell is cast
Effect: Until the end of the battle all weapon attacks made by yourself and your allies do fire damage (in addition to any other damage type they would normally do), and do an extra +1d6 fire damage hit or miss. If a weapon affected by this spell is set down, sheathed, dropped, disarmed, given away, or otherwise lost, the spell effect ends for that weapon.

CALM THE WAVES

Close-quarters spell (utility spell)
Recharge 11+ after quick rest
 Cannot be cast in battle
Target: A body of water. You can target a section of river, a lake, or an area of ocean large enough to sail across in 1 hour.
Effect: This spell reduces the size and Strength of waves in a body of water, making it easier to swim or sail through the affected area. The dcs of all skill checks are lowered by three times the level at which the spell was cast. The effect lasts for one hour per level at which the spell was cast.
Adventurer Feat: You can cast this spell on a ship instead of on the water, doubling its speed while the spell is in effect.
Champion Feat: You can cast this spell on the air, making flying easier.
Epic Feat: You can cast this spell in reverse, increasing the dcs of skill checks needed to safely sail or swim.

CHAIN OF BONES

Ranged spell
Recharge 16+ after battle
 Quick action to cast
Target: One nearby or far away creature
Attack vs: AC
Hit: Target is hampered until the end of its next turn.
Miss: The spell is not expended and you can try to cast it again on your next turn.

CONFOUND SENSES

Close-quarters spell
At-Will
Target: 1d4 nearby or far away enemies in a group
Attack vs: MD
Hit: Choose to either give the target a -2 penalty to its

next attack OR a -4 penalty to all attacks (save ends). If you choose the second option you cannot use this spell again today.

Miss: Psychic damage equal to the level at which the spell was cast, plus the escalation die value.

Champion Feat: When you cast this spell you can choose to confound the target's senses with a false scene of your choosing. The spell acts the same, and the target doesn't actually believe the false scene. Some wizards use this spell to entertain or to impart information to students by immersing them in a historical recreation; others use it to torment enemies with scenes of torture and violence. A crit with this spell causes the target to become stuck (save ends) as they become confused by false sensory information.

Epic Feat: The spell has secondary effects that linger for the next hour. Affected creatures find it impossible to keep track of their location. They automatically fail any skill checks to avoid getting lost and cannot accurately remember where they have recently been in relation to where they are now. Whenever the affected creatures must choose between one or more paths, they choose at random and cannot determine which direction they actually chose. At the end of the spell duration, they are probably very lost.

CALL GIANT EAGLES

Ranged spell (utility spell)
Recharge 16+ after quick rest
 Cannot be cast in battle
Effect: This spell calls giant eagles to aid you. They can carry the party vast distances on their backs. Calling the giant eagles has a delay before they arrive of 10 hours minus the level at which the spell was cast (for example 7th level the delay is 3 hours from the time of casting). The eagles may only be called once per level. The eagles disdain combat.

CONSTRUCT BODY

Close-quarters spell (utility spell)
Recharge 16+ after quick rest
 Free action to cast
Target: You
Effect: You take the form of a construct of your same size and approximate shape. Your creature type becomes 'construct'. While in this form you do not heal naturally, heal only half the normal amount from magical healing, and critical hits against you have no special effect (they do normal damage and any triggered effects do not occur). While in your construct form you are freed from the frailties of flesh – you do not age, do not tire, do not get hungry, feel no discomfort, and do not need to breathe. The transformation lasts a number of hours equal to the level at which the spell was cast.
Champion Feat: You (or another) may make cosmetic changes to your body while in construct form, disassembling and reassembling your body into new humanoid configurations. When the spell effect ends



any changes are reflected in your body as you transform back. In this way extensive cosmetic surgery may be undertaken. You can change your height, weight, gender, appearance, and apparent race and age (though your race and age do not change and any racial abilities remain).

Epic Feat: While in construct form you can become dormant for months, the spell duration extending with your clockwork hibernation. You become aware of your surroundings and perception of time restarts for you for a minute each day, thus you can remain in construct body stasis for 60 days per level at which the spell was cast.

CORPSEPILE

Ranged spell (utility spell)

Recharge 11+ after quick rest

Effect: This spell conjures a pile of heaped corpses.

This pile must be created on a suitable, stable surface or it will tumble apart. The wall cannot be conjured up so that it shares space with any creature or object, except for other corpses. The pile is 6 ft. high and can be climbed. The pile disperses into individual corpses when damaged.

The pile is buoyant and can be created on top of a body of water, though may be swept away by a strong current. If conjured under water, the corpses rapidly float to the surface. The pile disperses into individual corpses when subjected to a strong current.

The origin point of the corpses is a mystery. The

corpses are not magical and remain after the spell is cast, potentially tainting water supplies and needing disposal of in a mass grave or by fire.

Champion Feat: The pile of corpses can be temporarily animated. It counts as an ally for purposes of disengaging and abilities that rely on an ally being engaged with an enemy (enemies climbing over or fighting on or next to an animated corpse wall are engaged with an ally of yours). Enemies that move away from an animated corpsepile without disengaging or popping free take damage equal to twice the level at which the spell was cast. The pile makes a disturbing groaning sound and writhes and pulses as though it were a single mindless monstrous slug.

Epic Feat: A variant exists of this spell known as *Summon Leoflyn* which summons multiple identical copies of a red-garbed bard called Leoflyn. The many Leoflyns heroically leap in the way of danger, providing +4 to all defenses to you and all allies until the end of your next turn (by which time their bodies are stacked up 6 ft. high in a wall). The bodies have nothing on them except for mandolins (which become broken when they die) and their red clothing. The Leoflyns seem eerily resigned to their fate and often attempt to quip or sing in the brief instant just before their deaths (“We can do this all day”, “There are thousands of us!”, “Hey, what do you call a dragon who—”, “Hey nonney nonn—”, etc.). It is possible, through great effort, to keep some of the bards alive, briefly. Living Leoflyns seem to attract danger and are prone to falling into holes, attracting arrows, choking on their own tongues, or just falling over and breaking their necks. While taking a living Leoflyn into a dungeon might seem like a good idea (as a way to check for traps by having a hapless red-garbed bard stumble into them) Leoflyn seems to actively increase the danger of areas that he is in.

CROWN OF EMPYREAL GLORY

Close-quarters spell (utility spell)

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: You crown yourself with a shining aura of light.

You shed bright sunlight all around you. Creatures that are damaged, weakened, or destroyed by light are subject to such effects if they are nearby you. While this spell is active (it lasts for 5 minutes or until the end of the current battle) any healing magic you perform has one of its dice maximized (you choose which dice is maximized).

CURSE RING

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: A ring

Effect: You curse a ring, causing the next person who willingly wears it to suffer the effects of the curse. The curse cannot have any mechanical effect (penalties or

bonuses to skill checks, attacks, damage, alter hp, etc.) and is removed when the spell expires. The curse can transform the appearance of others, transport them to a dangerous place (but not transport them immediately into danger itself), transmute objects (turning gold coins into dust for example), create illusions, and other similar feats. This spell affects only non-magical rings. As soon as the ring is put on the curse is bestowed and the ring becomes non-magical once more.

Attempting to use the ring to bestow blessings by deliberately using cleverly-worded curses causes the spell to fail, though a clever curse recipient might be able to use their curse to their benefit. You can create only one ring at a time, the spell does not recharge until the first curse is discharged.

5th level Curse lasts for a day.

7th level Curse lasts for a week.

9th level Curse lasts for a year.

Champion Feat: You can temporarily enchant the ring so that it carries within it one use of a spell which you know (and are capable of casting), and which will trigger when a certain condition you specify is met. For example, you could create a ring which casts featherfall when the wearer falls more than 10 feet, a ring which heals its wearer when they drop to 0 hp or less, or a ring that casts fireball at the evil baron the first time he comes within range. The ring must be worn to trigger its spell, and neither you nor the wearer can prevent the spell from being cast once the triggering condition is met. Once the spell cast on the ring is discharged, the ring becomes a normal ring again. You can only create one ring at a time. You cannot recharge curse ring until the spell cast on the ring discharges.

Champion Feat: You know a variant of this spell called cursed gift that you can cast in place of curse ring. The spell cursed gift imbues an object with a curse as per curse ring, with the additional benefit that the caster may instead transfer a pre-existing curse from themselves or a nearby willing ally into the object.

If an object cursed in this way is given to someone who freely accepts it (or if it is stolen or sold), the curse transfers to the item's new owner and the curse's original target no longer suffers from their affliction. Instead, the curse affects the item's recipient as normal. Returning or giving away the cursed item transfers the curse to the new recipient, and in this way curses can circulate in the general population for years. You can create as many cursed objects as you like. Destroying the object destroys the curse.

Epic Feat: You can create two rings at once.

CRUOR OF VISIONS

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Effect: When casting this spell, you spill blood onto the ground. The blood grows into a pool that is 1 ft. in diameter. You must have some horizontal surface that

can accommodate the pool without spilling the blood, otherwise the spell ends (a platter or even a flat rock will do).

If you have a drop of a creature's blood (or dried flakes of preserved blood, or whatever passes for blood for their species) and place it into the cruor of visions, you can scry upon the donor of the blood. For the next 10 minutes you see the donor of the blood, and their location, and can dimly hear what they say. The sample of their blood may only be used once for the spell.

Special: If you attempt to scry upon a creature that is a higher level than the level at which the spell was cast then the spell fails. If you attempt to scry upon a creature of equal level to the level at which the spell was cast the creature becomes aware that it is being scryed upon.

Champion Feat: You can speak to the creature being scryed upon. Your face appears to them as a ghostly apparition of blood and they can hear what you choose to say. Conclaves of wizards sometimes exchange vials of blood with each other so as to be able to communicate with each other across great distances.

Epic Feat: You can now cast the spell using any personal item of the person to be scryed upon, provided it is small enough to be submerged. Examples of suitable personal items are a lock of hair, a silk handkerchief, or a letter written by them. Such items may be used multiple times for this spell.

DANCE OF THE DEAD

Ranged spell (utility spell)

Recharge 11+ after quick rest

Quick action to cast

Target: A nearby group of humanoid remains

Effect: You imbue normal humanoid remains with mobility and a bit of your life essence. The remains come to life and can perform actions as you direct them to. The remains will perform simple tasks that you mentally command them to (digging graves, carrying heavy loads, dancing, etc.). These animated creatures must be created from existing skeletons or corpses. If the animated dead are attacked they instantly return to an inanimate state and the spell ends. While animated by dance of the dead the creatures count as undead. The number of undead you can animate at one time is equal to your level plus your Intelligence modifier.

1st level spell 5 minutes or until the end of the current battle.

3rd level spell An hour.

5th level spell A day.

7th level spell A week.

9th level spell A month.

Champion Feat: You can craft humanoid remains into specialist forms, for example creating steeds made of corpse-parts or winged flying homunculi.

Epic Feat: The corpses that you animate have a reasonable level of Intelligence (though their will is subservient to yours). You can give them general directions for complex tasks ("Build me a fortress") and

they will work out how best to do that. The animated dead are subservient to you and have no personalities or memories of their pre-death existences.

DEIFIC VISION

Ranged spell (utility spell)

Recharge 11+ after quick rest

Target: You

Effect: Your eyes peel away from front to back, leaving empty sockets as your eyes move to another dimension and reorient their gaze. Like looking down at a floor plan, you look down at the world from your extradimensional vantage point. You see the world exactly as you normally would, except dim light replaces all natural lighting conditions. Solids appear translucent. Magical barriers appear opaque. Vision-hampering magic, such as darkness-creating spells, still applies.

By concentrating, you can move your eyes in any direction. Solid barriers do not block your eyes, but magical barriers do. Thus, you can see an arrowhead lodged in a body or a treasure inside a locked chest behind a secret door, but you cannot see or move your eyes through a wall of magical force. You cannot see if you are blinded, and a creature can only notice your roving eyes if that creature exists in or sees into additional dimensions (e.g. With this or similar spells).

DEVA'S WINGS

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: You

Effect: Brilliant, white, feathered wings sprout from your shoulders. You can fly for a number of minutes equal to your Constitution modifier plus the level at which the spell was cast. When the spell expires or when you are the target of an attack the wings fade away, leaving you to drift harmlessly downwards until you reach the ground just as the last feather fades away.

DIABOLICAL TEMPER

Close-quarters spell

Recharge 16+ after battle

Target: You or one nearby or far away creature

Effect: Your spell awakens seething rage in a targeted creature, rendering it incoherent and unable to cast even the simplest magic or use any verbal skills or abilities. It splutters, gesticulates, and hops about in a fit of pure temper for the spell's duration.

Attack vs: MD

Hit: The target cannot communicate, cast spells, or use skills. It may still make non-spell attacks. Save ends (11+), if the first save is failed the save becomes easy (6+). While affected by this spell the target rolls twice for all attacks and takes the better attack roll.

Champion Feat: If you cast this spell on a barbarian they roll three times for all attack rolls and take the best roll.

Epic Feat: You can choose to not make the target roll twice for attack rolls.

DIMENSIONAL SHOVE

Close-quarters spell (utility spell)

Recharge 16+ after battle

Quick action to cast

Target: You or a creature engaged with you.

Effect: This spell pushes your target through a dimensional portal, causing it to reappear a short distance away at a spot nearby its original location. This travel can take it through walls, creatures, or other solid surfaces, but if the distance traveled would place the creature inside a solid object, it instead appears in the nearest open space in the path of travel.

Attack vs: AC

Hit: The target pops free and is teleported.

Miss: The spell is not expended and you gain a cumulative +2 to your next use of it this battle.

Champion Feat: You can push the target through the dimensional portal to a nearby or far away spot.

Epic Feat: The spell becomes at-will and a move action to use, though you can only use it once per battle on yourself.

DISPELLING GLYPH

Close-quarters spell

Recharge 11+ after battle

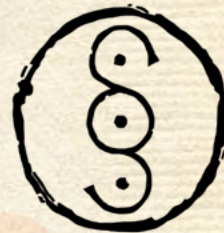
Quick action to cast

Target: You

Effect: You call forth writhing, inky glyphs of dark force. These slithering inscriptions orbit your person to intercept hostile magics and other effects, granting you +2 PD and MD until the end of the battle.

Champion Feat: Every time you receive a critical hit from an attack that targets PD or MD, until the end of the battle the bonus to PD and MD granted by this spell increases by a cumulative 1.

Epic Feat: Every time you are hit by an attack that targets PD or MD, until the end of the battle or you next roll a crit your crit range with spells expands by a cumulative 1. When you next roll a crit your crit range resets to normal.



DOOM OF BLUE CRYSTAL

Close-quarters spell

At-Will

Quick action to cast

Target: You or and all nearby enemies and allies

Effect: You generate a glowing field of blue energy that immobilizes both friends and foes. Until the start of your next turn all nearby creatures (including you) must save or lose their move action.

Champion Feat: Allies who lose their move actions gain an aura resembling blue crystal, granting them +2 AC until the start of your next turn.

Epic Feat: If you cast this on a willing creature outside

of combat then this spell transforms them into a living crystalline creature. They take a -4 penalty to all attack rolls, but only take half damage from any attacks. While in crystalline form the creature does not suffer from the frailties of the flesh – they do not need to eat, breathe, sleep, etc. In crystal form they are immune to acid and poison damage. Crystal creatures can see, hear, and smell normally, but feeling is limited to those sensations that can affect the quartz-like substance of the individual's body. The transformation lasts until the creature next rests or for a number of hours equal to the level at which the spell was cast (whichever is sooner).

DOOM OF THE EARTHEN MAW

Recharge 16+ after battle

Target: You

Effect: The ground nearby you becomes a quagmire, drawing all those in the area down. When you cast this spell you instantly become stuck.

When the escalation die is 1+ you are stuck and hampered.

When the escalation die is 2+ you and all nearby normal-sized creatures are stuck, and you are hampered.

When the escalation die is 3+ you and all nearby normal-sized and large creatures are stuck, and you and all nearby normal-sized creature are hampered.

When the escalation die is 4+ you and all nearby creatures are stuck, and you and all nearby normal-sized and large creatures are hampered.

When the escalation die is 5+ you and each nearby creature are stuck and hampered.

When the escalation die is 6+ you and each nearby creature are stuck and hampered (easy save ends both).

Creatures coming near you suffer the effects depending on what size they are and what the value of the escalation die is

When no more creatures are stuck or hampered the spell ends.

Champion Feat: Each round you can save at the start of your turn to avoid the effects of this spell.

Epic Feat: You can exclude one ally from the effects of this spell.

EARTH SHIELD

Close-quarters spell

Recharge 6+ after battle

Free action to cast

Target: You

Effect: You wreath yourself in animated rock that you conjure. You gain +4 AC but take a -4 penalty to your attacks until the end of the battle or until you dismiss the spell (dismissing the spell is a quick action).

EARTH GLIDE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You or a nearby ally

Effect: The target of the spell can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its passage leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. The spell grants no ability to breathe liquid rock or to hold one's breath.

Once the spell ends the target is ejected from the earth. The spell ends when the target makes an attack or is targeted by an attack, starts to drown or suffocate, or until the spell duration (a number of minutes equal to the level at which the spell was cast).

EARTH WAVE

Close-quarters spell (utility spell)

Recharge 11+ after battle or quick rest

Move action to cast

Target: You

Effect: You command the earth beneath your feet to rise and surge forward, carrying you and your companions where you bid while rolling over obstacles in your path. Natural obstacles do not impede the spell's movement; trees, rocks and other natural obstacles simply rise up and around the swell and settle back into place behind it. The earth wave can travel up or down natural slopes with angles as great as 60 degrees. Directing the earth wave is a move action for you.

You can direct the earth wave to surge over man-made obstacles and creatures in its path. The swell washes over walls and other constructed obstacles up to 15 ft. high and 10 ft. thick. You can direct the earth wave to slow down to a gentle walking pace, speed up to as fast as a galloping horse, and to change direction.

You can only create the earth wave when standing on natural earth or stone. The spell can be cast underground, but not inside buildings unless they have no floor; even then, all other limitations of the spell apply. That is, the earth wave functions in a building with a dirt floor, but it cannot leave unless the door is wide enough to admit it, the wave can break through the walls, or the structure is roofless and the walls are low enough to be bypassed.

Champion Feat: You can use this spell to create permanent earthen moats, ramps, hillocks, and steep earthen embankments.

Epic Feat: If you are riding earth wave in battle it grants you +2 to your defenses against the first attack made against you, and each ally riding the wave gets the same benefit.

ELF LORD'S BATTLE ARMOR

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: Translucent, ornate armor surrounds your form. At the time of casting, you can reasonably alter its visual appearance including its color, ornamentation, and reducing its translucency (although it never looks fully solid). Elf lord's battle armor provides a +4 armor bonus

to AC, provided you are not already wearing heavy armor or magical armor or armor from a spell (if you are it grants only +1 to AC). Unlike mundane armor, this magical battle armor imposes no penalties if you would normally take penalties from wearing armor, and is almost weightless. The armor lasts until the end of your next battle or until the end of the day.

If mystical elven armor doesn't fit your character concept or campaign then feel free to call this spell Valkyrie's Breastplate or Champion's Aura.

Champion Feat: Nearby allies with line of sight of you receive a +1 bonus to saving throws and attacks due to the morale boost this glorious armor grants. Additionally, the elf lord's battle armor may provide a +2 bonus to some social skill checks, depending on the visual appearance selected at time of casting.

FALSE DEATH

Close-quarters spell (utility spell)

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You create an exact duplicate of your body. The duplicate is exact in every way (though is naked, having no clothing or equipment), and bears any wounds you have when you cast this spell, and has the same posture and facial expression as you have when you cast the spell. The duplicate is dead, dying the very instant that it is created; effectively this spell creates a corpse-double of you. Some use this spell to fake their own deaths, others as a handy (if somewhat disturbing) source of food in the wilds. The questions of if using this spell counts as murder, or if the doubles have a soul in the instant of creation, are subjects of much debate.

Champion Feat: When you cast this spell your corpse-double is fully dressed in clothing similar to (though never identical to) your own. Your corpse-double lacks any money, equipment, armor, weapons, or magic items.

Epic Feat: When you cast this spell it is you who dies, and the corpse-double lives. You continue playing as your corpse double... and you should probably loot the caster's body for their stuff because unless you took the champion feat you are arriving in the world naked. Your new character is identical in every way to your old character with the exception that any ongoing effects on your old character are not on your new character (ongoing damage, conditions, curses, etc.). You have your old character's appearance, memories, backgrounds, attributes, abilities, icon relationships, etc. The powers that be are not easily fooled by mortal trickery; you cannot use this spell to trick the forces of fate into giving you extra resurrections.

FEVERISH CONFESSION

Close-quarters spell

Daily

Target: One nearby creature that can see you and understand your question.

Effect: You meet gazes with the target and ask it a question. An affected creature makes no evasions or omissions when confessing its knowledge; on the contrary, it is compelled to add any detail that might be relevant to the caster's subject. In other words, this spell is a perfect confession of that creature's entire state of mind. As a form of extreme magical compulsion, its use is forbidden by faiths of lawful good alignment, and paladins and clerics of such faiths find it repellant.

Attack vs: MD. If you beat the target's MD by 5 or more you know that the spell has worked, otherwise you do not know if you were successful.

Hit: The target must answer truthfully or take fire damage equal to the level at which the spell was cast.

Traditionally the spell causes a fever, but some casters know a version that set a liar's pants on fire.

FIERY BLOOD

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: The blood of the target becomes fiery and burns with a hot, purifying flame. Until the end of the battle the target glows as brightly as a torch and at the start of each of its turns the target heals hp equal to the level at which the spell was cast (save ends). Until the end of the battle enemies that move into engagement with the target take fire damage equal to the target's level.

Champion Feat: The target gains resist fire equal to 3 plus the level at which the spell was cast.

Epic Feat: While the healing effect of this spell is taking place all of the target's attacks deal holy and fire damage in addition to any other damage types that they would normally deal.

FINAL COMBUSTION

Ranged spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You or one nearby or far away non-mook creature

Effect: Until the end of the battle the target's blood glows through its skin with the power of a fireball.

Attack vs: MD, automatic hit against a willing target

Hit: During this battle when the target is next reduced to 0 hp, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 fire damage to all nearby creatures. The target's gear or any treasure it carries are unaffected by this explosion. Final combustion is a curse effect, and, as such, spells that remove a curse also remove this spell's effects.

Champion Feat: When the target combusts it may immediately rally as a free action. If the target has no recoveries left or is an enemy of the caster, the caster may rally as a free action.

Epic Feat: When the target combusts it may immediately teleport to any spot nearby or far away as a free action.

FINAL REST

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Cannot be cast in battle

Target: One nearby vanquished undead creature.

Effect: You speak a holy word and perform a simple ritual to ensure that one undead creature does not return. In the case of a ghost, a phantasm, or other incorporeal undead, you must locate the creature's body, bones, or specific area or item that the ghost haunts and cast the spell there.

Attack vs: MD

Hit: The undead may not return and is laid to final rest.

Natural even miss: The undead returns instantly, and might bring friends with it.

Champion Feat: No miss effect.

FIND TREASURE

Ranged spell (utility spell)

Daily

Cannot be cast in battle

Target: You

Effect: The recipient of this spell can find the closest nearby or far away large mass of metal or gems with a worth greater than the total the party is carrying. The recipient can find the material outside, indoors, or underground within the spell's range. Though used most often to locate treasure hoards, the spell sometimes locates raw material such as unmined metal, unrefined or refined gems, or worked material primarily composed of one substance, such as piles of gold coins or a large iron cauldron. Lead does not block the spell, lead can even be the material sought, although magical effects that block divinations work normally.

The spell gives direction and distance to the treasure, but no indication of how to get there or any traps or guardians that might lie in the way.

Champion Feat: You also know the spell treasure scent.

FIREBURST

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Quick action to cast

Target: You (and an arrow or other missile or ranged weapon)

Effect: The next arrow (or other ranged weapon) you shoot resembles a flaming arrow, and you can choose to have it explode at any point in its trajectory. The explosion scatters burning sawdust and embers in a wide radius. These burning, colored embers hang suspended in the air for 1 round. After 1 round, nothing remains

but a bit of smoke and some light ash.

You choose how loud the explosion is, from a tiny pop to a large boom. You also choose the flame's colors.

The arrow may be shot high into the air as a signal, or low over an area to provide a round of illumination.

Fireburst provides clear illumination in a 100-ft. radius. It provides shadowy illumination out to 200 ft. Fireburst does ignite nearby combustibles.

Champion Feat: If the arrow misses an enemy it adds extra fire damage to the miss damage equal to the level at which the spell was cast.

Epic Feat: You can place a delay on the arrow exploding, firing it into a distant target and then moving into position so that the explosion creates a distraction.

The delay can be up to a number of minutes equal to twice the level at which the spell was cast (between 2 and 18 minutes).

FLICKERING FATE

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: One nearby or far away creature

Effect: You see the flickering shadows of a few seconds into the future. The target must declare what their actions on their next turn will be. If the target takes a different action you gain +2 to all defenses against any attacks made by the target until the end of its next turn.

Champion Feat: You can include one nearby ally in the spell, granting them the benefits of seeing a second into the future too. If the target takes a different action to the one declared your ally gains +2 to all defenses against any attacks made by the target until the end of its next turn.

Epic Feat: You can choose to cast this spell for wide effect. If the target takes a different action to the one declared all of your allies gain +1 to all defenses against any attacks made by the target until the end of its next turn.

FLUCTUATING ARCHETYPE

Ranged spell (utility spell)

Recharge 16+ after quick rest

Target: You or a nearby or far away humanoid creature

Effect: You channel the forces of chaos to warp the tapestry of fate. Every minute the spell lasts, the target rolls a random archetype on the table below. The target's archetype stops changing when this spell ends. The spell duration is equal to the level that it is cast at. Changing archetype does not alter the target's race, class, attributes, or abilities.

Roll d12 twice on the table below for what the character's new archetype is. As the character race and class doesn't change, a paladin who becomes in appearance a skinny assassin will still be wearing plate mail but now the plate mail will be black with skull motif and their demeanor will lead others to believe them to be an assassin. The transformed character still looks like themselves, or at least close enough that they are mistaken for a missing relative.

The target should redistribute 2 background points to a new background suitable to the new archetype once their final archetype is determined.

Result on d12	Column A	Column B
01	Albino	Assassin
02	Bald	Beggar
03	Buxom	Cultist
04	Effete	Explorer
05	Gruff	Hunchback
06	Portly	Maiden
07	Scared	Noble
08	Skinny	Poet
09	Strapping	Psycho
10	Wizened	Sage
11	Young	Yokel
12	Character's original archetype	

This spell is a curse effect – anything that removes curses will remove the alteration to the character's archetype.

Champion Feat: You can 'hold' one result from column A when it comes up, keeping that result until the final archetype is resolved.

Champion Feat: You can 'hold' one result from column B when it comes up, keeping that result until the final archetype is resolved.

Champion Feat: When you select this feat replace one result from column A and one from column B.

Epic Feat: You can choose to target yourself and all nearby allies.

FLY TRUE

Close-quarters spell (utility spell)

Recharge 11+ after battle

Quick action to cast

Target: You or a nearby ally (and an arrow, missile, or other ranged weapon)

Effect: The target of this spell can disable or destroy a device by directing an arrow or other ranged weapon attack to hit exactly where they want. A missile enchanted by fly true can cleave an opponent's arrow in twain with ease, sever a hangman's rope, or snuff a candle's flame without disturbing the melted wax below.

When cast, fly true grants a +20 to the target's skill check to destroy or disable one non-magical inanimate object within the weapon's range. (See the Destroying Objects sidebar on page 22.) The spot to hit must be within their line of sight. This trick only works against items that can be destroyed or disabled by an ordinary arrow—if you want to use fly true to demolish something big and heavy, or to destroy a true magic item, use this spell as part of a ritual casting.

If the spell's target does not take the shot within 1 round of casting fly true, the spell dissipates.

The spell's bonus does not apply to attacks against

creatures. If you enchant an arrow with fly true and attack a creature with it, the arrow instead performs a trick (pinning their sleeve to the wall for example) and does no damage.

FREEZE TIME

Close-quarters spell (utility spell)

Interrupt action; an enemy attacks you

Daily

Target: You

Effect: You grasp space and time and stretch it in a tall arc through an alternate dimension, allowing you to pause events surrounding you. To all observers, when you trigger this spell's effect, you appear to blur into motion.

When you cast this spell roll a normal save. On a success you immediately pop free from any engaged enemies and move to a nearby location that you can reach by walking or climbing. Time then unfreezes, and your enemy is left attacking empty air. If you fail the save the spell is not expended and you can attempt to use it again.

Champion Feat: You can rearrange the battlefield slightly before you unfreeze time; your enemy makes its attack roll as normal, but against one other enemy you were engaged with.

FREEZING FOG

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Effect: This spell creates a mass of white vapors that obscure vision, and the ground quickly freezes over into an ice sheet. For the rest of the battle (or for 5 minutes) any creature that rolls a 1 on a d20 roll takes damage equal to the level at which the spell was cast. You and one ally you designate at the time of casting are immune to the effects of freezing fog.

Freezing fog extinguishes all nearby normal fires.

Champion Feat: Ranged attacks made by enemies count 2s as 1s.

Epic Feat: You can exclude your allies from the effects of this spell.

FREYJA'S DEAD FOREST RAGE

Ranged spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: One nearby or far away creature

Effect: Foundations crack and boards snap as gazebos, chairs, and other wooden structures you choose rise like beasts breaking their chains. You command great post-and-beam constructs to shake off their plaster and swing massive timber clubs. Your target is attacked by the animated wood.

The animated wood is not considered a target for attacks – it is clear even to bestial Intelligences that you are the one causing the chaos.

After the battle or once you become helpless the



spell effects and the wooden structures return to their former locations.

Attack vs: AC

Hit: 3d6 damage

Miss: Damage equal to the level at which the spell was cast.

3rd level spell	5d6 damage.
5th level spell	8d6 damage.
7th level spell	12d6 damage.
9th level spell	22d6 damage.

Champion Feat: You can target two creatures, and deal half damage to each creature.

Epic Feat: You can command the animated wood to carry out simple tasks such as building walls or digging pits.

FREYJA'S INSTANT BALLISTA

Close-quarters spell

Recharge 16+ after battle

Cannot be cast in battle

Target: You (and a large felled tree).

Effect: You turn one large felled tree into a normal-sized arrow.

Used against objects: If the arrow strikes an object it returns to its normal size, dealing massive damage. Reduce the DC of the object you're attempting to destroy by two difficulty levels. See the Destroying Objects sidebar on page 22.

Used against creatures: If the arrow strikes a creature it explodes into millions of splinters, and deals double damage.

You can enchant one arrow at a time with this spell, it does not recharge until the first arrow has been used.

Champion Feat: You can choose to have the arrow catch fire when it is shot. If the flaming tree hits a flammable object, it sets that object on fire (spend a standard action to extinguish) and all creatures on or adjacent to the object take 1 point of fire damage per level at which the spell was cast. If the arrow hits a creature it does both fire and thunder damage in addition to any other damage types the arrow deals.

Epic Feat: You can enchant two arrows at a time, and can choose to add the lightning damage type to damage against creatures.

FUGUE SCRIPT

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You

Effect: Your eyes roll back in your head and you enter a deep trance, becoming fully rigid save for your writing hand, which begins to sweat ink. You commune with unknown forces and spirits, gleaning a useful piece of advice in reply to a question about a specific goal, event, or activity no more than one week in the future. You record this reply with your ink-stained fingers.

The advice takes the form of a mysterious phrase, single word, picture, or rhyme recorded in ink. If the cryptic information is not acted upon, conditions may change that render the information useless. The GM

should allow skill checks for characters to interpret the information if it is not immediately obvious to the players.

The base chance for correct information is 50% +10% per level at which the spell was cast (maximum of 99%). If the dice roll fails, the caster does not know whether the information given was false. Multiple trances regarding the same topic always produce the same result.

Champion Feat: The spell becomes recharge 11+.

Epic Feat: You can ask two questions per trance.

GEYSER OF THE DRAGON TURTLE

Ranged spell

Recharge 16+

Quick action to cast if you did not attack on your last turn, otherwise it is a standard action to cast

Target: 1d4 nearby or far away enemies in a group

Effect: This spell causes a geyser of steaming water to spring forth from any nearby or far away body of water, such as a bathtub, bucket, cistern, pond, lake, river, sea, or ocean.

Attack vs: AC

Hit: 15 damage split equally between the targets (round down) and the targets pop free

3rd level spell 2d10+15 damage split equally between the targets (round down) and the targets pop free.

5th level spell 4d10+15 damage split etc...

7th level spell 8d10+15 damage split etc...

9th level spell 18d10+15 damage split etc...

Champion Feat: Round up instead of down.

Epic Feat: You can use this spell to perform tricks such as launching allies high into the air or pushing a boat along at high speed.

GLYPH OF VENGEANCE

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You trace a protective, esoteric glyph on your body that damages creatures that attack you in melee. When a creature misses you with a melee attack it takes thunder damage equal to the level at which the spell was cast. The spell lasts until the end of the battle.

Champion Feat: You can cast this spell on a nearby ally.

Epic Feat: When you cast this spell choose one enemy; until the end of the battle you gain +1 to all defenses against attacks made by that enemy.

HEALING BEQUEST

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: When you cast this spell roll your recovery; you heal half your recovery value. On your next turn as a quick action, select one nearby ally. The ally receives the healing bequest and heals half the rolled recovery value.

On that ally's next turn they may select one nearby ally, the ally receives the healing bequest and heals half the rolled recovery value. This creates a chain of healing that can continue until each ally has healed. No ally may receive the healing bequest more than once per battle.

HOD'S GIFT

Close-quarters spell (utility spell)

Recharge 16+ quick rest

Quick action to cast

Target: You

Effect: You gain blindsense, allowing you to "see" without light. You count as blind to any effects or attacks that care if you can see or not. The spell effect lasts for a number of hours equal to the level at which the spell was cast.

Champion Feat: You can target an ally as well as yourself, granting you both blindsense.

ILLEMAK'S SWITCHSKIN

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action

Target: One nearby creature

Effect: You cover an enemy with your image. Less-intelligent foes may well attack their ally.

Attack vs: MD

Hit: Until the start of your next turn the spell renders you invisible and gives the target the illusion of your appearance. The creature glammored does not know this has happened, and it must rely on the reactions of others around them to become aware of the effect. (GM: treat all nearby enemies as confused, but instead of attacking a random nearby ally, they attack the target of the spell.)

INEVITABLES' RAMPAGE

Close-quarters spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: This spell dramatically amplifies your battle prowess, at the cost of limiting your ability to defend yourself. When you cast this spell roll a d4: you add the amount rolled on the d4 to all attack rolls and damage rolls, and you lose that amount of hp at the end of each of your turns, and subtract twice that amount from all defenses. The spell ends when you next become staggered or helpless, are next hit, or the battle ends.

7th level spell roll d6.

9th level spell roll d8.

Champion Feat: Roll the dice twice and take the higher result.

Epic Feat: You no longer lose hp due to this spell.

INTENSIFYING FORCE

Ranged spell

Special: You can cast this twice per battle

Recharge 11+ after battle

Quick action to cast

Target: 1d4 nearby or far away allies in a group, and all enemies engaged with them.

Effect: A mighty force of energy gathers Strength through the affected area. All targets become stuck (save ends).

INSPIRING SPEECH

Ranged spell (utility spell)

Recharge 16+ quick rest

Cannot be cast in battle

Target: All nearby allies

Effect: You give a rousing speech while you cast this spell. Upon finishing, all allies within the area of effect who heard your speech gain a +2 bonus to MD and to saves against mind-affecting effects. The bonus lasts until the end of your next battle or until you are next hit.

Champion Feat: Your allies also become immune to the petrifying effect of the gaze of the medusa and the effect of the gaze of a basilisk. Other last-gasp-saves-if-you-meet-their-eye effects from other monsters might also be affected. The bonus lasts until the end of your next battle or until you are next hit.

Epic Feat: Your allies also become immune to fear effects. The bonus lasts until the end of your next battle or until you are next hit.

INSANITY VOID

Ranged spell

Recharge 16+ after battle

Target: You or a nearby or far away creature

Effect: You hurl the target into a black, starless void. Creatures trapped in the void can breathe normally and may fly while in the void, but are too far away from each other to either fight or render aid to each other. Spells and abilities that move a creature within a plane (such as teleporting) do not help a creature escape the insanity void, but a spells that shift a character between dimensions will return the subject to the spot it occupied before being cast into the void.

At the start of the round after the spell was cast all creatures banished to the void return to the spot they occupied when the spell was cast. If this location is filled by a solid object, they appear in the nearest open space. Characters returning from the void are dazed until the end of their next turn by the strangeness of their experience.

7th level spell You can target two creatures.

9th level spell You can target three creatures.

INSTANT SIEGE WEAPON

Ranged spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Effect: Through this spell, you transform raw materials

into a siege engine or siege tower. You can set the raw materials in a particular location before casting this spell, or you can target other characters who have the raw materials in their possession. The individual raw materials must be no more than 50 ft. apart from each other or the spell fails.

For siege engines that require ammunition, the spell creates enough ammunition for a number of uses equal to twice the level at which the spell was cast.

Siege engines are notoriously difficult to use in the type of free-wheeling squad-level skirmish melee combat that adventurers find themselves in, but are useful when facing armies or attacking a fortified position.

Enterprising wizards with the ability to feather-fall sometimes try to use siege catapults and trebuchet to hurl themselves over rivers or other barriers and obstacles. Some succeed. Smart wizards use the spell catapult instead.

IRONSIDES

Ranged spell (utility spell)

Recharge 11+ after quick rest

Target: A ship, or boat, or cart, or similar wooden vessel or vehicle

Effect: Ironsides gives the wooden hull of a ship some characteristics of iron. For the duration of the spell, the hull is as hard as iron. Further, it becomes resistant to fire. The effect lasts for a number of days equal to the level at which the spell was cast.

IVORY FLESH

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: Your skin becomes as pure, lustrous, and hard as ivory. Until the end of the battle you reduce all damage from the first attack against you after each of your turns by 2d6. Roll the damage reduction anew for each relevant attack.

7th level spell 3d6.

9th level spell 6d6.

Champion Feat: If reducing the damage against you from an attack would result a negative number you heal that amount. For example if the first attack against you would take 3 damage but roll a damage reduction of 5 (3 - 5 = -2) you heal 2 hp.

Epic Feat: Increase the damage reduction: 2d6 becomes 2d8, 3d6 becomes 3d10, and 6d6 becomes 6d12.

KNOCKDOWN WAVE

Ranged spell

Recharge 11+ after battle

Quick action to cast if the escalation die is 3+ or you have yet to make an attack, otherwise casting this spell is a standard action.

Target: All creatures nearby a point that you designate

Effect: You initiate a shockwave centered at the point you designate that instantly explodes outwards. Each

nearby creature must save (11+) or lose its next move action as it is buffeted by the waves of force. Some flying creatures that lose their next move action may fall and take 1d6 damage per level at which the spell was cast; creatures that rely on wings are likely to fall, but creatures that magically levitate will not fall.

LEECHING LANTERN

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: You conjure a spectral lantern that leaches the energy of others to power its light. When you conjure the lantern you choose a creature type (giant, undead, beast, humanoid, etc.) and that creature takes a -4 penalty to all saving throws while the lantern is lit provided it is nearby you. The lantern can be blown out like a normal lantern, and doing so ends the spell and the lantern vanishes. You can only conjure one lantern at a time. The lantern sheds light like a regular lantern, and floats along beside you, moving as you do

Champion Feat: When you cast this spell, you gain temporary hp equal to twice the number of non-mook creatures of the type you have specified that are nearby or far away from you.

Epic Feat: When you cast this spell, choose a second creature type. Creatures of that type you are near you gain a +4 bonus to saves while the lantern is lit.

LIGHTNING ROD

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: Your skin takes on a coppery sheen. Until the end of the battle you gain resist lightning 12+ and any attacks with lightning damage made against nearby allies has its target changed to you. Any time you are targeted by an attack that deals lightning damage and the attack roll is a 1 you can immediately rally as a free action.

Champion Feat: When you are hit by a lightning attack your crit range with lightning damage attacks expands by a cumulative 1 until the end of the battle or until you next roll a crit with an attack that does lightning damage.

Epic Feat: Until the end of the battle you gain resist lightning 16+ and any attacks with lightning damage made against nearby or far away allies has its target changed to you.

MAZE

Ranged spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: One nearby or far away creature

Effect: You conjure a shifting trap-filled maze around your target, a maze that only it can perceive.

Attack vs: MD

Hit: The target becomes stuck (save ends).

Miss: Psychic damage equal to the level at which the spell was cast.

Champion Feat: Instead of becoming stuck the target moves about the battlefield randomly with its move action. Roll a d12 for direction moved, and d6 for distance (1-3 = a negligible distance, 4-5 = nearby, 6 = far away). Save ends its random movement.

Epic Feat: The target takes 20 ongoing psychic damage (save ends) from illusory traps.

MECHANICAL UNION

Ranged spell

Recharge 16+ after battle or quick rest, whichever comes first

Target: One nearby construct

Effect: You attempt to control a construct.

Attack vs: MD

Hit (if cast in battle): The construct is confused (save ends)

Hit (if cast outside battle): You command the construct to undertake a course of action. The construct may save to disobey and disregard the command after a minute, then after 10 minutes, then each hour. Once you give a command, the construct attempts to carry out that command to the exclusion of all other activities. Self-destructive orders are not carried out and immediately end the spell.

Special: Intelligent constructs (such as forgeborn or other living constructs) may make easy saves (6+). Intelligent constructs often creatively interpret the wording of the command they have been given, so as to stymie those that would control them.

Champion Feat: If cast outside of battle, after the construct carries out its task (if it still has not saved against the effects of this power) you can give a new command.

MELD

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: You

Effect: This spell adheres metal to your skin, bonding armor (or other metal items you hold against your skin at the time of casting) to you. Due to the nature of the spell, the armor bonded to you confers no penalty if it would normally do so. When the spell expires, the metal simply drops off if it is not otherwise fastened to you (for example by straps).

The spell lasts until the end of your next battle or until you dismiss the spell, whichever is first.

MEMORY ECHO

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: You

Effect: You extract a memory from your own mind and capture it in written form. Doing so removes the memory from your mind until someone reads the resulting symbol, mark, or keyword. When someone does so, the information is instantly conferred to them and also returns to you. This allows you to pass on information secretly to someone else.

MINE!

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: One nearby object that you are able to carry.

Effect: This spell renders an object that you can carry insubstantial to all creatures but you. You must touch the object in order to cast this spell on it. If an object carried or worn by a creature becomes insubstantial, it falls off the bearer's body or out of its hand.

Objects affected by *mine!* are insubstantial to any creature but the caster who tries to grasp, hold, move or attack the object. The objects are not insubstantial in other respects: for example, they do not sink through floors or tables, or pass through walls. A fragile item affected by this spell will still shatter if it hits the ground.

The insubstantiality lasts for a number of your turns equal to the level at which the spell was cast, or until you dismiss the spell. If an object becomes solid while within another object or person then the insubstantial object is ejected with force from the solid object or person an instant before it becomes substantial again.

Insubstantial armor or shields grants no bonuses to defenses and insubstantial weapons cannot be used to attack. The GM may (or may not, their call) rule that insubstantial weapons and armor can be used to fight ghosts and other incorporeal beings, and may grant bonuses appropriate to a magic item of your tier.

If you cast *mine!* on a true magic item you instantly attune to the magic item. Insubstantial magic items confer no default bonuses (though magic items may still have useful powers that can be used beyond their default bonuses).

MOUNTAIN STRIDE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You

Effect: When you cast this spell, you gain the ability to step into a mountain's stone (or another appropriately large piece of rock) and magically meld with it. Once you are within a section of rock, you can teleport from that particular stone to another block of stone. The stone you enter must be of the same kind, it must be unworked (you cannot teleport into a stone tunnel or building), and it must be large enough to envelop your body.

In addition, by moving into a section of basalt (for example), you instantly know the location of all other basalt within transport range and may choose whether you want to teleport into a different stone or simply step

back out of the stone you moved into. You can choose to teleport into any stone of the appropriate kind within the transport range, which is one hour's travel (as the crow flies) per level that the spell is cast at.

You can remain within the origin or destination stones for up to 1 hour, but at the end of that time you are forced out of the stone and into a random open space nearby. If the stone in which you are concealed is attacked, shattered, or split, the spell ends and you are forced out of the stone.

Champion Feat: You can transport via megalithic stones, including worked stones. This means you can transport yourself to and from via standing stones, stone circles, ancient statues in the open air, and so on. The composition of the stones does not matter, provided both are megalithic.

Epic Feat: Provided you have visited both stones and performed a short ritual at each you can measure the transport distance in days of travel rather than hours.

NOT THIS DAY!

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You or a nearby ally

Effect: This spell marks the target's body with a unique rune that represents its fate. The rune prevents death by a specific type of harm for 1 day; the type of harm must be specified when this spell is cast. This harm can be either an energy type (fire, cold, etc.), a broad category of dangerous creature (e.g., such as an beast or a dragon or a giant), or a specific danger (sword blows, poison, falling, etc.).

Until the end of the day; the target gain a +4 bonus to any saving throws prompted by this kind of attack, and any damage suffered from it is nonlethal. A character can only be under the effects of a single *not this day!* rune at any time.

Champion Feat: The rune grants a +2 bonus to all death saves.

Epic Feat: You can have two *not this day!* runes on you at a time.

POLLEN CLOUD

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You create a thick, yellow cloud of enchanted pollen that obscures vision and causes distress to those caught within it. All creatures nearby you (including you) must save at the start of their turns or suffer a -2 penalty to attacks. The cloud moves with you. You can end the cloud as a quick action.

Special: Undead, constructs, plants, and beasts are immune to the cloud. If a dragon caught in the cloud fails its save there is a 50% chance that its breath weapon recharges.

Champion Feat: You can use a quick action to thicken the cloud. The cloud becomes so thick that attacks against creatures in the cloud take a -2 penalty.

Epic Feat: You are immune to your own cloud.

PORTAL JAUNT

Ranged spell (utility spell)

Recharge 16+ quick rest

Cannot be cast in battle

Effect: You turn a door that you are touching into a one-way portal to another door. This spell works with any crafted door, doorway, archway, or other artificial opening. It will not work with natural or accidental openings such as cave entrances or cracks in walls. You must be aware of your destination's location and have visited it within the last day or have line of sight to it. The range of the spell is one structure (a palace or dungeon complex) or collection of structures (a village or city neighborhood).

When you cast the spell, the touched door opens, revealing a shimmering image of the location beyond the destination door. You can step through the door, emerging instantly out of the destination door. Alternatively, you can allow other willing creatures to pass through the portal provided you remain to 'hold the door open' for them. Anything you carry moves through the door with you, including other creatures, willing or unwilling.

For purposes of the spell, any locks, bars, or magical effects that bar passage through doors are ineffectual for the spell's duration. You can only travel to a side of the door you can see or have physically been to in the past. Once you pass through, both doors shut, ending the spell.

Champion Feat: You create a temporary wormhole between two points in space that you can see and that may be nearby or far away. Each end of the wormhole must be placed on a spot of stable ground, a wall, or ceiling. If a creature or object steps into a portal, it is instantly transported to the other side of the wormhole. If it does not move after arriving at the other end of the portal (or does not continue its movement if stepping into the portal was part of a move action), it is automatically shunted to an unoccupied space near the portal.

Epic Feat: The recharge becomes 11+ and you roll to recharge immediately after you have used the spell, and the spell becomes a quick action that can be used in battle.

REBORN IN FLAMES

Close-quarters spell (utility spell)

Once per level only

Cannot be cast in battle

Target: One nearby ally

Effect: If the target dies after this spell is cast they are engulfed in a momentary burst of multi-colored fire that totally destroys their body but leaves their equipment untouched. They are then reborn from the

ashes of their old body 1 min. later (or after the battle if they die during combat), in the exact spot that their body is located. This does not count as a resurrection: it is a reincarnation. Roll on the table below to determine the reincarnated character's new race.

Result on d12	13 TH Age RPG	Midgard Bestiary for 13th Age
01	Human	Centaur
02	Dwarf	Darakhul OR Tiefling OR reroll and the creature type of the new result is now 'undead'
03	Dark Elf	Gearforged OR Forgeborn OR reroll and the creature type of the new result is now 'construct'
04	High Elf	Gnoll
05	Wood Elf	Goblin of the Wastes
06	Gnome	Kobold
07	Half-Elf	Minotaur
08	Half-Orc	Ravenfolk
09	Halfling	Roachling
10	Draconic/ Dragonspawn	Re-roll using the core book chart
11	Holy One/ Aasimar	
12	Forgeborn/Dwarf Forged	
13	Tiefling/Demon Touched	
14-18	Same race as before, different gender and slightly different appearance	
19-20	Character's original race, completely different appearance	

Champion Feat: You can cast this spell twice per level.

Epic Feat: You can exclude 10 results from the chart and replace them with a single result of your choosing (for example replacing 03-05 and 14-20 with 'Dwarf').

RESET

Close-quarters spell

Daily

Quick action to cast

Target: Everybody

Effect: Temporal energies burst from your form to cover the battlefield. At the beginning of the following round, all creatures in battle reroll their initiative and act in the new initiative order. Allies receive a +4 bonus to this roll. The GM may choose to intervene and disallow this spell effect changing the initiative order, in which case on your following turn you receive an extra standard action.

Champion Feat: If an ally rolls a lower initiative than they had before they keep the old initiative.

Epic Feat: If the GM intervenes to prevent the initiative order changing then you gain a second standard action on your next turn as does one ally that you designate when the GM intervenes.

RIVER OF MOONLIGHT

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: One nearby or far away enemy

Attack vs: MD

Hit: Target is weakened until the end of its next turn.

Champion Feat: You can target an ally (or yourself) with this spell. If you target yourself or an ally with this spell all ongoing effects on them end, and they are dazed until the end of their next turn.

Epic Feat: You can target an additional creature with this spell.

RUSTING ADMIXTURE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: One nearby (or far away if thrown) metallic object

Effect: The target begins to rust (or tarnish and weaken in the case of silver and other non-rusting metals) at an accelerated rate. Within minutes the object is reduced to a pile of metallic flakes. This spell can weaken iron doors so that they are paper-thin, put holes large enough to climb through into inch-thick steel walls, and completely destroy iron manacles and prison bars.

Champion Feat: You can cast the spell on a creature made of metal (such as a construct or iron golem, but not a metallic dragon) during battle. The spell deals ongoing damage equal to the level at which the spell was cast.

Epic Feat: You can restore rusted or tarnished items in seconds.

SACRIFICIAL MONKEY

Close-quarters spell

Daily

Cannot be cast in battle

Target: You

Effect: You create a shadow demon-monkey—a foul, animated thing that clings to you. When an enemy makes a critical hit against you, the monkey throws itself before the attack and takes the hit itself and you take a quarter of the damage (round down). The monkey always leaps into the way of such attacks and never stops any other attacks.

The monkey cannot attack in any way. It is killed if it takes an amount of damage in a single hit equal to or greater than the level at which the spell was cast.

The sacrificial monkey can be dismissed or commanded to remain at a given location (if the monkey is not with you it offers no benefits). You can

only have one monkey in existence at a time. Unlike most spells, this one has no duration: the monkey remains with you until you dismiss it, or it sacrifices itself in battle.

Champion Feat: The monkey can perform simple tasks for you, such as holding objects or hitting one rock against another. Any task that would be beyond the capabilities of a normal monkey is beyond the sacrificial monkey.

Epic Feat: You can create two monkeys at once.

SHADOWSELF

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You or a nearby humanoid creature of equal or lesser level than yourself

Effect: You create a duplicate of the target as the target is at the time of casting. If the target was transformed at the time of casting then the duplicate's form is that of the transformed target. The duplicate has only 1/5 of the target's hp at the time of casting and may only make basic attacks. Duplicates will not fight alongside you during battle, and will attempt to avoid combat.

The duplicate is as intelligent as you are (in fact it has identical attributes and backgrounds to you, but counts as a 0 level creature), and the duplicate has your memories and personality. If you are not the target then the duplicate still has your memories, attributes, backgrounds, etc. and not those of the target. Despite being physically identical to its target the shadowself duplicate's creature type is beast.

You must make a skill check using an appropriate background when you create the duplicate to determine how good the copy is; a creature with a higher MD than your skill check that is familiar with you might detect a ruse.

If the shadowself is reduced to 0 hp, it is destroyed. The duplicate is intelligent but soul-less, and has no will of its own – it obeys your commands. The duplicate is aware that it is a temporary construct of shadow-stuff and magic and seems to be unconcerned by that fact.

The duration that the shadowself duplicate lasts for is determined by the level at which the spell was cast.

5th level spell	2d8 days.
7th level spell	2d8 months.
9th level spell	Indefinitely.

Special: If a duplicate stays alive for a year and a day it gains a soul and its own will, becoming a true living creature. Before receiving/developing a soul the duplicate's creature type is beast, after this its creature type becomes humanoid. A shadowself duplicate with a soul may learn how to make attacks, and may learn new backgrounds and attacks, gain levels, and otherwise grow as a person. A shadowself duplicate with a soul is no longer bound to your will, and may fight alongside you as an NPC ally or even decide to oppose you in your plans.

Non-humanoid targets: Work with your GM on how this spell might duplicate non-humanoid targets.

Champion Feat: The duplicate arrives complete with clothing and mundane (non-magical) items of equipment identical to that of the target at the time of casting. If you do not have this feat then you will need to provide clothing and equipment for the duplicate.

Epic Feat: Provided you have a lock of hair, drop of blood, or similar from the target you no longer need to be in the presence of the target when you cast this spell.

SHARDED ARROW INSIGHT

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You and one willing nearby ally

Effect: You and the target swap your attack bonus, but only for basic attacks involving archery. This does not grant you or the target any special attacks, triggered attacks, flexible attacks, class talents or powers, etc. The swap lasts until after the next basic ranged archery attack made by whichever of you or the target have the greater bonus to hit.

Champion Feat: The swap now lasts until after the next 2d3 basic ranged archery attacks made by whichever of you or the target have the greater bonus to hit, or until after the next battle (whichever comes first).

SHED THE ELEMENTS

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: While this spell is in effect, the target creature's body and equipment are coated in a translucent, insubstantial essence. The target gains resist 12+ to one damage type that you choose at the time of casting. The resistance lasts until the end of the current battle.

Champion Feat: Each time the target takes damage of the energy type that this spell grants resistance to it heals a number of hit points equal to the level at which the spell was cast.

Epic Feat: The resistance becomes resist 16+.

SKINCHANGE

Ranged spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: You and a nearby or far away creature of the beast type that is your level or lower.

Effect: Upon completing this spell, you immediately transfer your consciousness into the body of a beast within range, leaving your body unconscious and helpless. While in the beast's body you can control it, perceive the world through their senses, and can use its abilities and attacks. You can not use abilities that you would normally have (you cannot cast spells, make weapon attacks, use monk combat forms) that the beast does not naturally possess. Skill checks made in the beast's body are at a -4 penalty, and use your normal attributes.

The spell effect expires when the beast takes damage, you end the effect as a free action, or the spell duration expires.

5th level spell

The spell duration is 1 hour.

7th level spell

The spell duration is a day.

9th level spell

The spell duration is a month.

Warning: Your body still requires sustenance and suffers the effects of starvation and thirst if left unconscious for long enough. If your body dies your mind will be trapped in the body of the beast.

Champion Feat: If your body dies while you are in the body of the beast then when you next rest the beast begins to transform into a humanoid form resembling that of your regular body. The new humanoid form becomes your permanent body, the body's type becomes humanoid, and you gain access to your normal abilities (powers, attacks, class features and talents, spells, etc.).

Your 'new' humanoid body retains some slightly animal-like features of a cosmetic nature. If the body was that of a hawk you might have feather-like hair, a hawk-like nose, and eyes that look like those of a hawk. If the body was an earthworm your new humanoid body will likely be bald and the skin have a shiny complexion. The new humanoid body does not retain any special features that it had in beast-form: a hawk-become-elf cannot fly, an earthworm-become-halfing cannot burrow.

If your humanoid body dies while you are in the body of a beast and you do not know this feat then when you learn the feat the metamorphosis from beast to humanoid occurs.

Epic Feat: Your skill checks while in the beast's body suffer only a -2 penalty.

SOLID DARKNESS

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: A cloud of inky darkness billows out from your eyes. The darkness completely obscures all sight (including darkvision) of you and all creatures nearby; you and each nearby creature gains +4 to all defenses but takes a -4 penalty to ranged attacks. If you move the area of *solid darkness* moves with you.

Solid darkness is so thick that you and all nearby creatures must use a quick action and a move action to move.

Solid darkness lasts until the end of your next turn. At the start of each of your turns, as a quick action you can maintain *solid darkness* until the end of your next turn.

Champion Feat: You can see normally in the darkness created by *solid darkness*.

Epic Feat: You can cast this spell on a willing ally.

SPEAK WITH ANCESTORS

Close-quarters spell (utility spell)

Recharge 18+ after quick rest

Cannot be cast in battle

Target: You

Effect: You contact your ancestors, antecedents, or predecessors and ask questions related to their lives and knowledge. You can ask one question per level that the spell is cast at. The answers given are correct within the limits of the ancestor's knowledge; for example, dwarven ancestors know primarily answers that pertain to dwarven history, dwarven crafts, and so on. Most answers are a single sentence or a short phrase (five words or less), combined with patronizing Wisdom and extended advice about how the questioner should proceed, and how much better things were during the ancestor's time. The spell, at best, provides information to aid character decisions. The ancestors structure their answers to further their own purposes, especially to advance their own family's causes and reputation as they see it. If the caster lags, ignores the ancestor's long-winded advice, discusses the answers with others, or goes off to do anything else, the spell ends.

SPIRIT OF THE ILLYRIAN RAM

Ranged spell (utility spell)

Recharge 11+ after quick rest

Quick action to cast

Target: You or a nearby or far away creature

Effect: This spell makes the target lighter and nimbler of foot. The target gains a +4 bonus to their next skill check relating to climbing or feats of athletics.

ST. CARREULT'S SWAP

Close-quarters spell (utility spell)

Special: You can cast this twice per battle

Recharge 11+ after battle

Move action to cast

Target: You and a nearby or far away creature

Effect: You switch places with the target. This spell is named after the hooded and condemned St. Carreult of Bemmea, who switched places with the hooded hangman who stole his holy symbol.

Attack vs: PD, or an automatic hit with 10 over the target's defense against a willing ally. You do not need to roll to target yourself.

Hit: The swap occurs, but only locations.

Hit that is 10 over the target's defense: The swap occurs and you can if you wish switch any or all clothes and equipment as well. If the target is unwilling you switch clothes but not worn armor or held items (weapons, spell foci, etc.).

Champion Feat: You can choose to target a roughly humanoid-shaped object (a mannequin, life-size doll, statue, dressmaker's form, etc.) instead of targeting a creature, swapping places with the object.

Epic Feat: You can cast this on two creatures instead of you and a creature.

ST. MIROLCH'S WATER SNAKES

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Target: A body of water you are in physical contact with

Effect: This spell allows you to mimic the maze of currents that St. Mirolch of Triolo created to carry interlopers away from the secret anchorage of his minotaur pirate crew. You create and/or control the surface currents of a body of water within 1 mile of your position, allowing you to speed your vessel or steer enemy ships toward shoals and rocks. You can confound experienced navigators and make entering a narrow inlet a harrowing, backbreaking gamble.

You can devise as complex a system of slow or fast moving surface currents as desired. Each current carries flotsam in the horizontal direction of your choice. The currents persist for up to 1 hour, or until you move beyond the area of effect, or until you choose to alter them by concentrating (a standard action).

STAR MOTE

Close-quarters spell (utility spell)

Special: You can cast this three times per battle

Recharge 16+ after quick rest

Effect: You conjure up a point of light known as a *star mote*, and it appears where you designate. As a move action you can move the starmote, and as part of the



EricLefgren

movement you can cause it to float upwards or sink down so that it is almost touching the ground. The star mote lasts until the end of your next turn, when it dissolves into a fine glittering dust.

You can cast any spell you know through the *star mote*, counting the point of light as you for the purposes of the cast spell. The *star mote* is not considered a target for purposes of attacks in combat, except for spells that you cast through it.

STEADFAST

Close-quarters spell (utility spell)

Move action to cast

Recharge 11+ after battle

Target: You or a nearby ally

Effect: Provided it has at least one foot on the ground the target cannot be moved unless it chooses to move. It cannot be popped free, pushed about, teleported, levitated, etc. against its will.

The spell ends when the target moves or allows itself to be moved, or when the target becomes helpless, unconscious, or is dying.

Champion Feat: If the target chooses not to move on its turn, it gains a +2 bonus to AC until the start of its next turn.

Epic Feat: The target may be mid-air. Casting this on a flying or falling target causes it to simply hover in place and resist even gravity until the spell expires. If the target is falling you can cast this upon the target as an immediate free action before the target falls further.

SUFFOCATING VOID

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: When you cast this spell, you create an airless void zone. All nearby creatures that are not you and that that need to breathe suffer. Creatures that choose to hold their breath take a -2 penalty to attacks, otherwise they take damage equal to the level at which the spell was cast, at the end of their turn (twice that amount of damage at epic tier). At the start of each of your turns you must save (11+) to maintain the effect. You can choose to end the effect at any time as a free action.

Special: This spell ensures that those in the area of effect cannot hear. Thunder and fire damage against those in the area effect is halved.

SUNDERING CHIME

Ranged spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: All objects nearby to a nearby or far away point that you designate.

Effect: This spell creates a loud, chiming clangor that destroys all non-magical objects made of crystal, glass, ceramic, or porcelain nearby the point you designate, smashing them into dozens of pieces with no skill check

required. Small or unstable objects made of brick and stone are also destroyed (for example, a crumbling or poorly-made brick wall). If used on a single object the spell can destroy larger, sturdier objects such as an iron door or a small bridge, or a portion of a large bridge, cliff wall, dam, or glacier. See the Destroying Objects sidebar on page 22 for more on this topic.

You and everybody else on the scene will be deafened for a minute or two... so you probably won't hear all the monsters that come running when they hear the chime.

TIME VORTEX

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You and each nearby creature

Effect: You disturb the currents of time to destabilize your target area, creating a swirling vortex of temporal energy. At the start of the target's next turn it must roll for the random effect of the time vortex.

1-30 The target loses its next move action.

31-60 The target gains an extra quick action on its turn.

61-90 If the target is an ally, it may rally as a quick action on its turn, otherwise it becomes dazed until the end of its turn.

91-100 The target gains an extra standard action on its turn.

TOUCH OF CALLIMACHUS

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: One nearby creature

Effect: You attempt to evoke a raised, bluish glyph on the subject.

Attack vs: MD

Hit: Your next spell attack against the target gains +2 to hit.

TRANSPOSITION

Close-quarters spell

Interrupt action; a nearby ally is about to be attacked or has been hit by an attack, before or after damage is rolled but before the damage is applied

Recharge 16+ after battle

Move action to cast (see the interrupt information above)

Target: You and a nearby or far away creature

Effect: You and the target pop free and teleport, instantly trading places with each other. The transposition must occur between two living creatures, but you can initiate a transposition with an unconscious, sleeping, dying, or otherwise disabled target.

Champion Feat: You can cast transposition on two allies instead of yourself and an ally.

Epic Feat: You can cast transposition on an additional ally, swapping the places of three individuals.

TREASURE DISK

Close-quarters spell (utility spell)

Recharge 6+ after quick rest

Cannot be cast in battle

Effect: You create a 10 ft. diameter disk of force. This spell is used for moving large treasure hoards quickly. The disk can contain 10 gallons of liquid or 1,000 lbs. of weight per level that the spell was cast as. The disk follows the caster around, and remains about 1 ft. off whatever solid surface is below the disk.

The disk remains for a number of hours equal to the level that it is cast at, or until you dismiss it (whichever is first).

Adventurer Feat: You can mentally direct the disk to move about at walking speed, allowing you to send it away from you or bring it towards you. You can ride the disk. The disk always remains either nearby or far away from you, but unless otherwise directed moves itself to a spot nearby you.

Champion Feat: You can command the disk to levitate upwards to a distance of about 10 ft.

Epic Feat: In battle you can use a move action to impose the disk between you and an enemy, giving you +2 to defenses against the next attack made by that enemy.

VIGILANT FIST

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Effect: You create an invisible, immobile, warded area. If anything moving intrudes into this area, the vigilant fist activates. The area can include existing elements that move, such as hanging curtains or lamps, and their movements won't trigger the magic, but if anything new enters the area, the spell awakens.

The air of the warded area solidifies into an invisible fist that strikes the intruder with a single blow. At the same time, the air gives you a solid but harmless rap on the knuckles or shoulder to awaken or alert you to the intrusion. If there are multiple intruders, the foremost will be attacked; if multiple intruders attack in a line and none is foremost, the largest is struck (if they are the same size, a random intruder will be struck).

A vigilant fist is usually cast in an entrance, across a passage, behind the caster, or to guard a back way while the caster personally guards the front. The caster of vigilant fist can't be taken unawares when sleeping.

The damage that vigilant fist does depends on the level that it is cast at.

Attack: Automatic hit

5th level spell	10 damage.
7th level spell	20 damage.
9th level spell	40 damage.

VOLLEY SHIELD

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: You conjure up a floating disk with a highly reflective surface. Until the end of the battle the target gains either +2 AC, or +1 to all defenses (you decide when you cast the spell).

Once per battle, when an enemy makes a ranged attack roll with you as the target and rolls a 1; the enemy re-rolls the attack but with themselves as the target.

WINDING KEY

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+

Target: One nearby ally who is a construct, or if you are a construct you can cast winding key upon yourself.

Effect: Target construct gains an extra standard action on its next turn.

YARILA'S BOUNTY

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: The sun's life-giving energy heals and sustains your body. Spend a recovery and roll the recovery value. The next time this battle you either become staggered or reduced to 0 hp or fewer (whichever happens first) you instantly heal half the recovery value plus the level that this spell was cast at.

Champion Feat: You can target a nearby ally with this spell, though you are still the one who spends the recovery and determine the recovery value.

Epic Feat: You can cast this spell twice during this battle.

7th LEVEL SPELLS

ASTROLOGICAL CHARTING

Close-quarters spell (utility spell)

Recharge Once per week

Cannot be cast in battle (takes at least 2 hours)

Target: You and all nearby allies

Effect: You must cast this spell on a clear night, allowing you to read and measure the positions of the stars and planets. When you have completed charting the stars (a minimum of one hour), you gather the creatures you wish to affect with the reading and spend the next hour explaining the intricacies of magical astrological readings and each of the creature's place in your findings. Each creature participating in that explanation has any curse, compulsion, or charm currently affecting them removed. Furthermore, you can prophesize an

activity that they are going to undertake in the next week, and if they attempt the activity they gain a +4 bonus to skill checks to complete the activity.

If the reading is interrupted for any reason, the spell is ruined and all effects of the spell are negated, but the spell recharges.

Champion Feat: You can make vague predictions of the “you will meet a tall dark stranger” variety. You and each ally involved in the spell may get one prediction each. Should the prediction come true the person who the prediction related to (you or the ally) gains a +2 skill bonus to all skill checks for the next 5 minutes.

Epic Feat: You can make very specific predictions. The GM will work to make sure that they come true. The predictions must relate to circumstances outside of combat (you cannot predict that somebody will slay a dragon, but you can predict that somebody will meet a dragon in a tavern). The GM is under no obligation to exactly fulfil your predictions (if you predict that an ally will meet a dragon in a tavern then they might meet a person whose nickname is ‘dragon’ or meet a royal dragon).

AXE STORM

Close-quarters spell

Daily

Target: All nearby creatures and objects (but not you or your gear)

Effect: A roiling, clanking cloud appears and rains razor-sharp axes down on all nearby creatures. You might want to warn your allies before you cast this spell.

Attack vs: AC

Hit: 5d12 damage.

Miss: Half damage.

9th level spell 9d12 damage.

Champion Feat: You can exclude one nearby ally from the spell’s effect.

Epic Feat: Choose a damage type for the axes when you pick this feat. You can also exclude two nearby allies from the spell’s effect.

BALLISTA OF FORCE

Close-quarters spell

Recharge 16+ after battle

Quick action

Target: You

Effect: This spell creates a glittering ballista of pure force that hovers over your head until the end of the battle. As a standard action you can make the following attack:

MIGHTY BALLISTA BOLT

Ranged attack

Target: One nearby or far away creature

Attack vs: AC, crit range 18-20

Hit: 8d8 force damage.

9th level spell 16d8 force damage.

Champion Feat: You can target up to four nearby or far away creatures in a group, splitting the damage dice (before rolling attacks or damage) between the targets.

Epic Feat: The attack does double damage against creatures that resist force damage. If you don’t beat the creature’s resistance the ballista does normal damage, if you beat the creature’s resistance you deal double damage (and if you roll a crit you do 3x damage with the crit).

BLACK WELL

Close-quarters spell

Recharge 16+ after battle

Quick action to cast, standard or move to maintain until the end of your next turn.

Target: A spot nearby

Effect: You conjure up a black mass of seething energy that attracts creatures and devours the life force of those it touches.

At the end of each nearby creature’s turn they must roll a save (11+) or be pulled into the black well. Creatures inside the well are considered grabbed by it, and take ongoing damage (the amount depending on the level at which the spell was cast). Creatures that break free of the grab must immediately move away from the area of effect or risk being pulled in on the end of their turn.

Creatures inside the well take a -4 penalty to attacks, but gain a +4 bonus to all defenses.

You are never drawn toward the black well, and you can stand near it and use it as a form of defensive terrain.

7th level spell 10 ongoing negative energy damage.

9th level spell 20 ongoing negative energy damage.

You must use a standard action or a move action on your turn to maintain the spell or it ends at the end of your turn (so on the turn it is cast you must use a quick action and a standard/move action to keep it going until the end of your next turn, then each turn may use a standard or move action to maintain it to the end of your next turn afterwards).

Champion Feat: You can cast this upon yourself as unholy beauty. The area of effect moves with you.

Creatures who fail their saves are pulled into you.

Epic Feat: You can cast this on a spot nearby or far away.

BLAZE OF VALOR

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You or a nearby ally

Effect: You (or the ally if they are the target) envelop yourself in a red-gold aura that shines like bright, fiercely raging flames (but isn’t hot or aflame and can ignite nothing). While the spell is in effect you gain +1d4 to Charisma-based skill checks (roll the d4 along with the d20 roll). You and each nearby ally gains +1d4 to all saves while the spell is in effect; and while the spell is in effect are immune to fear effects.

The spell lasts for 5 minutes or until the end of the current combat if cast at 7th level, and if the spell is cast at 9th level it lasts for one hour or until the end of the current battle if cast in battle. The spell ends immediately if you fail a death save or last gasp save.

Champion Feat: When you cast this spell any curses or ongoing effects on one ally (or yourself) end.

Epic Feat: When you cast this spell each ally can immediately rally as a free action.

BLADE OF MY BROTHER

Close-quarters spell

Recharge II+ after battle

Target: You or a nearby ally.

Effect: You animate a nearby melee weapon that promptly leaps into the air and fights beside you or a nearby ally. The weapon moves when the target moves, staying by their side. The weapon fights for 1d3 round if you cast this as a 7th level spell, or for 1d3+2 rounds if you cast this spell as a 9th level spell. After the spell effect is over the weapon drops to the ground.

You cannot animate a weapon that is being used at the time that you cast the spell.

The effects of the weapon are as follows:

- The target gains a bonus to AC equal to the escalation die value.
- When the target misses, each enemy engaged with the target takes damage equal to the target's level.

Champion Feat: You can cast this spell as shield of my sister. This variant animates a shield. The bonuses granted are:

- The target gains a bonus to AC equal to twice the escalation die value.
- When the target is missed by a melee attack; the target pops free of engagement with all enemies engaged with them.

Epic Feat: The recharge becomes 6+.

BLIND SEER'S MADNESS

Close-quarters spell

Recharge II+ after battle

Target: You

Effect: You emanate vibrations that draw the eyes of nearby creatures toward a strange, unknown dimension that exists behind the fabric of reality. All living creatures that begin their turn or end their turn nearby you must roll a save (II+).

Creatures that fail any their saves are stuck, and blinded (-4 to attacks), save ends both. When blinded and stuck their eyes vanish from front to back, leaving empty eye sockets as they turn their gaze to the maddening geometry of the alternate dimension.

If you take any damage the spell ends immediately.

The spell lasts for a number of rounds equal to your Wisdom modifier.

BOLD ERRANTRY

Close-quarters spell (utility spell)

Recharge I6+ after battle

Target: You

Effect: You gain divine (or infernal or arcane, depending on your icon relationships) aid for all actions attempted during three consecutive rounds, granting you a +4

bonus to skill checks. You choose when the three rounds affected begin to elapse, though you must begin within a number of minutes equal to twice the level at which the spell was cast. While the three rounds are occurring you give off a faint, pearly-white glow.

The magic also affects your luck at games of chance, and informs you if the game is rigged in any way and if so how the game is rigged.

If you fail any skill checks while under the effect of this spell you gain a 'floating' reroll of a skill check, save, or attack that may be used by the end of the day (your next full heal-up). When you access this re-roll your skin flares with a bright white light.

Champion Feat: While glowing you can transfer the remaining rounds of divine (or infernal or arcane) aid to a nearby ally, granting them the +4 bonus to skill checks until the spell expires. If after they have taken their action there is still a round of divine aid left they may transfer this to a second nearby ally, and so on. Only the first person to fail their skill check gains the floating re-roll.

Epic Feat: When you cast this spell you can cast it on yourself and one nearby ally.

CATAPULT

Close-quarters spell

Recharge I6+ after battle, and when you become staggered.

Target: You or a nearby creature or object

Effect: You violently hurl an object or creature into the air. Each wizard's catapult spell looks a little different – some create a ghostly trebuchet crewed by illusory soldiers; others conjure a giant spectral boot that kicks the target; others conjure up a massive hammer of pure force that they strike the target with. Some wizards of a religious bent and most clerics who know this spell create a massive glowing hand that descends from the clouds to slap or flick the target away. Infernalists create a red glowing hand that comes from below in a cloud of brimstone to grasp and throw the target. Whatever the special effect that accompanies the spell is it has no lasting effect beyond hurling the target into the air.

Used in combat, *catapult* can hurl a normal sized creature or object far away from its current location, while outside of combat the caster has more time to set the spell up and can hurl the creature up to a mile away.

Used in combat:

Attack vs: AC

Hit: 40 damage and the target pops free and is hurled far away.

Miss: 10 damage and the target pops free.

Special: Large and huge creatures take the damage and pop free, but are not moved. Flying creatures that are hurled take only half damage as they can control their landing.

9th level spell

Hit: 10d6+40 damage and the target pops free and is hurled far away.

Miss: 10d8 damage.

Champion Feat: You can choose to do no damage to the target on takeoff and landing, throwing it gently and providing it with a glowing hand or ghostly field of force to catch it at the other end. Travel via this method is inexact, about as precise as being fired from a magical siege engine could be imagined to be really.

Epic Feat: You can hurl a creature or object at another creature or object. Make a second attack against the target that you are hurling something at, and it takes half the damage that the hurled creature or object took.

COSMIC REALIGNMENT

Ranged spell (utility spell)

Once every other day

Target: You or and a nearby creature, or two nearby creatures that are near each other

Attack vs: MD (both targets)

Effect: One target of this spell takes on the aspects of the other for a short while. For example, if you cast this upon a guard and a princess, you could turn the guard into a princess for the spell's duration, or turn the princess into a guard (but not both).

As far as everybody but you and the targets remember, that person has always been the way they are now, and they will react appropriately. The spell can change clothing, appearance, age, demeanor, gender, smell, speech patterns, voice, etc. But cannot alter the races, classes, or memories of the two targets.

The spell attempts to “paper over” the cracks of the memories of those not affected by the spell. If the guard becomes a princess while standing watch, the other guards might remember that the princess is conducting a scheduled royal inspection, or is standing watch with them as a joke, or is putting herself in danger and needs to be confined to her bedroom till morning—any explanation that seems reasonable. You have no control over how others interpret the new reality, but in general the new memories will take the path of least resistance.

The duration of the spell is dependent on the level at which the spell was cast. At 5th level the spell lasts for a number of rounds equal to your character level, at 7th level the spell lasts for minutes instead of rounds, at 9th level the spell lasts for hours instead of minutes.

Miss: If the attack misses one target, the spell fails. If the attack misses both targets, the targets are unaffected and you become a mix of both targets for the duration. (In the example above, you would become a princess who is working as a guard for some reason.)

If the spell is cast as a 7th level spell the target saves at the end of every minute; at 9th level at the end of every hour.

When the spell ends, those that have had their memories altered will return to normal, though they may have some lingering confusion regarding events that transpired during the duration of the spell.

Special: Creatures of higher level than the level at which the spell was cast are not affected by the spell. They cannot be a target of the spell and remember reality as it should be.

Epic Feat: If you cast the spell on yourself, you can make the spell “remember” the aspects that you take on. The next time you cast the spell you can take on those aspects again, even if the target that you borrowed them from is not nearby. The spell can remember a number of new fates equal to your character level -7 (1 at 8th level, 2 at 9th level, 3 at 10th level). You do not need to roll to cast the spell when you personally take on one of the remembered aspects.

CRAWLING CORRUPTION

Close-quarters spell

Daily

Target: All nearby objects and creatures (but not you)

Effect: You send a blast of corruption in all directions, covering everything in a carpet of vile fungal growths. Creatures caught in the path of crawling corruption are covered by a rapidly growing riot of fungus. The fungus rapidly breaks down organic materials, causing decay and rot. (See the Destroying Objects sidebar on page 22.) You are not affected by crawling corruption.

The fungus remains growing in the area until removed, or adversely affected by local conditions (e.g. Killed by exposure to the sun if cast in a desert environment).

Attack vs: PD

Hit: 5d12+30 damage.

Miss: Half damage.

Special: Constructs and skeletal undead take half damage from this spell.

9th level spell 8d12+60 damage.

Champion Feat: You can exclude one ally from the spell's effects.

Epic Feat: The spell only targets enemies.

CURSE OF BOREAS

Ranged spell

Recharge 16+ after battle

Target: One nearby or far away creature

Attack vs: Automatic hit

Hit: The target must start making saves (11+)

1st failed save: Target is stuck.

2nd failed save: Target is stuck and hampered, and resists all damage 12+.

3rd failed save: Target is helpless, and is immune to all damage (save ends).

Succeeding on any save or being the target of an attack that does fire damage ends the effect, but deals 30 cold damage to the target (60 if cast as a 9th level spell).

Champion Feat: While the target cannot move, mental activity does not cease; if cast on an ally or yourself the spell allows you to enter a suspended animation. During your suspension all ongoing effects and curses cease and resume only when you are no longer frozen. While frozen you do not need to eat, drink, or breathe and do not age. The target may opt not to roll saves against the effect, and so remain frozen yet aware of their environment indefinitely until they decide to start

rolling saves. Prolonged imprisonment via this spell may result, at the GM's discretion, in a target suffering from madness or despair.

Epic Feat: Those touching a frozen target may also request a mental audience with Boreas (a god of northern winds and ice) through the magic of this spell. It is up to the GM what happens next.

ESSENCE JAR

Close-quarters spell (utility spell)

At-Will

Cannot be cast in battle

Target: You (and your very vulnerable internal organs)

Effect: You transfer one of your vital organs into a protective jar, which serves as the focus for this spell. Your organ remains living and healthy as long as the jar remains unopened, and your body continues to function normally but enjoys a measure of protection based on which organ you chose to remove. Choose one of the following organs and its related effect.

- **Brain:** You gain +2 to MD (+3 at epic tier).
- **Heart:** You automatically pass all last-gasp saves and are immune to fear.
- **Liver:** You gain resist poison 18+ and are immune to normal diseases.
- **Lungs:** You no longer need to breathe. You cannot drown or suffocate, and you can hold your breath indefinitely.
- **Stomach:** You no longer need to eat or drink and cannot starve or dehydrate.

Each organ removed gives you a cumulative +1 bonus to death saves.

You can cast this spell as many times as you like, provided you have a separate jar for each organ you preserve. For each organ you have preserved beyond the first, your maximum number of recoveries is lowered by 1, until your organ returns to your body.

You can return your organ to your body by touching it or its containing jar at any time.

Special: If your creature type is ooze or construct then work with your GM on exactly what internal parts or portions of your substance you must place into the jars. While nothing is to stop you from becoming the undead construct tech-no-tep or the ever-living ooze slime-ra it would certainly be unusual, and would make for a great story.

Warning: Your organs, no matter how far away from you they are, are still a part of you. Damage to one of your removed organs is removed from your hp. Anyone with access to one of your organs can cast spells on you or attack you as if they could see and touch you. If you must choose to remove your organs store them in a very safe place.

Champion Feat: You are always aware of the area around your missing organ and its jar (if it is still in its jar). You can dimly see and hear through the organ, and know the approximate distance and direction that the organ is in. If you hide your removed organs in widely separated

places then you can reference their directions and distances and are never lost.

Epic Feat: When you pick this feat choose three locations that you must ritually prepare, and then use this spell to remove all of your organs. Your creature type becomes 'undead' if it was not so already. You cease aging.

When you would normally die: provided at least one organ remains unmolested in its jar then when you fail your final death save or take enough damage to kill you; you do not die but instead merely appear to die. No matter how badly damaged your body is your organs retain your spirit. Even if your body is disintegrated, atomized, or turned into dust you will survive.

After your 'pseudo-death', when the next significant astrological event occurs (eclipse, full moon, solstice, etc.) you will revive fully healed and whole at the closest of the three ritually prepared locations and your organs will return to your body. This counts as a 'resurrection' for the purposes of resurrection limits.

FAERIE RING

Close-quarters spell (utility spell)

Recharge 11+ after quick rest

Cannot be cast in battle

Effect: This spell saturates the nearby area with the primordial power of nature and the fey, making arcane magic and the passage of time quite erratic. While in the ring each creature rolls at the start of its turn to see the effect on them, an effect that lasts until they leave the ring or the start of their next turn.

- 01-20 The creature may make attacks as quick actions instead of standard actions.
- 21-40 The creature may only take one action on its turn.
- 41-60 The creature adds 1d8-4 to its attack rolls.
- 61-80 After the creature makes an attack roll, roll a d6: 1-3=double damage, 4-6= the attack heals hp instead of dealing damage.
- 81-100 The creature heals 1d20 hp.

Magic users who are fey creatures, elves, half-elves, or sorcerers with an icon relationship with a fey or elven icon may roll twice on the table and take the more favorable result.

Faerie rings last for one hour per level at which the spell was cast.

Champion Feat: If you know of two faerie rings within 1 hour's travel of each other then you can link them. Anybody stepping into one (a move action) will teleport and will step out of the other.

Epic Feat: All hp recovered while in a faerie ring is doubled, and creatures that receive hp or heal while in a faerie ring will find that their hair and nails have grown significantly as though they had spent weeks in another realm. Some characters who heal while in a faerie ring do indeed seem to vanish for a moment, and a rare few find garlands of flowers upon their heads.



FAULT LINE

Ranged spell (utility spell)

Recharge 16+ after battle or quick rest

Cannot be cast in battle

Target: One nearby structure

Effect: This spell thrusts the ground sharply upward along a line you designate.

Attack vs: Automatic hit

Hit: 80 damage.

9th level spell 150 damage.

Warning: This spell is LOUD and obvious and will attract attention of creatures for miles around (some might run away, others might come investigate). If you cast this spell while in a structure, underground, near tall trees, etc. then you risk sending debris towards yourself.

Champion Feat: You can use this spell to attack individual features such as doors, while leaving the rest of the structure intact.

Epic Feat: You can use this spell to raise walls, create tunnels, make caves, reroute rivers, or perform other geological tricks. You can perform a trick with this spell once per day.

FIELD OF AXES

Ranged spell

Recharge 16+ after quick rest

Cannot be cast in battle

Target: A point nearby or far away, and the nearby area surrounding that point.

Effect: You conjure hundreds of invisible axes of pure force, in a dome or sphere around the designated point. When a creature attempts to enter or leave the area it is attacked by the axes. The spell lasts until the first creature is hit by an axe, or six hours (whichever is sooner).

Attack vs: AC

Hit: 6d20 damage.

Miss: Half damage

9th level spell 10d20 damage.

Champion Feat: You are immune to your own spell; you do not trigger the axes to attack and may pass safely in and out of the area. Anybody you chose to take with you into or out of the area is likewise immune, not triggering the axes to attack.

Epic Feat: The spell lasts until the end of the next day, or until three creatures have been hit by an axe (whichever is sooner).

GEM HAIL

Close-quarters spell

Daily

Target: You and all nearby creatures (including your allies)

Effect: You conjure magical-infused rocks that rain down from the sky.

Attack vs: AC

Hit: 1d100 damage (roll separately for each creature).
 9th level spell 1d200 damage (roll a d20 for the
 10s and a d10 for the 1s).

Free money: The gems remain after the battle and are worth an amount of GP equal to the highest amount of damage that they dealt to any creature during this battle.

Warning: You and your nearby allies cannot avoid or reduce the damage by hiding, running, taking precautionary measures (even being indoors under a heavy table with raised shields won't help), using magic or special abilities or resistances, etc. If you want to make money rain from the sky then you have to take your lumps! Your enemies, however, are under no such restrictions.

If you use this spell often and in public then your enemies might get the idea that they can lock you in a cage and treat you like a free money machine.

Champion Feat: You can choose the type of gems.

Epic Feat: You can choose to have coins rain down instead of hail. You can choose the denomination of coins, provided you have an example of one held in your hand. If you have a coin made with your face on it and hold it in your hand, then you can make those coins rain from the sky. You can choose to have all the coins land showing either heads or tails, or let them fall randomly.

GNASHING FLOOR

Ranged spell

Recharge 16+ after battle

Target: The area of floor nearby a point you designate, the point may be nearby or far away.

Effect: This spell causes a section of floor to become enchanted. When a creature enters the area the floor sprouts a field of gnashing maws that constantly snap and gibber. The mouths attempt to bite any creature within the area. All creatures in the area must make disengage checks before moving or take damage.

Attack vs: Automatic hit

Hit: 4 damage.

Special: Flying creatures are immune to this spell provided they are flying, as are creatures climbing walls or moving across the ceiling. The spell can be cast on walls and ceiling in order to target climbers instead of those walking on the floor.

3rd level spell	8 damage.
5th level spell	12 damage.
7th level spell	20 damage.
9th level spell	36 damage.

The spell lasts in its passive state for one hour per level at which it was cast, plus an extra 5 minutes once activated by a creature entering the area.

Champion Feat: You can set a time delay on the spell of up to 5 minutes, giving you a chance to set the spell nearby you and then leave the area.

LIQUEFY AIR

Close-quarters spell (utility spell)

Recharge 16+ after battle

Target: You

Effect: You make the air around you feel like a fluid, granting you the ability to fly by swimming in the air. While fly-swimming you have -2 to all your defenses. The spell lasts until the end of the current battle or 5 minutes (whichever is longer). Anything that would normally impede swimming (like having a large weapon on your person or wearing armor) impedes your movement through the air.

Champion Feat: You can cast the spell on a willing ally.

Epic Feat: You can cast the spell twice in a battle.

MANTLE OF BLADES

Close-quarters spell

Recharge 11+ after battle

Quick action to cast

Target: You

Effect: Mantle of blades creates six copies of a weapon that you are holding, and these hover around you and deflect incoming attacks.

The spell grants a +6 bonus to AC when it is cast, but each round this bonus reduces by 1d2 (roll a d6, 1-3=1, 4-6=2) at the start of each of your subsequent turns until it reaches +0. Until the end of the battle as a standard action, you can add 1d3 blades to the mantle of blades (raising the AC bonus by an amount equal to the number of blades added).

Once per battle as a quick action after casting *mantle of blades*; you can end the spell effect and send all the blades flying towards an enemy to make the following attack:

Storm of Blades

Target: One nearby enemy

Attack vs: AC

Hit: 3d20 damage

Miss: Half damage

9th level spell 4d20 damage.

RED DRAGONFLY SWARM

Close-quarters spell

Recharge 16+ after battle

Target: You

Effect: This spell conjures a swarm of red dragonflies. This has one of the following effects, chosen at the time of casting:

- The dragonflies can carry you, allowing you to fly as a move action. You can maintain this flight at the start of each of your turns with a standard action.
- The dragonflies swirl about in a cloud, granting you or one nearby ally +2 to AC.
- The dragonflies immediately make the following attack:

Bloody Swarm of Death

Target: Any number of nearby or far away enemies in a group that you designate

Attack vs: AC

Hit: 11d10 damage split equally between the creatures targeted (round down).

Miss: Half damage

9th level 20d10 damage.

Champion Feat: The recharge becomes 11+

Epic Feat: You can cast the spell outside of combat to give you and all your nearby allies the ability to fly for one hour (the dragonflies carry you). The spell ends as soon as any ally takes damage, or when initiative is rolled at the start of a battle.

RIDING THE THUNDER

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: Any or all nearby willing creatures (which may include you)

Effect: The target(s) of the spell, as well as all their equipment worn and carried become as gaseous and translucent as the air itself. The affected creatures can move as a group in any direction, even up or down, at tremendous speeds. With a mighty peal of thunder the whole group is whisked at the speed of sound to the destination chosen by you at the time of casting. You must be able to see the destination or already be intimately familiar with it. Becoming intimately familiar with a destination takes several days. If the group is unable to enter the destination (due to magical or airtight barriers, or the destination being occupied by solid matter leaving no space for the arriving group) then the group arrives in the nearest open space. When the group arrives it does so with a mighty peal of thunder.

Champion Feat: You can cast this spell in battle to flee, taking all allies (including the dead or dying, and those that are unwilling) with you.

Epic Feat: The spell becomes recharge 11+.

SENSORY DEPRIVATION

Recharge 16+ after battle

Target: One nearby or far away creature

Attack vs: MD

Hit: The target becomes insensate: unable to see, hear, feel, touch, taste, etc. While insensate the target takes a -10 penalty to attacks and skill checks, and takes a -2 penalty to all saves. The effect lasts until the end of the target's next turn.

Miss: You reroll the attack upon yourself with a -4 penalty.

Champion Feat: You can target far away enemies.

Epic Feat: No miss effect.

ST. PARVALAS'S RISEN ROAD

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You (and the world around you)

Effect: This spell flattens the ground much as St.

Parvalas led his Rothenian centaur horde over the treacherous Cloudwall Mountains in one night. You and all nearby creatures can travel overland across any terrain as if it were an open plain.

You deform the ground under your feet, harmlessly raising it or lowering it to sea level, and parting all obstacles, including trees, snow, and swampland, to either side of the area of effect. This effect also moves magically created obstacles, but it does not dispel them. Instead, they move to the nearest appropriate, unoccupied spot. Obstacles that are themselves magical (walls of fire) cannot be moved out of your path, you must go around them.

The area of effect moves with you, allowing you to travel "as the crow flies" instead of up and over mountains, for example. It alleviates slowed movement and other challenges normally caused by difficult terrain or obstacles.

Any creatures that move far away from you (or that the area of effect leaves behind) are returned harmlessly to the normal conditions and altitude of the land or sea at their position. Likewise, creatures or objects entering the area of effect are whisked harmlessly to their new sea-level position.

If cast while you are inside a structure, this spell has no effect. The spell ends when you move into a structure, an inherently magical location, a city (or ruin); or when a number of hours equal to the level at which the spell was cast have passed; or when you dismiss the spell as a free action. When the spell ends the terrain harmlessly returns to normal.

STORM FORM

Close-quarters spell (utility spell)

Recharge 16+ after battle

Move action to cast

Target: You

Effect: You transform yourself (and all your carried and worn gear) into a living storm cloud. Your body becomes a swirling black mass of clouds, illuminated from within by flickers of lightning. In this form you can fly as a move action, and move fit through any mundane non-airtight barrier.

While in this form you can not make weapon attacks, but you can still cast spells. You retain your current defenses, attack bonuses, etc. including bonuses granted by equipment and magic items.

The effect ends after a number of your turns equal to the level at which the spell was cast plus the escalation die value when the spell was cast, or when you dismiss the spell (a free action), or when you next take damage. The creature or object that deals you damage and causes the spell to end takes thunder and lightning damage equal to twice the level at which the spell was cast.

Champion Feat: While in the form of a living storm cloud you can rain, extinguishing any mundane (non-magical) nearby or far away fires.

Epic Feat: You can cast this spell outside of combat, and

it lasts for a number of hours equal to the level at which it was cast. Entering combat causes the spell to end, if it was cast outside of combat.

STARRY VISION

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You see the fate of all creatures involved in the current battle. When you cast this spell choose one of the following benefits:

- Once per battle when another creature moves you can also move as a free action.
- When you cast this spell pick a creature, it is now vulnerable to your attacks.
- You gain your own personal escalation die, a d8. At the start of each of your turns you can roll the d8 and use the higher value of the escalation die or the d8 result as the escalation die value.

Adventurer Feat: You can also choose the following benefit:

- Once per battle an ally may reroll an attack and take the result they prefer.

Champion Feat: You can also choose the following benefit:

- Once per battle an enemy must reroll its attack and take the result that you prefer.

Epic Feat: You can also choose the following benefit:

- Once per battle you can choose to have a save (yours, an ally, or an enemy's) automatically fail or succeed. You do not have to be conscious for this to take effect, you can use it on your own death saves and last gasp saves.

TIME CAPSULE

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: A container or room, up to 10 ft. by 10 ft. by 10 ft. in volume.

Effect: Time capsule can be used on any closeable object, such as a bottle, chest, or enclosure (a small room or cave). When the object is closed, time ceases to flow for every item, creature, or character within the object. They do not grow older. Body functions of any living creatures or characters virtually cease.

However, if the object is opened, time moves freely until the object is closed again (if the spell is still active). If the object is broken open, the spell's duration ends, even if the spell was cast as part of a ritual.

All creatures inside the container must be willing. You can cast the spell from inside the container if you wish.

When you cast the spell you must set at least two conditions that will cause the spell to end. These conditions could be expected and mundane and general ("When the tomb is disturbed") or complex and very unlikely ("When Vincent of Kal Torth is made a Loremaster and the wizards Nilrem and Zetuvit next cast a spell together, and the town of Silverlake is

destroyed by a plague of flying pigs").

Champion Feat: If the capsule is a free-standing container (a hut, a jar, etc.) then the capsule grows legs. At the time of casting you can give the capsule commands as to how it is to behave ("Go find a healer who can cure the plague!" Or "Stay away from anybody who wants to open you.")

Epic Feat: Those in the capsule are aware of the passage of time outside the capsule and may send their spirits out to roam the world as invisible intangible presences. The spirits must stay within one mile of the capsule. The spirits cannot affect the world, cannot be attacked, and cannot make attacks or cast spells. Only a rare few individuals can perceive the spirits, but anybody who has truesight or who can see the invisible can see and communicate with the spirits. The spirits can see and communicate with each other. Anybody in the capsule can end the time capsule spell at any time.

TIME LOOP

Close-quarters spell

Recharge 16+ after battle

Target: One nearby creature

Attack vs: MD

Hit: The target must repeat the actions it took the round prior to being affected by this spell to the best of its ability. For example, if the target used all of its actions to move, it must do so again on the following round, although the direction of the move is up to the target.

If the target cannot perform the same action—for example, the only available potion bottle is empty, the memorized spell is expended, or the target of its attack is no longer within reach—then the target loses that action and cannot take one in its place.

Champion Feat: You can cast this spell on a mob of mooks.

Epic Feat: If you miss, then the spell recharges and you are caught in a time-loop. You must attempt to re-cast the spell on the same target on your next turn. If the spell misses a second time then you can immediately rally as a free action.

WEAPONTHWART

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You or a nearby ally

Effect: You create an invisible aura around the target, the aura becomes visible only in momentary silver flashes as it thwarts attacks.

Until the end of the battle, when the target is hit by an attack that targets AC that is a crit, the attack instead misses.

Champion Feat: When an enemy misses, you gain the natural d20 attack roll against you as temporary hp.

For example if an enemy attacked you and missed, and rolled a 9 on the d20, you would gain 9 temporary hp.

Epic Feat: If you do not attack on your turn, you add the escalation die to all your defenses, until the end of your next turn.

9th LEVEL SPELLS

COSTLY VICTORY

Close-quarters spell

Daily

Target: All of your allies in this battle

Effect: You call upon your mystic powers to ensure that attacking your allies is a dangerous task, by enshrouding your allies in mystic flames. Until the end of the battle, whenever an ally is targeted by an enemy nearby them, that enemy takes 3d20 fire and holy damage.

Epic Feat: You can also target yourself with this spell.

JORMUNGANDR'S CALL

Close-quarters spell

Once per level

Cannot be cast in battle

Target: A city or other sizeable region

Effect: Jormungandr's call summons one coil of the titanic snake that surrounds the world from deep within the sea or from the earth below. Even this hint of Jormungandr's power is enough to create mass chaos and destruction. The effect of this spell is down to the GM, but it should at the very least be on par with a massive natural disaster. Due to the tremors when Jormungandr's body breaches the surface, earthquakes

and widespread structural damage ensue. The world serpent's sudden and violent appearance throws around flying debris on and vaporizes water at sea.

Warning: Do you really want to cast this spell? Even knowing this spell is enough to make enemies. Time it right though and you can get rid of your enemies. The destruction wrought by the mythical serpent is not guaranteed to kill any one individual, but if used cleverly it can destroy armies.

Gms: This spell could equally be called 'summon plot device'. If a player whips it out to kill somebody then you know that you've crafted a villain or threat that the player cares enough about to use one of his or her few uses of this spell on. Reward the player by giving them what they want out of the situation, but feel free to have the collateral damage cause complications for the whole party. Perhaps your game doesn't focus on the myths of Midgard or is a different setting entirely. In which case call the spell *Sink Land*, or *Tidal Wave*, or *Summon Behemoth*, or *Attract Asteroid to Volcano*, or *Sudden Mass Extinction Event*. Whatever the spell is called and however you flavor it, surviving the aftermath itself is probably worthy of a session or two of your game.

As this can only ever be cast twice per character nobody should feel that the spell was wasted or failed to be terrifyingly and awesomely spectacular.



PRISMATIC STORM

Close-quarters spell

Daily

Effect: You conjure a black storm cloud full of shifting colors. Each round the cloud does something new, depending on the escalation die value.

Escalation die = 0: Everybody is deafened, until the end of the battle.

Escalation die = odd: Glowing hail-stones rain down on the battlefield, and lightning strikes of every color strike indiscriminately. Each enemy in the battle takes 6d12 damage, you and each ally take 6d6 damage each. The damage is of every damage type.

Escalation die = even: During this round enemies take a penalty to their saves equal to the escalation die value.

On each of your turns you must use a standard and move action to maintain the cloud or it dissipates and the spell effect ends.

Epic Feat: Every time a non-mook enemy dies from damage from this spell you gain an extra recovery. The extra recovery lasts until the end of the day (your next full heal-up).

MASK OF THE PHARAOH

Close-quarters spell

Daily

Target: You

Effect: Your face becomes a golden death mask with gems for eyes. You gain the following attack as a standard action:

GAZE OF THE PHARAOH

Close-quarters spell

Daily

Target: One nearby creature of equal or lesser level than yourself, and that can see you

Attack vs: MD

Hit: Target must make last gasp saves. On the fourth failed save the target is petrified (turned to stone).

Special: Constructs are immune to this attack. Just meeting a creature's eyes is not enough to turn it to stone; you attack creatures deliberately (allies looking at you need not fear unless you deliberately attack them).

Epic Feat: Your tears undo curses, and return petrified creatures to their normal states.

ONE WITH THE COSMOS

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Target: You

Effect: Upon casting this spell, you enter a state where the cosmos holds few mysteries, and this knowledge guides your actions in miraculous ways. Until the end of the day you gain the effects of true sight; your vision pierces all illusions, you see the invisible and hidden, and the motivations of all but the best of schemers are laid bare to you; and you gain +4 to all skill checks relating to knowledge.

Why so few high level spells?

Most lower level spells can be cast as higher-level versions of themselves. For example the first level spell orb of light when cast at 9th level does 1d20+66 points of damage (!) And has an associated epic feat. The spells that appear at higher levels are those that absolutely can't be cast at lower levels. Summoning the world serpent, killing somebody by talking to them, ceasing aging by becoming one with the cosmos... these are the epic level spells that exist only at the lofty heights of 9th level.

Epic Feat: When you take this feat you gain several permanent benefits. You no longer age (and cannot be aged magically). You are no longer vulnerable to disease. You are immune to the confused and stuck conditions. You do not need to eat, sleep, or breathe.

REVERSE SCRY

Close-quarters spell (utility spell)

Daily

Cannot be cast in battle

Target: You

Effect: Until the end of the day you are aware of and may trivially block all attempts to scry upon you.

Epic Feat: If somebody does attempt to scry upon you; you can choose as a free action to view them and their location as though through a seeing stone spell with all the associated feats, but without limit to distance. If they also have a Reverse Scry spell active you can see each other and may communicate freely until one of you breaks contact.

ST. WHITESKULL'S STEAL POWER

Close-quarters spell (utility spell)

Recharge 11+ after battle or quick rest

Move action to cast

Target: You and one non-resisting creature

Effect: Your touch grants you one of the target's senses, movement modes, resistances, or extraordinary non-attack abilities. The target retains the stolen ability, as well. You can also target a fresh corpse (dead no more than 1 min.). You cannot possess more than one stolen power at a time.

You retain the stolen power for a number of your turns equal to the level at which the spell was cast, or a number of hours if the spell is cast outside of combat. If you cast the spell outside of combat the hours become turns when you enter combat (for example if you 'steal' flight and have it for seven hours and four hours later enter into a battle you will retain the power of flight for three turns). When you use the stolen power you lose access to it, you can only use a stolen power once per use

of St. Whiteskull's steal power.

Just as St. Whiteskull of Bratislor pursued St. Aethenea, savior of the Seven Cities, by stealing keen scent, earth glide, and the undead traits of those he killed along the way, this spell lets you target a fresh corpse and steal an ability it had in life.

Epic Feat: You can retain two powers at once.

STALWART

Close-quarters spell

Interrupt action; you can cast this on another's turn, but lose your next standard action.

Recharge 16+ after battle

Target: You or a nearby or ally

Effect: The ally instantly heals to their full hp, and any ongoing effects or conditions on them end as do any curses, diseases, etc.

At the end of the battle either you or the target is instantly reduced to 1 hp (you choose which at the time of casting).

Epic Feat: You can cast this twice per battle.

STAR'S HEART

Close-quarters spell

Special: You can cast this twice per battle

Recharge 16+ after battle

Target: Everybody in the battle, including you.

Effect: You call upon the crushing gravity at the heart of a star.

Attack vs: PD

Hit: 13 ongoing damage, and the target may only take one action on its turns, and any ranged attacks it makes take a -4 penalty (save ends all).

Miss: 13 damage.

Special: Flying creatures targeted by this spell fall out of the sky and take 4d12 damage.

Epic Feat: You can exclude yourself and one ally from the spell effect.

TIME JUMP

Close-quarters spell

Recharge 11+ after battle

Target: You or a nearby or far away creature

Effect: You hurl a creature forwards through time. The creature disappears and cannot be perceived or scryed upon in any way, nor can it act or be acted upon. All ongoing effects are suspended for the creature. Save ends.

When the creature returns to the time stream, it is unaware that any time has passed. If the creature returns to a space that is otherwise occupied it is violently hurled in a random direction and takes 4d10 damage.

Epic Feat: If you cast this upon an ally all ongoing effects on the ally ends, and the save is easy (6+).

ULIMATE SACRIFICE

Close-quarters spell

Daily

Target: You or a nearby ally

Effect: You end the life of a willing ally, willing familiar, or willing animal companion. It dies instantly as part of the casting of this spell.

At the beginning of its next turn the target returns to life in a magically super-charged form, and can act immediately. Until the end of the battle, the target cannot be disintegrated. The target takes only normal damage from critical hits. The target is immune to all conditions except ongoing damage.

After-Effect: If at the end of the battle the target is at 0 hp it drops and must start making death saves, and the battle does not 'end' (initiative is maintained) until it is stable, healed, or dead.

If the target has negative hp and would normally be dead it dies at the end of the battle.

Epic Feat: You do not need to sacrifice the life of a willing ally, familiar, or animal companion... but the immunity to death and related effects becomes save ends (11+).

UNHOLY WORD

Close-quarters spell

Daily

Target: One nearby creature that can hear you.

Effect: You speak an unholy secret to the target. If the target is of equal or higher level than you it becomes staggered (regardless of its actual hp total), until the end of the battle. Making a creature staggered in this way does not reduce its hp, but you and your allies may count it as staggered with regard to abilities and powers that have a different effect on staggered creatures.

If the target is of a lower level than you it dies instantly upon hearing the unholy secret.

Special: The target must be of the same creature type as you.

Epic Feat: Pick a creature type different from your own when you take this feat. You can now target creatures of that type as well as your own creature type.

VAMPIRIC FOG

Close-quarters spell

Daily

Quick action to cast

Effect: You harness an eldritch power and project it into a cloud of blood red, hazy vampiric mist. Until the end of the battle, on your turns, you can make the following attack as a standard action:

Drain Essence

Target: One nearby creature

Attack vs: PD

Hit: 10d12 damage, and you heal half that amount of hp.

First miss with this attack each battle: 5d12 damage, and you heal 2d12 hp.

Epic Feat: The fog also obscures sight, granting you +2 to defenses against ranged attacks.



VELES' BREATH

Close-quarters spell

Daily

Quick action to cast if the escalation die is 6+, otherwise it is a standard action.

Target: One nearby creature or object

Effect: You exhale the breath of Veles, the World Serpent, which has the power to unmake reality

Attack vs: PD

Hit: 150 damage

Miss: Half damage

Special: A small or medium-sized object destroyed by this spell is completely disintegrated (see the Destroying Objects sidebar on page 22). The spell can only destroy part of a very large object or structure. Using breath of Veles a caster can blast circular holes through rock, metal, and even magical barriers.

Epic Feat: You can cast this spell as a variant contagion of rust that produces a thick cloud of red dust. If you succeed in destroying a metal object with this variant spell, you can move the cloud to the nearest large metal object to the original target. As a free action at the beginning of your next turn, roll a skill check to destroy

that object; if it succeeds, you can move the cloud to the next nearest large metal object, and so on until you fail a skill check or end the spell as a free action.

Epic Feat: You can cast this spell as a variant crumblewall. The variant version of the spell targets the ground and the foundations of a structure, creating fissures that destabilize and ruin structures. It is designed to topple large structures made of masonry or hewn stone, including castles, fortifications, temples, and so on. The exact effects are up to the GM, but should be impressive and worthy of a 9th level daily spell.

Epic Feat: You can cast this spell as a variant delayed destruction. The variant version of the spell acts like another version that you know (breath of veles, or if you have the feats contagion of rust or crumblewall) but with a delayed effect. The delay may be set for up to 5 minutes, giving you time to get clear of whatever chaos you have unleashed.

VELES' GAZE

Close-quarters spell

Recharge 16+ after battle

Target: All creatures in the battle, except you

Effect: You call upon the attention of Veles, the World

Serpent, for the briefest of instants, and his fury is profound.

Attack vs: MD

Hit: The target is dazed (-4 to attacks), hard save ends (16+).

After-Effect: Once all creatures have successfully saved you gain a fear aura. Any creature engaged with you that has 60 hp or fewer is dazed and cannot use the escalation die.

Epic Feat: The after-effect happens as soon as the first creature successfully saves.

WALKING AXES

Close-quarters spell

Recharge 16+ after battle or quick rest

Quick action to cast

Effect: A monstrous construct made entirely of whirling, swinging axes appears beside you.

Walking Axes

Level 9 animated construct [CONSTRUCT]

Initiative: Acts immediately after the caster

Axes +14 vs. AC (two attacks)—25 damage

AC 25 PD 23 hp 38 MD 18

You can command the creature to attack as a standard action. The creature acts on your turn, and moves whenever you use a move action.

If cast outside of combat the walking axes will obey your commands and will continue to carry out your last command until it is destroyed or a month has passed. Unfortunately walking axes need your supervision, they are very stupid and often get stuck repeating a nonsensical action until corrected.

Epic Feat: Once your creature is destroyed you can immediately cast this spell again.

WYRMFOLD

Close-quarters spell (utility spell)

Recharge 16+ after quick rest

Cannot be cast in battle

Target: You (and all nearby allies, and probably a bit of the floor too)

Effect: The spell wyrmfold allows you to instantaneously travel to any point you have physically visited before, regardless of distance or planar location. There is no chance of error, and any barrier or warding short of an icon or deity's intervention is ignored.

The wyrmfold effect is always a sphere centered on the caster. Everything inside the sphere is transported. The sphere expands to encompass you and all your nearby allies.

If you are standing on a solid surface, a hemisphere of that material will travel with you to the destination and so with the air within the area of effect. Because wyrmfold transports everything in the radius, it creates a total vacuum immediately after the spell is cast. Everything within 100 ft. of the outer radius is buffeted by strong wind.

Epic Feat: You can cast this as a free action mid-battle to flee. When you do so any enemies engaged with you or your allies come with you, and are dazed (save ends).

WYVERN'S STING

Close-quarters spell

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You grow a tail with a stinger on the end. Until the end of the battle you can make the following attack as a standard action:

Death's Sting

Target: One nearby enemy

Attack vs: AC

Hit: 6d12 ongoing poison damage.

Special: Once per battle you can target a far away enemy.

ZENITH OF ASH

Close-quarters spell (utility spell)

Special: You can cast this twice per battle

Recharge 16+ after battle

Quick action to cast

Target: You

Effect: You ignite and burn to ash, transforming yourself into a swirling vortex of ash and dust. While in this form you can not be targeted by attacks, may not make attacks, and may not use skills or cast spells. You can fly in the form of the vortex of ash and dust. While in your vortex form you can slip through any non-airtight barrier. While in your vortex form you can spend a recovery to heal as a free action at the start of each of your turns.

As a quick action you can re-assume your normal form, or may assume the form of another creature of the same creature type as you. When you assume the new form you can set your own appearance, including race, age, gender, and may create any mundane item of equipment or clothing you desire. Changing race or appearance does not alter your attributes or racial abilities.

Magic items on your person when you transform into the vortex form become ash and dust. When you return from the vortex form the magic items return unchanged in their usual forms.

Epic Feat: You can alter your race and attributes. Doing so requires remaining in vortex form for long enough for you to fill out a new character sheet (probably a couple of hours of game time). Class, non-racial-feats, talents, powers, non-racial abilities remain as is, as do icon relationships. Racial feats and abilities may be changed. If the GM agrees you can re-distribute points that were in backgrounds directly related to your race, perhaps using them to create a new background relating to your new race.





Magical Campaign Options



In this chapter you will find several campaign options for magic-focused games, and each of these includes new options for magic users. You can even combine these campaign options to create your own settings, and that gets discussed at the end of this chapter.

Hubris

In this campaign magic is actively persecuted. Few are allowed to cast magic, and those that can are carefully monitored and guarded. The masses have good reason to fear magic due to the things that it unleashes when hubris overcomes fear and caution.

Guild War

In this campaign magic is closely controlled. Rival guilds and schools of magic seek ascendancy, and political one-upmanship often devolves to murder in the street. Characters that choose to 'go freelance' walk a thin line between being useful to guilds and being casually wiped out.

Ley Lines

This campaign involves building and controlling sites of magical importance. Characters will be wizards, clerics, and their spell-casting companions; they will seek to build their own magical stronghold, and divert ley lines to it.

Stones of Power

This is a campaign devoted to the acquisition of magical energy. Magic in this setting is a resource carefully guarded and fought over, often in a shadowy war that most know nothing of. Obtaining stones of power is the sole goal of many adventurers, even non-casters.

Vril Energy

This campaign focuses on magic as technology. Vril is likely to be a lost technology in a post-apocalyptic magical setting similar to the Wasted West region of Midgard. If Vril is still being used and is well understood as an energy source, then the magical technology (magitech) may have brought civilization to Atlantean heights of grandeur.

hubris

In this campaign the adventurers live in a world in which magic is powerful, yet dangerous. Magic items are considered to be cursed and are shunned; those that actively practice magic are discriminated against, persecuted, and often just outright lynched. People are suspicious of outsiders, blame their misfortunes on strangers, and witch-hunts are all too common.

Games involving hubris are likely to focus on hiding magic users, facing public distrust, and constantly being an outsider.

- Witch hunters are common in this setting; some of them might even be secret magic users themselves.
- Clerics are mostly shut up in monasteries and convents to avoid persecution or to be guarded and watched closely. Though their magic comes from their deity most view it as a divine punishment rather than a reward or a gift to use in the deity's service.
- Paladins are called 'penitents', warriors cursed with powers by their god for their misdeeds. Most penitents become witch-hunters.
- Arcane magic users are rare and remain hidden. Most humanoids with magical talents hide them and never use them except in the direst emergencies. Some become witches, living out in the wilds and relying on their fearsome reputation to keep others at bay. A rare few, mostly nobles, practice magic in secret and correspond in coded letters with other wizards.
- There exist a few schools for 'talented individuals' kept carefully hidden from public scrutiny and their students trained to use their powers for the good of those who fear and shun them. To keep their activities secret most of these 'talents' wear masks and adopt colorful codenames when performing good deeds in public.

Hubris

Any caster can...

Anybody capable of casting magic can re-roll any d20 roll. This includes attack rolls with weapons, attack rolls with spells, recharge rolls, saves, and skill checks. You can keep re-rolling until you get a result that you like! These are known as hubris re-rolls.

...but...

Each and every time you take advantage of a hubris re-roll you gain a point of hubris.

...which means.

At the end of each battle and the end of each day the GM rolls a d20 for each caster with hubris. If the d20 result is above your hubris score you lose a point of hubris. If the roll is equal to or below your hubris score then demons, aberrations, or something equally nasty from 'elsewhere' immediately turns up.

The monsters that turn up always do so in force; the monster equivalents (see *Monster Equivalents* in the 13th AGE rpg core rule book) are at least twice the party's normal punching weight. For example, if there are 3 3rd level characters in the party at the time then 6 3rd level characters worth of monsters show up.

If the party chooses to fight the monsters they are probably doing so immediately after a fight and are already beat up. If the party is wise and flees then they suffer a campaign loss related to unleashing monsters on an unprepared world (see *Fleeing* in the 13th AGE rpg core rule book)

Use these variant settings for when you want your game to be about magic itself. Each of these additional rule sets reshape the game-world and play experience, and as such are optional. As a GM if you decide that you want to use one of these rules sets then let your players know ahead of time, as it will shape their character creation decisions and inform their expectations of the game.

You should strongly encourage (and by "strongly encourage" I mean "tell") all players in your variant-rules games to be magic casters. Non-casters in these settings will be left behind in terms of power, and won't be as fun to play. If somebody absolutely wants to be a non-caster in one of these variant-rules games focused on magic let them know that their character will be less powerful than everybody else's character. You could counter that by giving them +1 to attack and +2 to AC, but even with these bonuses they won't be as thematically relevant to the campaign.

Guild War

In this game style, guilds control the practice and teaching of magic. They started a long time ago as bands of wizards who came together to demand better pay from the noble houses that employed them, and have now become a political power similar to that of modern corporations.

Games involving guild membership tend to fall into one of three types.

For God, Guild house, and Country

In this campaign style the adventurers are loyal members of a guild. The guild employs them as trouble shooters, gathering intel on their rivals and dealing with threats both external and internal. Though you could run this game as a serious exploration of life in a fantasy medieval setting, this style of game could turn very James Bond... or rather James Wand. If the players want to play magical super-spies let them. All the gadgetry and gunfights of the genre can be translated quite well into high magic.

The New Craft

The players have discovered a new magical niche that no guild is controlling and decide to set up a new guild. They must win approval from the nobility, fend off outright attacks from other guilds, and convince magic casters to join up with them. This game can become focused on politics and economics, so if that is what your group enjoys then go for it.

The Freelancers

In this style of game the adventurers are independent magic users operating outside the guild structure. It emulates samurai movies such as Yojimbo (which you can know as the western A Fist Full of Dollars or as the gangster movie Last Man Standing), and the corporate warfare stories of the cyberpunk genre. The adventurers must play a high-stakes game: stay useful enough not to be hunted down, while avoiding creating too many enemies (or staying anonymous enough that they can avoid retribution). The adventurers are criminals, but are also useful tools of the guilds.



Guild Membership & Secrets

Each guild has a secret that it protects; either a secret that is key to its continued economic success, or one that it guards because it is their secret, not yours.

If you spend background points on being a member of a guild (or a former member) then you know that guild's secret. Secrets are 1st level spells that do not need to be empowered with mana, are in addition to whatever other spells you know, and do not count towards class spell-per-level limits. Any character that knows a secret may cast it, and it is always a free action to use a secret. Using a secret doesn't provoke, because they count as close-quarters spells.

THE SECRET OF THE ALCHEMISTS' GUILD

Close-quarters spell

Daily

Effect: The Alchemist's Guild polices and controls the practice of alchemy, as well as other transformative magics. The second-richest of the guilds (the richest being the Dark Tower of Necromancers), this guild is also the most mysterious and protective of its hoarded secrets.

The secret of the Alchemist's Guild is that all matter, and even space and time, are impermanent and mutable.

In the battle that you use this secret you can negate one attack on you, as though it had never happened. While the enemy makes the attack as normal you take no damage or any other effects from the attack, and any triggered effects from the attack do not occur. You must do this immediately following the attack roll and before any triggered effects occur.

THE SECRET OF THE CONJURORS' GUILD

Close-quarters spell

Daily

Effect: The Conjuror's Guild specializes in creating something out of nothing, or pulling objects and creatures from out of thin air. The guild makes its money by creating items that are beyond the ken of mundane craftspeople.

The secret of this guild is that creation magic always produces a tiny bit of life energy as a side effect of the magic.

During the battle in which you use this secret, each time you conjure or summon a creature or object (the spell says "you conjure" or "you summon" in the description) you roll a d20. If you roll equal to or lower than your character level you gain a number of temporary hp equal to the d20 die roll.

THE SECRET OF THE DARK TOWER OF NECROMANCY

Close-quarters spell

Daily

Effect: The necromancers control the gateway between life and death, and as such the Dark Tower of Necromancy also legally oversees and controls those that perform healing (be it magical healing or

mundane), crop production, and animal husbandry. The Dark Tower of Necromancy is the richest of the guilds, though the Noble Guild of Diviners remains the most powerful.

The secret of this guild is that it is possible draw power from the boundary of life and death.

If an ally drops to 0 hp or fewer then you can immediately use this secret. During the battle in which you use this secret you gain temporary hit points equal to your level each time a non-mook enemy dies.

THE SECRET OF THE GUILD OF ABJURORS

Close-quarters spell

Daily

Effect: The Guild of Abjurors creates wards, casts magic that binds people to oaths or keeps monsters at bay. The secret of this guild is that oaths have power and breaking an oath releases that power.

Once per day you can name an enemy and 'abjure' it, (making an oath that it will stay away from you). During the battle in which you use this secret, every time the enemy that you have abjured willingly comes closer to you using a move action, the difficulty of your recharge rolls at the end of the battle lowers by 1. The maximum that the recharge rolls can be lowered by is 2 (champion tier: 4, epic tier: 6).

THE SECRET OF THE HOUSE OF ILLUSION

Close-quarters spell

Daily

Effect: The House of Illusion controls all entertainment, including bardic performances. They are also overseers of tailors, milliners, and others involved in creating or maintaining outward appearances. This guild is the most likely to employ disguised assassins to further their aims.

The secret of the illusionists is that life itself is an illusion.

During the battle in which you use this secret the first time you take damage after using the secret you gain that amount of temporary hit points.

THE SECRET OF THE NOBLE GUILD OF DIVINERS

Close-quarters spell

Daily

Effect: The Noble Guild of Diviners foresees the future. They make weather forecasts, advise kings on the best time to go to war, and foretell the destinies of children when they are born. When paid well they use their magic to bend fate to the benefit of their employer.

The secret of the diviners is that prophecies that come true have power.

During the battle in which you use this secret you can predict the outcome of your d20 rolls as being either odd or even. If your prediction is right then the next time in this battle your prediction is wrong you can increase the d20 result by 1 until it is right.

Ley Lines

Ley lines are flows of magical force that stretch from one location to another, linking places of power together.

Games involving ley magic are likely to focus on controlling places of power and their associated ley lines. In ley line games all magic users are ley casters, and you should encourage all players to create characters that can cast magic. Such games tend to be very caster-focused.

Masters of Feng Shui

In this campaign style geography is very important to the flow of ley energy. Rival factions control places of power and want to increase their own power at the expense of others. Destroying buildings, tearing down standing stones, and creating new geographical features are vital tools of war. Player characters either work for a faction as a strike team, or are defending a location from external threats. This game is part espionage and part shadow war. Of course you could always escalate this concept to whole nations warring for control of vital ley lines and places of power, entire armies on the move to seize this arcane node or that mystic temple.

The Chantry

The personal power of the adventurers depends on the place of power that they control and its associated ley lines. They own (or hope to) a wizard's tower and the village around it. The villagers rely upon the wizards to rule them and keep them safe, and in return they provide crops for the tower, build new buildings, and otherwise do all the things that adventurers can't. As the chantry (the tower and associated village) grows in mystical and economic power the village will become a walled town, soldiers' barracks will be built, and a city will start to grow. Of course all this relies upon the adventurers thwarting rivals, defeating monstrous threats to the chantry, and ruling wisely.

Ley-finders

In this setting most of the important places of power are already claimed and well-defended, and the ley line network acts as both a transport network and communications grid. However, there are wild ley lines out beyond the boundaries of civilization. A way has opened to previously unexplored and uncivilized lands and the adventurers are just one of many groups setting out to make its fortune.

The Ley Caster

When you are not near a ley line.

Your character is at -1 to cast any magic. You can sense the fact that the flow of mystic energy is low in this area.

When you are near a ley line.

You can sense the ley line is close, perhaps within a half mile of your location. As you get closer you feel the ley

This setting is very wild-West in concept; unexplored wilderness, new towns being founded, and a lawless frontier. Just as not every story set in a gold-rush era settlement needs to be directly about gold, so not every ley-finder story needs to be about striking it rich with a powerful and untapped site of power.

energy building within you.

When you are on a ley line.

The immediate area is suffused with ley energy and it flows through you. You gain +1 to +2 to cast magic, depending on how strong the ley line is. Stronger ley lines travel in straight lines between many important places of power, weaker ley lines link less important places of power and tend to run in a line between just two such mystic locations.

When you are at a place of power.

It might be a set of standing stones, an ancient castle, a monastery, or a chieftain's barrow... but here the power of magic is strong indeed. At the start of each of your turns roll 1d3 to find out the bonus to casting magic that you receive. If the place of power is especially important and is at the nexus of a lot of ley lines or is the terminus of a very powerful ley line you roll 1d3+1 for your magical bonus.

Ley magic comes with a pair of new 1st level spells that any caster could learn. You can swap out any existing spell for one of the two spells below, or swap two spells that you know for both of them.

AWAKEN THE DEEP MAGIC

Close-quarters spell

Daily

Target: All of your allies in this battle, and you.

Effect: If you are on a ley line or in a place of power you and all your allies are filled with the mystical ley energy. All allies gain a bonus to their next attack roll equal to the level that this spell was cast at.

Adventurer Feat: When you cast this spell you temporarily increase the power of the ley line. A weak ley line (+1) becomes a powerful ley line (+2), a weak place of power (+1d3) becomes an important place of power (+1d3+1), and you can even fill a magically dead area with ley energy by pulling it from a place of power that you are familiar with (-1 penalty becomes a +0 bonus).

Alternately you could use your ability to manipulate magic to quiet the ley line and temporarily reduce its power, especially useful if you sense a ley storm coming that might threaten a place of power that you control.

The change to the ley line lasts a number of hours equal to the level at which the spell was cast.

Champion Feat: You can flavor a place of power and

thus the ley lines that radiate from it. When you do this you select a series of ten spells or a style of magic. The selected type of magic or set of spells gains an additional +1 bonus, and all other magic has its bonus granted by the place of power and ley lines near it reduced by 1.

Epic Feat: By walking from one place of power to another you can create a new ley line. This task takes an extended period of time, and you cannot pause or rest or deviate from walking the straight line during your march. Any interruption to concentration during your journey ends the attempt to cast the spell, so you would be wise to have allies travel with you to remove obstacles from your path.

Epic Feat: By repeatedly crisscrossing a ley line it is possible to destroy it. The destruction of a ley path causes storms of ley energy that can potentially destroy places of power and disrupt journeys on ley paths. Destroying a ley line has much the same restrictions as the creation of one, with the added complication that others attuned to ley energy and who are near a ley line can sense what you are doing and may attempt to prevent it.

RIDE LEY PATH

Close-quarters spell

Daily

Cannot be cast in battle

Target: You and all nearby allies

Effect: Sometimes known as open fairy path, this spell allows you open a mystic portal to a place of power, provided that you are already on a ley line that leads directly to it. When you pass through the portal you find yourself on a shining road of pearlescent light that stretches into the distance, with mist all around you. The world outside of the path looks hazy and sometimes you catch glimpses of strange creatures moving in the mists.

Travelling down the path reduces journey times drastically, a journey of hours takes minutes, and a journey of many weeks might take only a matter of hours. When you pass through the portal on the other end of the path you arrive at your destination.

To outside observers it appears that a glowing path rises up to meet you, and you ride into a mist and disappear. When you arrive at your destination you are preceded by a thick mist, then the sound of your voices can be heard, then finally you walk or ride out of the mist.

Those who step off the ley path or pause in their journey may find themselves lost in the realm of the fairies (GM's call if that would be an interesting thing to happen).

This isn't the game style if the players want to kick in doors in dungeons. Local monster infestations are going to be dealt with by adventurers, and characters in this setting aren't adventurers. Of course you could always have the player character nobles gain military commissions and head off to war.

The Games of Power style of play is closer to the stories of Jane Austin, Mary Shelly, Robert Louis Stevenson, and Bram Stoker (with a dash of Sir Arthur Conan-Doyle) than to the usual dungeon-delving dragon-slaying fare. For a modern author in the genre try Galen Beckett and his *Mrs. Quent* novels.

Stones of Power

In this style of game magic has a physical representation. Mana stones, stones of power, are created at sites of magical importance. Uncovering mana stones and using them is the main focus of many adventurers' existences.

Games stones of power might fall into one of three categories.

Games of Power

In this campaign style stones of power are uncommon but not rare. Mana stones are passed down through families, and are coveted items. Most nobles have a ring containing a stone of power, and probably a stone of power atop their canes or worn as a necklace. A registry exists of important or notable stones of power, doing double duty as a genealogy of the peerage and social register.

Having a stone of power (and being seen to have it) is the mark of nobility, and nobles without the ability to produce a mana stone are barred from parliament or the royal court. You can be impoverished but still be a noble if you have a stone, but being rich and without a stone just means that you are a rich commoner. For a noble to lose a stone of power is a great scandal and those that attempt to steal such stones receive sentences harsher than mere death.

Player characters in this setting are almost certainly going to be nobles: attending balls, hunting, voting

The real-world industrial revolution was also a social revolution. For inspiration read about the Peterloo Massacre, the life of Emmeline Pankhurst, and the Factory Acts. In the real world was a combination of workers' movements, revolutionaries, and political will that brought western civilization out of the Dickensian slums... but running across the rooftops after a daring power-stone heist and fighting the forces of social oppression are likely to make for a more exciting game than collecting signatures for petitions.

in parliament, and avoiding or provoking scandals are likely to be activities that the player characters will undertake. Conflict in the game comes from political maneuvering, secret societies, and detective work.

Revolutionaries

This style of game is Games of Power flipped on its head. The player characters are members of the working class in the cities run by the noble elite. Life is tough, people are poor and desperate, and society is set up to keep the nobles in power and the players down.

The players are revolutionaries, desperate men and women who seek social justice using often violent and always criminal means. Not only do they have the power-stone wielding nobles to worry about but the local law enforcement will be after them too. Talking publicly about the right of workers to be paid a living wage will get you thrown in jail. Attempting to organize a factory strike for safe working conditions will get you killed.

In this setting stones of power are more common than in the Games of Power style of game, but are still owned and controlled by the social and economic elite. Mana stones are driving an industrial revolution, and while this is improving life it is doing so unequally, with the working poor trapped in economic serfdom and the rich getting rapidly richer.

The Stone Hunters

In this style of game the adventurers are explorers searching far off places for long-lost stones of power. Tribes of demon-worshiping gnolls and orcs, rival (villainous) adventurers, and wild animals serve as antagonists to the brave adventurers. Lost (trapped) tombs of ancient kings and jungle waterfalls act as backdrops for the adventures. The system-neutral sections of the Southlands book from Kobold Press is an invaluable resource for this type of campaign.

Mana Stones

What a mana stone is...

Each mana stone is a gem that has a spell trapped within it. Anybody who holds the stone may cast the spell. Daily

The Stone Hunters has a pulp adventure feel to it, and if that is the direction you wish to go then a read-through of King Solomon's Mines and Allan Quatermain by Sir H. Rider Haggard will serve you well, as will the pulp novels of Edgar Rice Burrows famed for his Tarzan series. For modern inspiration look to the Indiana Jones series (especially the first two films) and the movie Romancing the Stone. Of course you needn't stick to tropical jungles... what about going deep under the earth (perhaps to a hidden hollow world), or exploring in the frozen north, or in haunted-castles and vampire-infested mountains.

spells can be cast daily, at-will spells can be cast at-will, and so on. The size and purity of the stone determines what level the spell is cast at. Mana stones are instantly recognizable to anybody who has heard a description of one – they are gemstones that glow with an inner light.

What a mana stone isn't...

Mana stones do not store magical power, do not confer magical abilities (beyond being able to cast the one spell trapped in the stone), and do not require attuning to. A mana stone is not unique, but finding two that can cast the exact same spell at the exact same level is rare.

How to use a mana stone?

No special ability is needed to be able to use a mana stone, you just need to possess it and will it into action. The user of the stone uses their intelligence, wisdom, or charisma attribute (not the modifier, but the actual attribute itself) plus a d4 as the attack roll if one is needed (champion: plus d6; epic: plus d8).

Interesting ideas...

What happens when a mana stone is destroyed? One option is that the spell is unleashed in a cataclysmic blast. In that case mana stones might be used as weapons. Maybe broken stones can be re-cut and each becomes a lesser mana stone. What makes mana stones? Are they naturally occurring objects or are they the archeological remnants of an older lost civilization?

Vril Energy

Vril energy is a secret energy that can be used to harm or heal, and artifacts that controlled and shaped the energy can sometimes be found in the blasted regions of the wasted west.

Games involving vril energy are likely to focus on finding magi-tech devices in the magically-radioactive ruins of the wasted west, and working out what they do. In general think of Vril as something akin to electricity or magnetism, an energy type that can be used to power effects in a scientific way. Unfortunately those who understood such power are now dead, destroyed partially by the forces that they sought to control.

If you want magic to be more like science (or at least more like technology) then Vril is the option for your game.

The three default 'settings' for Vril are Post-Apocalyptic, Faded Glory, and Vril Ascendant:

Post-Apocalyptic

In this setting there was previously a mighty civilization that wielded vril energy, crafted items that manipulated vril, and enjoyed a golden age of vril-powered technology. All that came to a sudden end, probably in some vril-caused disaster. Now the ruins of the once great civilization litter the land, dangerous mutant monsters prowl about, and vril technology lies buried for those brave enough to go looking.

If you enjoy this concept then setting your game in the Wasted West of Kobold Press' **Midgard Campaign Setting** is a good idea. Ancient dark outer-gods, blasted ruins, and vril artifacts galore!

Faded Glory

There was once a golden age, but that age has passed. Vril, once a potent force, has ebbed away. What pockets of civilization remain lie clustered around sources of vril energy. Those outside of the warm light of civilization have resorted to banditry, or to outright savagery and cannibalism. The citizens of the few safe havens left have a siege mentality, and are all too ready to resort to extreme measures to prevent the final downfall of civilization.

...and this is very similar to the last magocracies of the Midgard Campaign Setting. Just as in there Faded Glory can exist alongside Post-Apocalyptic

Vril Ascendant

Civilization is at its height. Towers soar towards the sky, and vril technology allows the miraculous to be commonplace. Sky-scrapping towers, mass entertainment, rapid transit... all these things are enabled by vril. Of course there is a rebellion fermenting in the downtrodden working class of the great cities causing trouble, and the last pockets of the wild are strangely resistant to taming, but overall it is a utopia for those in the upper echelons of society.

This is similar in concept to legends of pre-fall Atlantis, or to Fritz Lang's Metropolis. In some ways this campaign could be thought of not as utopian but pre-apocalyptic, and can easily head into a faded glory or post-apocalyptic scenario. You could even do a George Orwell's 1984 style game where the golden age is a dystopia of thought police and repression.

The Vril Controller

All magic casters in this setting are able to sense and shape vril, and know the spell *Wield Vril*.

When you have a magic item to which you are attuned.

You can temporarily depower the magic item for the next hour to gain 1d3 points of vril energy. Its quirks remain, but any beneficial powers or default bonuses are switched off. This increases to 1d4 at champion tier, and 1d6 at epic tier.

When you have uncast spells...

You can swap the ability to cast the spell for the rest of the day, for the spell's level in vril energy.

When you have mana points that have not yet been expended to empower a spell ready for casting...

You can swap the mana points for points of vril energy on a 1-for-1 basis.

And...

Sometimes you might receive ambient vril energy. If you are near vril-blasted ruins or handling a vril artifact you might get 1d3 points of vril.

WIELD VRIL

Close-quarters spell

At-Will

Target: You or a nearby creature or object.

Effect: Choose one of the following effects:

- Heal your target on a 1 hp per 1 point of vril basis.
- Deal damage to the target, 1d3 points of damage per point of vril expended.
- Spend a point of vril to perform a minor effect: create a blast of wind, create a steady bright light, refrigerate or freeze an object, blast a door lock open, wind clockwork, reset a trap, etc...

Adventurer Feat: You deal 1d4 points of damage per point of vril expended, and may target far away creatures and objects. You can also empower long-dead vril devices by spending points of vril, the exact results of this and the number of points needed to temporarily power up a device is down to the GM.

Champion Feat: You heal 2 hp for every point of vril that you know when you use this power on yourself.

Epic Feat: You only need to spend half the amount of vril for any given effect.

Vril Battery

Magic Item

Wondrous Item

This technological artifact absorbs and stores magical energy.

Battery: Outside of combat you or somebody else may cast a spell into the battery and it converts that spell into points of vril equal to the spell's level. If you are

attuned to the battery, you can extract some or all of its stored vril and use it via *wield vril*. Each vril battery includes a 3 ft. cable which a wielder can attach to a vril wand, weapon or other vril device using a quick action. Charging a handheld vril device up to its maximum number of points takes a standard action.

Quirk: Concerned about losing power.

Vril technology is more than just batteries and weapons, though survivors of a vril apocalypse are most likely to be interested in those. If you are playing during a golden age of vril there will be magical equivalents of flying cars, sky-scrapers, refrigerators... any task that you can imagine technology performing is carried out by vril technology too (though the

application of vril power looks different from our real-world electrical and mechanical technology). In a post-apocalyptic or faded glory setting some items of vril technology may still work... though often it will behave oddly and will rapidly run out of power, and likely getting an item to work will be a one-time deal.



BRYAN SYME

Vril Wand

Magic Item

Implement

In the golden age of vril-empowered civilization these wands were common. The wand is more of a technological than mystical device, with mechanical stops that resemble those of a clarinet.

Standard bonus: +1 to attacks and damage with spells cast through the wand (champion: +2; epic: +3)

Universal implement: Any caster can use this implement, even if they could not normally use wands.

Vril converter: The wand needs to be empowered with vril. In order to function, the wand must be charged with vril energy using a vril battery (see above). You can attach the wand to the battery using a quick action. Charging the wand takes a standard action. The wand can store a number of points of vril energy equal to your level. When you cast a spell through this wand spend a number of points of vril that are stored in the wand equal to the level at which the spell was cast, and choose one of the following effects:

- Add d8 to the amount of hp provided by a healing spell (champion: 2d10; epic: 3d12)
- Change the result of one damage dice after they are rolled.
- Double the bonus to hit and damage provided by this wand, for the attack being made through the wand.
- Perform a minor cantrip-like effect as a free action.

Quirk: Feeling of superiority.

Vril Weapon

Magic Item

Weapon

This weapon is made of strange materials that non-vril using craftspeople are unable to reproduce.

Standard bonus: +1 to attacks and damage with weapon attacks using the weapon (champion: +2; epic: +3)

Vril leech: If a vril battery is connected to this weapon, when you crit with it the battery is charged with a number of vril points equal to the level of the target.

Vril converter: If the weapon is attached to a charged vril battery, on a natural even hit you can spend a number of vril points from the battery equal to your level to change the result of one damage die after they are rolled.

Quirk: Desire for victory in all things.

Mixing Magical Campaigns

Hubris + guild war

The guilds are in place to police otherwise dangerous spell-casters, and have full remit from those in power to kill rogues on sight. Witch-hunts are common, but

spell-casters are just as likely to be recruited into a guild as they are to be burned.

Ley lines + vril energy

Ley line energy is vril energy; they are interchangeable terms in this mash-up of concepts. Large vril weapon emplacements ring places of power (or 'vril nodes'), and vril-powered craft ride ley lines from node to node.

If civilization is in a golden age then cities cluster around vril nodes and ley lines, if the setting is post-apocalyptic then ley lines and places of power and monster-haunted ruins complete with mutant creatures and dire animals.

Hubris + vril energy

Points of hubris are the same as vril energy. This mash-up of ideas makes casters very powerful, and non-caster player characters are likely to get left in the dust power-wise.

Casters can accumulate vril by accumulating hubris, but if those points are not spent by the end of a battle then demons may turn up. Vril energy in batteries and weapons counts as hubris at the end of each battle.

This setting is most suited to a post-apocalyptic take. Vril energy didn't used to attract demons, but now it does. The demons are either the cause of or a product of the downfall of civilization.

Guild war + vril energy (+ ley lines?)

In this mash-up setting the guilds safeguard an advanced civilization from the potential abuses of magic users. They maintain the stores of vril energy (and perhaps of ley lines too) because they know just how fragile civilization is. Adventurers are likely to be agents of the powers that be, hunting down dangerous renegades who unknowingly threaten the power network that underpins civilization itself.

Hubris + ley lines (+ guild war?)

The places of power in this setting are hidden. The general public doesn't know about ley lines, they are a secret known only to the various factions (maybe shadowy versions of the guilds) that fight each other for control of the places of power that they flow between. A place of power is safe to cast magic in if you control it, the ley line network absorbing any hubris.

Stones of power + ley lines

Each stone of power needs to be regularly recharged, and only certain places of power will recharge specific mana stones. Nobles vie with each other for the control of places of power, building mansions and great halls to watch over them.

Stones of power + guild war

The magically-assisted industrial revolution is in full swing, and those that control the stones of power control the shape of the future itself.



Parting Words...

Make Magic Your Own

I encourage you to rename and re-skin spells. Some people like to change the appearance of spells, and this is known as re-skinning. You could turn *Vicious Spikes* into *Angelic Assistance* just by saying that rather than it making your body produce spikes it summons a divine warrior that attacks those that attempt to grab hold of you. *Angelic Assistance* sounds much better for the spell known by a paladin that happens to know angel-themed magic. Similarly you could rename *Wizard's Delight* to *Druid's Herbal Haze* to better fit your plant-gathering druid character.

A few of the spells in this grimoire already have suggestions for their alternate names and appearances.

Provided you keep the mechanical bits intact you can change the name and appearance of spells to better fit your character and the setting in which you adventure.

Similarly some players may want to change the damage types that their spells do to a single damage type. In one of the groups that I play in we have a pyromancer; with the GM's permission the player changed all references to 'acid', 'cold', 'force', etc., to 'fire' for her wizard character. If you want to create a focused character like this then provided your GM is OK with it then it is all good. Just remember that your character is going to be super-focused on one element and might suffer when they face a creature that is immune to their chosen element.

Spells As Plot hooks

One of the things that I started writing for this book was a final chapter on plots related to specific spells. I got 100 plots in and realized that one-plot-per-spell would easily double the size of this book. However I highly recommend that if one of your players is really fond of a spell running a plot related to that spell.

You can take this approach with any spell just by asking questions about where it fits into the world. What does the queen of the elves think of Touch of the Elf Monarch? How do oozefolk react to those who

cast Oozeform? In what places does casting Loki's Gift carry a death sentence? What theatre troupe uses Face of Deception in its performances? Are the monkeys from Burning Monkey Swarm summoned instead of conjured, and if so where do they come from? In which places do rangers who know Treasure Jump subject to a special tax? What are the long-term effects of casting Riptide? Who created the spell Twistmap, and why? Ask questions, and get plots!

Have fun!
—ASH

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