

CASTLES[®] & CRUSADES

ELEMENTAL SPELLS



JAMES M. WARD

CASTLES & CRUSADES®

ELEMENTAL SPELLS

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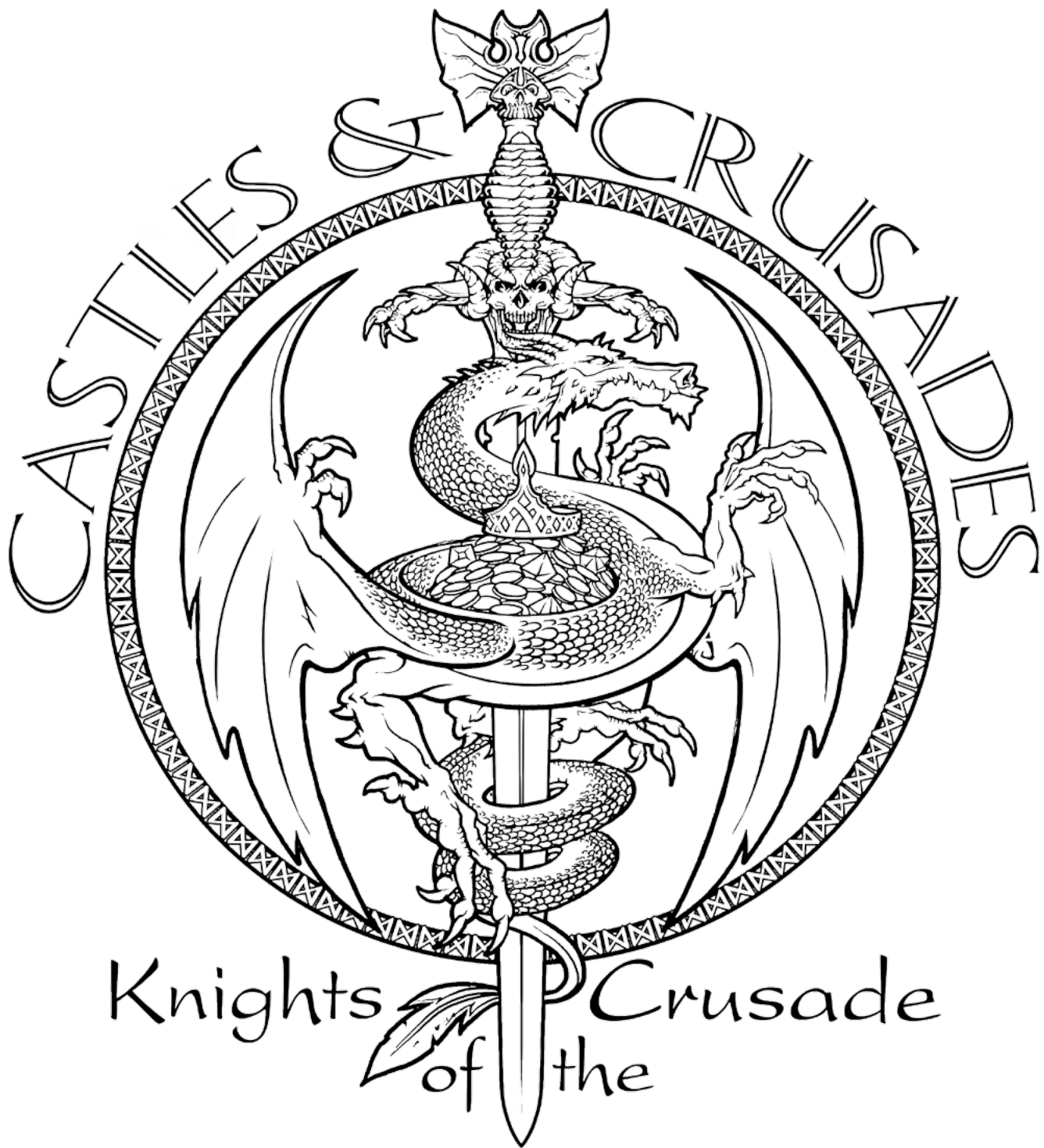
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CASTLES &

CRUSADES

Knights of the Crusade

INTRODUCTION

I had the extreme pleasure of learning D&D on Gary Gygax's side porch in June of 1974. 1,000 of the brown box sets had just been printed. It took me at least three months to figure out how to use all of the dice. In those days you rolled a six sider and on a 4-5-6 you added 10 to the twenty-sider. There were no ranger or paladin character classes. Because I rolled a 16 on my intelligence score Brian Blume said I should become a wizard character. My first spell, on my first adventure to Kong Island was a light spell. I made the mistake of casting that spell into a native hut filled with sleeping natives. The chase was on!

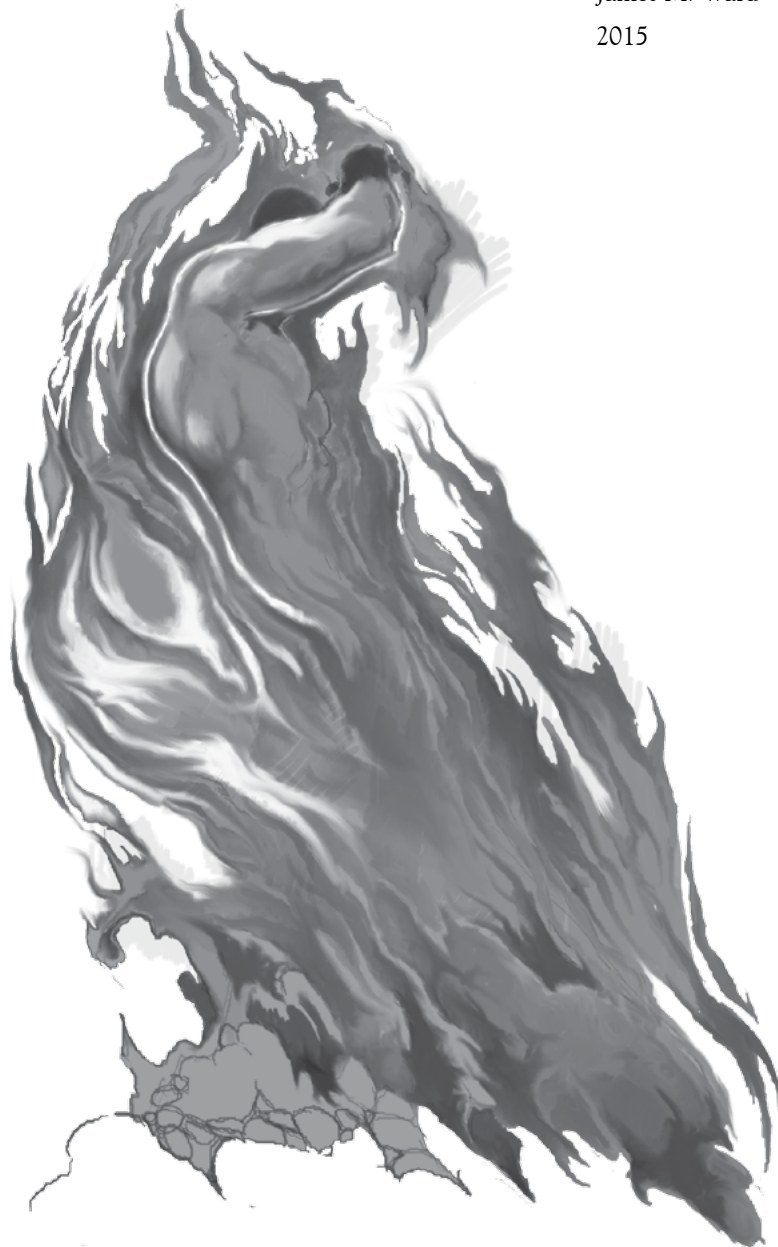
From that day forward, wizards and spells filled my mind. I couldn't get enough of them. I saw the early advantage of fighters, but using magical devices and casting spells was clearly where it was at in my mind. Over the years, as I designed projects, I always wanted to do a large spell book.

During the last decade or so, I've created many role-playing products. With these products, I've tried to put an emphasis on the fun of role-playing. I've worked hard to make it easy to imagine the thrill of the story in every adventure. I want gamers to use their abilities to better imagine themselves in their fantasy worlds. This product is no different.

I hope fans of this volume have half as much fun as I had a zillion years ago with my wizard.

James M. Ward

2015



CLERIC

1ST LEVEL CLERIC

1. [ANTI-MISSILE CAPE](#)
2. [BARBECUE](#)
3. [BUBBLE OF AIR](#)
4. [CALL FOG](#)
5. [CLEANSING WATERS](#)
6. [CLOSE SEARCH](#)
7. [CUBE OF SMOKE](#)
8. [DRY](#)
9. [FIERY HALO](#)
10. [FRESH SPRING WATER](#)
11. [GOLDEN FLOW](#)
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14. [INUNDATE](#)
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16. [LESSER HEALING WATERS](#)
17. [MOISTEN](#)
18. [SCRUB CLEAN](#)
19. [SMOLDERING SHIELD](#)
20. [SOFT GLOW](#)

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1. [BARRIER OF WIND](#)
2. [BATTERING FIST](#)
3. [BLAST OF WATER](#)
4. [BLINDING DUST](#)
5. [BOILING CUBE](#)
6. [CREATE HOLE](#)
7. [CURE WITH FIRE](#)
8. [DIG EARTH](#)
9. [FIRE ARMOR](#)
10. [FIRE RAGE](#)
11. [FLOATING PLATFORM](#)
12. [HEART SHAPED FLAME](#)
13. [ICE SHEET](#)
14. [LESSER DRYING ATTACK](#)
15. [LESSER FIRE HAND](#)
16. [LESSER REVEALING WATERS](#)
17. [MAGIC STAFF](#)
18. [SALT WATER DRIZZLE](#)
19. [SAND BLAST](#)
20. [SHIELD OF WIND](#)
21. [STUNNING NOISE](#)
22. [SWIRLING WIND](#)
23. [WATER ARMOR](#)

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1. [ARC OF LIGHTNING](#)
2. [BAKING MAIL](#)
3. [BARRIER OF FORCE](#)
4. [BLESS WEAPON](#)
5. [BREATHE UNDERWATER](#)
6. [BURNING TOUCH](#)
7. [DOUSE FIRE](#)
8. [FLASH FLOOD](#)
9. [GLOWING PATH](#)
10. [HARD RAIN](#)
11. [LESSER GEYSER](#)
12. [LESSER SMOKE TRAP](#)
13. [LIFTING BREEZE](#)
14. [LOCAL SEARCH](#)
15. [MOVE EARTH](#)
16. [RUSH](#)
17. [SHADOW FIRE](#)
18. [SLOW HEALING](#)
19. [SMOG CLOUD](#)
20. [SPHERE OF FLAME](#)
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22. [ZEPHYR FLAIL](#)
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2. [BLACK WIND](#)
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3. [CLOUD OF VISION](#)
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18. [REVEALING WATERS](#)
19. [ROUTE TO TARGET](#)
20. [SHIELDING CLOUD](#)
21. [SUSPENSION](#)
22. [UNDEAD WARD](#)

6TH LEVEL CLERIC

1. [FIRE BARRIER](#)
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7. [MASS COMMAND](#)
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10. [PURITY OF FLESH](#)
11. [REATTACH PARTS](#)
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5. [GREATER BLAST OF WATER](#)
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8. [GREATER SMOKE TRAP](#)
9. [HEAL ALL RECENT WOUNDS](#)
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14. [SMOKE'S CURSE](#)
15. [STAFF OF LIGHTNING](#)
16. [TEMPEST BARRIER](#)

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2. [CLEAR THE AIR](#)
3. [DEHYDRATING MIST](#)
4. [DEMOLISH STRUCTURES](#)
5. [FALLING ICE](#)
6. [GREATER GEYSER](#)
7. [GREATER QUENCH FIRES](#)
8. [GREATER RESTORATIVE FIRE](#)
9. [PROTECTION FROM GAZE & BREATH](#)
10. [SAVING CIRCLE](#)
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9TH LEVEL CLERIC

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2. [DIRE BURST](#)
3. [DIRE FLAME EXCHANGE](#)
4. [DIRE WATCH](#)
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6. [GREATER FALLING ICE](#)
7. [OPENING OF WAYS](#)
8. [RECONSTRUCTION](#)
9. [SHATTER WEAPONS](#)
10. [SPELL IMMUNITY](#)
11. [STREAM OF DEATH](#)

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3. [CALL FOG](#)
4. [CLOSE SEARCH](#)
5. [DUARCAIN'S ANIMATED FIRE](#)
6. [HEALING WIND](#)
7. [HEAL NATURAL WOUNDS](#)
8. [LESSER COMBUSTION](#)
9. [LESSER QUENCH FIRE](#)
10. [NATURE'S GLUE](#)
11. [SUMMON TINY AIR ELEMENTAL](#)
12. [SUMMON TINY FIRE ELEMENTAL](#)
13. [SUMMON TINY WATER ELEMENTAL](#)
14. [WITHDRAW POISON](#)

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2. [DAGGER OF FIRE](#)
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4. [HEALING FIRE](#)
5. [IVORY SPEAR](#)
6. [LESSER HEALING WATERS](#)

7. [LIFTING BREEZE](#)
8. [OPEN GATE](#)
9. [SHADOW FIRE](#)
10. [SHIELD OF WIND](#)
11. [STUNNING SPLASH](#)
12. [SUMMON MINOR EARTH ELEMENTAL](#)
13. [SUMMON MINOR SPLASH SERVANT](#)
14. [SUMMON SMALL FIRE ELEMENTAL](#)
15. [SWIRLING WIND](#)
16. [WATER CIRCLE](#)
17. [WATER JAVELINS](#)
18. [WIND'S EMBRACE](#)

3RD LEVEL DRUID

1. [CALL LESSER FIRE LORD](#)
2. [CALL SMALL VAPOR DRAGON](#)
3. [CALL WATER IMP](#)
4. [COMBUSTION](#)
5. [CURE WITH FIRE](#)
6. [EAGLE'S WINGS](#)
7. [HARD RAIN](#)
8. [JADE ARMOR](#)
9. [LOCAL SEARCH](#)
10. [MOVE EARTH](#)
11. [POISON WATER SPLASH](#)
12. [PROXIMITY SENSE](#)
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15. [STORM CLOUD](#)
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18. [SUMMON LESSER VAPOR GUARDIAN](#)
19. [SUMMON LESSER WATER SERVANT](#)
20. [SUMMON MINOR AIR ELEMENTAL](#)
21. [SUMMON SHOWER](#)
22. [WATER SEARCH](#)

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1. [BANISH WIND](#)
2. [BLAST OF COLD](#)
3. [CALL LESSER WATER ELEMENTAL](#)
4. [COLD FIRE](#)
5. [EARTH TOUCH](#)
6. [FLOOD WAVE](#)
7. [GREATER DAGGER OF FIRE](#)
8. [GREATER EAGLE'S WINGS](#)
9. [LESSER GLOOM](#)
10. [PATCH OF FROST](#)
11. [PURIFYING EARTH](#)
12. [RAISE MOUND](#)
13. [SERVANT OF FIRE](#)

14. [SLOW HEALING](#)
15. [SUMMON EARTH DRAGON](#)
16. [SUMMON LESSER EARTH ELEMENTAL](#)
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18. [SUMMON WATER SERVANT](#)
19. [WALK THROUGH EARTH](#)
20. [WATER SPEAR](#)

5TH LEVEL DRUID

1. [CALL AIR LORD](#)
2. [CALL SMOG CREATURE](#)
3. [CALL STORM GUARDIAN](#)
4. [EAGLE'S EYE VIEW](#)
5. [FIREWALKER](#)
6. [HEALING WATERS](#)
7. [HEAL RECENT BURNS](#)
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9. [SUMMON BLACKWATER DRAGON](#)
10. [SUMMON STORM DRAGON](#)

6TH LEVEL DRUID

1. [CALL FUNNEL](#)
2. [CALL WATER ELEMENTAL LORD](#)
3. [HEAL ALL BURNS](#)

7TH LEVEL DRUID

1. [CALL TEMPEST DRAGON](#)
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5. [QUENCHING ATTACK](#)
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1. [HAILSTORM](#)
2. [RAINING CATS & DOGS](#)
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4. [SUMMON SUPERIOR EARTH ELEMENTAL](#)

9TH LEVEL DRUID

1. [BREEZY RESISTANCE](#)
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3. [REVIVING SUMMONS](#)
4. [SPELL IMMUNITY](#)
5. [STRIKING WIND](#)
6. [SUMMON ELEMENTAL LORD](#)
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9. [SUNSTONE COUNTERSPELL](#)

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3. [CURWIN'S SYMBOL](#)
4. [DRY](#)
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11. [STEAM SPRAY](#)
12. [STRIKE/COUNTER STRIKE](#)
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14. [SUMMON TINY AIR ELEMENTAL](#)
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1. [BRIDGE OF AIR](#)
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4. [DAGGER OF FIRE](#)
5. [DETECT TREASURE](#)
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9. [LESSER REPAIR](#)
10. [LESSER SYMBOL OF FIRE](#)
11. [MAGIC STAFF](#)
12. [MINOR GUARDIAN](#)
13. [NEED](#)
14. [RONO'S RUNE](#)
15. [RUBY CHEST](#)
16. [SUMMON MINOR EARTH ELEMENTAL](#)
17. [SUMMON MINOR SPLASH SERVANT](#)
18. [SUMMON SMALL FIRE ELEMENTAL](#)
19. [WATER ARMOR](#)
20. [WIZARD'S AURA](#)

3RD LEVEL WIZARD

1. [BLAST OF COLD](#)
2. [BOLT OF FIRE](#)
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4. [CALL SMALL VAPOR DRAGON](#)
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23. [SUMMON LESSER WATER SERVANT](#)
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25. [WATER SEARCH](#)

4TH LEVEL WIZARD

1. [BLAZING BLADE](#)
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12. [SUMMON EARTH DRAGON](#)
13. [SUMMON FIRE GUARDIAN](#)
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17. [SUMMON WATER SERVANT](#)
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19. [WIZARD'S GLARE](#)

5TH LEVEL WIZARD

1. [ASK THE SAGE](#)
2. [BURNING IMAGE](#)
3. [CALL AIR LORD](#)
4. [CALL SMOG CREATURE](#)
5. [CALL STORM GUARDIAN](#)
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7. [CLOUD OF VISION](#)
8. [CREATE WATER WEAPON](#)
9. [DIAMOND GUARDIAN](#)

10. [DWARVEN TOWER](#)
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22. [SUMMON SMOKE CREATURES](#)
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24. [SUSPENSION](#)
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1. [ACID RAIN](#)
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3. [CALL WATER ELEMENTAL LORD](#)
4. [CALL WATER MONSTER](#)
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6. [GOLDEN DISPEL](#)
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14. [SUMMON GOLD DRAGON](#)
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7TH LEVEL WIZARD

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4. [GREATER GLOOM](#)
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5. [GREATER BLAZING SPHERE](#)
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13. [SUMMON GREATER PHOENIX](#)
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9TH LEVEL WIZARD

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2. [BINDING CHAINS](#)
3. [CALL DRAGON](#)
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6. [DUPLICATE ITEM](#)
7. [MASSIVE LIGHTNING](#)

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15. [WIZARD'S HOMECOMING](#)

ILLUSIONIST

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1. [HEALING FIRE](#)
2. [SHIELD OF MIST](#)

2ND LEVEL ILLUSIONIST

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2. [FIRE ARMOR](#)
3. [JADE ARMOR](#)
4. [JADE SPHERE](#)
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6. [WATER ARMOR](#)

3RD LEVEL ILLUSIONIST

1. [CURE WITH FIRE](#)
2. [ELEMENTAL DAGGER](#)
3. [FLOATING WEAPON](#)
4. [GLOWING PATH](#)
5. [JADE WALL](#)
6. [PEARLY GLAZE](#)
7. [TUMULT](#)
8. [YABIN'S CURSE](#)

4TH LEVEL ILLUSIONIST

1. [CIRCLE OF DREAD](#)
2. [FILM OF WATER](#)

3. [HEAL RECENT BURNS](#)
4. [LESSER GLOOM](#)
5. [SLOW HEALING](#)

5TH LEVEL ILLUSIONIST

1. [BURNING IMAGE](#)
2. [CHARM CREATURE](#)
3. [CLOUD OF VISION](#)
4. [DIAMOND ARMOR](#)
5. [MIRTHQUAKE](#)
6. [SUSPENSION](#)
7. [WALL OF GOLD](#)
8. [WORD OF DOOM](#)

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3. [HEAL ALL BURNS](#)
4. [MAIL OF SMOKE](#)
5. [ONGOING FRIENDSHIP](#)
6. [TOWER OF WIND](#)

7TH LEVEL ILLUSIONIST

1. [FIND THE EXIT](#)
2. [GREATER GLOOM](#)
3. [WARDING SYMBOL](#)

8TH LEVEL ILLUSIONIST

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2. [REATTACH PARTS](#)
3. [SUNSTONE COUNTERSPELL](#)

9TH LEVEL ILLUSIONIST

1. [SPELL IMMUNITY](#)

A

ACID RAIN LEVEL 6 WIZARD

CT 1 R touch D 1-6 rds.
SV see below SR yes Comp V, S, M

This devastating spell causes the victim to be doused in acid that falls from the sky. The caster touches an enemy and a deluge of acid falls like rain upon the victim for 1d6 melee rounds, dealing 1d8 points of acid damage for each round the rain falls. The victim is entitled to a constitution-based saving throw each round; a successful save means the victim suffers half damage.

The material component of this spell is a small vial of acid, which the caster breaks over the victim.

AIR STRIKE LEVEL 1 WIZARD

CT 1 R line of sight D instant
SV intelligence negates SR yes Comp S

This spell, though low-level, is feared throughout the world and may be the true origin of the idea that wizards have the evil eye. It enables the caster to damage the victim by the sheer power of his gaze. The caster focuses his gaze upon a living target, who must immediately succeed at an intelligence-based save or suffer damage equal to the caster's current level.

AMBER TRAP LEVEL 1 DRUID

CT 2 R touch D see below
SV wisdom negates SR yes Comp V, S, M

The use of this spell wraps a single being in magical waves of amber-coloured force. When the spell hits, the victim must make an immediate wisdom-based save. If he fails his saving throw, the victim can't move for a number of melee rounds equal to the caster's level. If he makes his save, the spell has no effect, and further, no use of this spell can affect the victim for 24 hours following the save.

The material component for this spell is a small piece of amber.

ANTI-MISSILE CAPE LEVEL 1 CLERIC

CT 1 R Self D 1 hr./lvl.
SV none SR no Comp V, DF

This impressive spell allows the caster to empower a cloak, cape or robe with the force of the wind, offering some defense against ranged attacks. The cape waves and flows as if surrounded by a strong breeze, and stops the first ranged attack targeting the wearer, after which the spell ends. The cloak can only stop normal, mundane weapons; it will not function against magical spells or effects that appear as missile weapons, and will not stop attacks such as siege weapons or boulders thrown by giants.

ARC OF LIGHTNING LEVEL 3 CLERIC

CT 1 R 300 ft. D instant
SV dexterity half SR yes Comp V, S, DF

This spell enables the caster to conjure a lightning bolt which arcs out to 300 ft. in a straight line, 5 ft. wide, dealing damage to all targets in range equal to the caster's current hit point

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total. The arc of lightning does not ricochet off of walls or other surfaces. It can however arc from one target to the next, so long as the targets are in the bolts direct path. Those in the bolt's path who succeed at a dexterity-based save suffer half damage. Victims who are struck twice by this spell due to its reflecting properties may make a second dexterity-based save upon being hit a second time.

ARVO'S RUNE LEVEL 9 WIZARD

CT 2 R touch D see below
SV no SR no Comp V, S, M

This powerful spell allows the wizard to transform into an elemental of his choice: earth, air, fire, or water. The wizard retains his own intelligence, wisdom and charisma scores but otherwise possesses all the powers and abilities of that type of elemental, and his hit die becomes a d8; re-roll all hit points.

The wizard can remain in this form so long as he is within 10 miles of the spot where he cast this spell. However, while transformed the mage cannot cast any other spells while transformed, these being replaced by his new abilities as an elemental. Likewise, he cannot use magical items unless the items are usable by the elemental type he has taken.

The wizard can resume his normal form at will, but all damage suffered remains. This means that if he has suffered more damage in elemental form than his normal human or demi-human form could withstand, he could immediately die upon resuming his base form.

The material component for this spell depends on the elemental form desired: Sulfur for fire, a piece of quartz for earth, coral for water and a feather for air

ASK THE SAGE LEVEL 5 WIZARD

CT 2 mins. R touch D see below
SV no SR no Comp V, S, M

This spell summons a magical sage from the realm of faerie to answer any question the caster has.

In order to cast this spell, the caster must be in contact with the item he wants to know more about, whether the item is a magical device whose command word is a mystery or an heirloom with an unknown owner. Even locations and historical events can be researched if the wizard holds a map or image of, or tome regarding the location or event in question.

Upon successfully casting this spell, a wizened gnome appears with a great deal of knowledge on the item or subject in question. She will be able to answer most questions put to her, but may not have information about very powerful and ancient items such as magical artifacts or intelligent weapons. After she helps all she can, she leaves to set up shop in the nearest large city.

The material component for this spell is a diamond valued at 500 gp minimum.

B

BAKING MAIL LEVEL 3 CLERIC

CT 1 R touch D 1d4 rds.
SV constitution half SR no Comp V, S, M, DF

This spell is the bane of those who use metal to defend against damage. It only influences foes in metal armor or wielding a metal shield. The cleric touches the target and the metal immediately heats to scalding temperatures, dealing 1d4 damage per level of the caster each round for 1d4 rounds. A successful constitution-based save will halve this damage.

If used on a shield and the victim fails his save, he must drop the shield to the ground or suffer severe burns to his hand and arm (the limb is unusable until it heals). The material component of this spell is a flint and steel, and a bit of burnable oil.

BANISH WIND LEVEL 4 DRUID

CT 10 mins. R see below D 1d6 hrs.
SV no SR no Comp V, S

This magical effect creates an area of complete, total and magical stillness. In a circle that spans a 1 mile radius around the caster per caster level, no wind blows and there is no air movement at all, save that temporarily and naturally created by the basic biological processes of living creatures - breathing and talking, for example, are still possible in this unnatural stillness, though trying to use a hand fan to create airflow would not work, nor would the use of bellows on a fire. In order to cast this spell, the caster must be out of doors and there may be no walls around him. Thus, the spell could not be cast in the courtyard of a keep since, though outdoors, the caster is surrounded by walls. The spell does not move with the caster, but remains in effect should the caster move out of the area.

BARBECUE LEVEL 1 CLERIC

CT 1 R touch D instant
SV no SR no Comp V, S, DF

This spell is a favorite among adventurers who are tired of hardtack and dry rations during long trips on the road. When used on a dead animal, it creates a sumptuous feast of the meat, instantly, with no delay. When cast, this spell instantly does all the work of field dressing and butchering the creature, laying out the best cuts of meat, seasoning and cooking them to a perfect level as determined by the caster. The creature targeted must be recently dead; no more than 24 hours can have passed, or the innards will have spoiled the meat. The cleric decides when casting how rare to well the beast will be prepared, and can determine different levels-that is, four pounds could be rare while six could be well.

BARRIER OF FORCE LEVEL 3 CLERIC

CT 1 R 150 ft. D 1 min./lvl.
SV none SR yes Comp V, S, M, DF

This spell calls into existence a jade-colored wall of force at any location up to the maximum range of the spell. The maximum wall is 60 ft. wide and tall and one foot thick. If the caster places

the wall in a smaller space, the wall shrinks to fit the area. The wall has hit points equal to the current hit points of the caster and lasts 1 minute per caster level or until destroyed.

The wall is designed to protect the caster, so no one can penetrate the barrier from the opposite side. However, those on the same side of the wall as the caster can step through, though once through they cannot return (unless the caster joins them, in which case the wall's polarity reverses). The wall blocks all material things and physical attacks, but won't block magical energy attacks, such as a fireball or lightning bolt spell.

The material component for this spell is a piece of jade.

BARRIER OF WIND LEVEL 2 CLERIC

CT 1 R 10 ft. D 5 min./lvl.
SV no SR no Comp V, S, DF

With this spell, the caster calls into existence a five foot cube of air to form a barrier on the ground in front of him. The barrier has 1d8 hit points per level of the caster and stops all physical objects and attacks from passing through until its hit points are reduced to zero. While the wall is able to stop all mundane attacks and physical objects, it has no effect against magical attacks and spells.

BATTERING FIST LEVEL 2 CLERIC

CT 1 R 50' D concentration
SV no SR yes Comp V, S, DF

The spell creates a focused wave of force in the form of a giant fist that batters its target. The enchanted fist does 1d4 points of damage per level of the caster, who must make a ranged attack roll to strike the target.

The spell lasts as long as the caster maintains concentration, and the caster can continue to attack with the fist over several subsequent rounds. However, if the caster moves, suffers damage, or undertakes any action but maintaining the spell, the fist vanishes and the spell ends.

BINDING CHAINS LEVEL 9 WIZARD

CT 1 min. R 50 ft. D 3 hrs./lvl.
SV special, see below SR no Comp V, S, M

This spell calls into existence huge black chains and locks that surround a target designated by the caster at the time of casting. The chains can suffer 100 points of damage before breaking. The victim can make a Strength-based save each hour to attempt to break free; this save is at a CL equal to the hit dice of the caster. However, if a victim breaks free before the spell ends, the caster can use his next action to direct the chains to once again ensnare the victim, who may then make a dexterity-based save at the same CL to avoid once more being entangled. If entangled again, the process starts over with the victim entitled to a new Strength save each hour to break free. If not destroyed, the chains last for 3 hours per caster level; at the end of the duration they rapidly rust and crumble to nothing. Each of the links takes 25 points of structural damage so that a dragon or giant could easily break the chains.

The material component of this spell is a solid bar of iron.

BLACK WATER ATTACK LEVEL 4 CLERIC

CT 1	R 10'	D instant
SV dexterity negates	SR yes	Comp V, S, DF

This unique and deadly spell causes the victim and all of his possessions to dehydrate instantly, an agonizing process. Upon casting, the caster stretches forth his hands and large black splashes of water erupt to engulf a target up to 10 ft. away. The victim is entitled to a Dexterity save to fight off the effects of the spell. If this save fails, the victim takes 1d6 damage per level of the caster as the moisture in his body rapidly dries up. Victims who fail their save also suffer -2 to all attacks, checks and saves for 1 hour due to fatigue and weakness from the dehydration. As a side effect, this spell dries out all fluids in any containers (water skins, bottles of wine, even oil) the foe has on his person.

BLACK WIND LEVEL 4 CLERIC

CT 1	R 300 ft.	D 1 min./lvl.
SV constitution negates	SR yes	Comp V, S, DF

The spell calls forth a black wind which travels up to 300 ft. from the caster and clings to a victim, who is entitled to a constitution-based saving throw. If the victim makes the save, nothing happens. If he fails his save, the noxious black air hinders his movement and creates illness. Victims of this spell cannot attack and all saves are at -4 for the duration of the spell. The wind lasts for one minute per level of the caster and victims are entitled to a new save each round to shake off the effects. A successful save means the victim is immune to further castings of this spell for 24 hours.

BLAST OF COLD LEVEL 4 DRUID, 3 WIZARD

CT 1	R 5 ft./lvl.	D 5 rds.
SV dexterity half	SR yes	Comp V, S

With this spell the caster calls into existence a sudden snow squall that covers an area 5ft per caster level in diameter, anywhere up to five feet away per caster level. This blast of winter deals 3d6 points of damage to all those within its area; victims may make a dexterity-based save for half damage. Creatures vulnerable to cold-based attacks, or those associated in some way with fire (fire elementals, salamanders, etc.) suffer double damage from this spell. Creatures garbed against the cold, such as those in heavy winter clothing, suffer only half damage from the spell (and half that on a successful save).

BLAST OF WATER LEVEL 2 CLERIC

CT 1	R 60'	D instant
SV dexterity negates	SR yes	Comp V, S, DF

This spell is a favorite of clerics who desire a non-violent means to end conflicts. The caster stretches forth his hand and calls upon his deity, and calls into existence a large splash of water which pummels a victim within 60 ft. The victim is entitled to a dexterity-based save to negate the effects of the spell. If the save is failed, the victim is slammed to the ground, suffering 1d6 points of subdual damage and all of his weapons fly out of his hands and well out of reach. Even weapons that are not held are blasted out of reach—swords fly from their sheaths, bows and crossbows from their cases or frogs, knives from their bandoleers, etc.

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CT 4	R touch	D see below
SV none	SR none	Comp V, S, M

This spell causes a weapon touched by the caster to be sheathed in mystical flame, adding damage to each strike from the mystic energies that infuse it. The weapon gains +1 to hit and deals an additional 1d8 points of fire damage on each successful strike. The spell lasts one round per level of the caster. If the wielder dies, is struck down, or is in any way disarmed, sheaths or drops the weapon, the spell ends immediately. Blades affected by this spell are considered enchanted and magical in nature for the duration of the spell, and may strike those creatures requiring a magical weapon to strike them.

The material component of this spell is a lump of coal which ignites and burns to ash upon casting.

BLAZING FIST LEVEL 4 CLERIC

CT 4	R touch	D 1 rd./lvl.
SV none	SR yes	Comp V, S, DF

The caster calls down the wrath of his deity upon the infidels he faces, and his, or a single target's fists are instantly wreathed in white hot flames. These flames grant the caster +1 to hit and on a successful hit, deal 1d10 points of damage. In addition, the caster gains a second attack of this type each round so long as the spell lasts. The caster, his allies, and any gear he carries are immune to the flames, which damage only the caster's enemies. They will, however, set ablaze any flammable materials the caster's enemies may be carrying. The spell lasts for one round per caster level or until the caster chooses with a thought to end its effects.

BLAZING SPHERE LEVEL 4 WIZARD

CT 1	R See below	D 1rd./lvl.
SV dexterity half	SR yes	Comp V, S, M

The caster calls upon the elemental plane of fire to call into existence a four-foot diameter sphere of flame. This sphere appears 5 ft. in front of the caster and moves with the caster, always remaining five feet before him, and changes position to always be ahead of where the caster is facing. It sheds light in a 40 ft. radius. Enemies can be deliberately struck when the caster maneuvers the sphere into an area the victim currently occupies (by himself moving within 10 ft. of an enemy and turning to face them). Likewise, those enemies who attempt to attack the caster in melee combat from the front will be struck by the sphere. The sphere deals 4d6 damage to any who touch or are struck by it, and victims are entitled to a dexterity-based save for half damage.

The material component is a pinch of sulfur, which erupts into flame upon casting to form the flaming sphere.

BLESS WEAPON LEVEL 3 CLERIC

CT 2	R touch	D 1 min./lvl.
SV no	SR no	Comp V, S, DF

This simple spell creates a magic weapon in the hands of any whom the cleric chooses to wield it, or further enhances an

existing magical weapon. By invoking the divine power of his deity, the caster touches any weapon and imbues it with the power of the gods. The weapon in question gains a bonus of +3 to hit and damage for the duration of the spell, which lasts for 1 minute per caster level. This bonus is cumulative with any bonuses already inherent to the weapon; thus, if the enhanced weapon is a +1 magical sword, the spell will add an additional +3 for a total bonus of +4.

The caster can have no more than one instance of this spell active at any given time. This means that even if it has been prepared twice, only one weapon at any given time may be so enhanced; the caster may not cast one instance of the spell on a weapon, then cast it again on another (or even again on the same one for additional bonuses).

BLINDING DUST LEVEL 2 CLERIC

CT 1 R see below D instant
SV dexterity negates SR no Comp V, DF

The caster calls forth a burst of wind which fills a path five feet wide and long per level of the cleric, which instantly kicks up a cloud of blinding dust that stings the eyes and makes it difficult to breathe and see. All those in the path of the burst are entitled to a dexterity-based save; success means they can act normally this round, while failure means that the victim cannot do anything but shield their eyes, nose and mouth against the dust for the current round and so long as they remain in the cloud. Those caught in the cloud are entitled to a save every round to resist the effects.

BOILING CUBE LEVEL 2 CLERIC

CT 1 R 100 ft. D 1 rd./lvl.
SV special, see below SR yes Comp V, S, DF

This spell can be devastating when used in waterborne battles and is the bane of aquatic creatures everywhere. The vengeful cleric simply brandishes her holy symbol, points a finger at a body of liquid and evokes the wrath of her deity. Mystical energies ebb forth and cause a portion of the water equal to a 10 ft. cube to instantly be raised to the liquid's boiling point. The fluid maintains this temperature and continues to boil for one round per caster level. Any who are caught within the area of the boiling liquid suffer 1d10 points of damage per round that they remain within the heated area. Victims are entitled to a constitution-based save for half damage.

This spell can also be cast upon a container of liquid such as a barrel of water or a cauldron of oil, which can then be dumped onto victims. In this case, victims suffer 1d10 damage for 1d4 rounds as the hot liquid scalds and burns their skin. In such cases, rather than a constitution-based save, victims are entitled to a dexterity-based save for half damage.

BOILING WATER STRIKE LEVEL 4 CLERIC

CT 1 R 60 ft. D instant
SV dexterity, see below SR yes Comp V, S, DF

This devastating spell causes a deluge of boiling hot water to erupt from the caster's outstretched palm and strike a victim

full in the face at a range of up to 60 ft. Victims are entitled to a dexterity save; failure means damage equal to 1d6 per level of the caster. In addition, the victim is blinded and cannot see for 1d4 melee rounds. Those who succeed at their save suffer half damage and are -2 to attacks, saves and checks for 1d4 rounds.

BOLT OF FIRE LEVEL 3 WIZARD

CT 1 R 350 ft. D instant
SV dexterity half SR yes Comp V, S, M

This basic bolt attack is a favorite of many wizards who have an affinity for the element of fire. These self-styled "pyromancers" are drawn to the devastation this element causes and prefer this sort of attacks to more subtle or mystic energy-based assaults. The caster holds a burning coal in hands and gazes upon the target through the coal. Upon completing the spell, a gout of flame shoots from the eyes of the caster, striking the target. The caster must make a ranged attack roll to hit, but gains +3 to his attack roll. If the flame strikes the target, it deals 1d8 damage per caster level; victims are entitled to a dexterity save for half damage.

The material component of this spell is a lump of coal which ignites and burns to ash as the spell is cast.

BOOST MODIFIERS LEVEL 5 CLERIC

CT 2 R touch D 1 hr./lvl.
SV no SR yes Comp V, S, DF

The spell allows a cleric to call upon the strength of the earth to fortify another. The recipient of the spell must be in contact with the earth for the spell to be effective; they must be standing on dirt, natural earth, wood or stone and remain in contact with the earth for the duration. The spell can be effective indoors as well as outdoors. The spell adds a +1 bonus to all ability checks, saves, attacks and damage for the full duration as well as imparting temporary hit points equal to the level of the recipient. Thus, a fifth-level character targeted by this spell gains five temporary hit points in addition to +1 to all checks, saves, attacks and damage. The effects last for 1 hour per level of the caster. If at any time during the spell the victim is removed from contact with the earth for more than a few seconds, the spell ends. Thus, being picked up and hurled across the room will not end the spell. However, being suspended above the ground for more than one melee round, whether it be by brute force, rope or magic, will end the spell's effects.

BREATHE UNDERWATER LEVEL 2 DRUID, 3 CLERIC

CT 1 R touch D 1 min./lvl.
SV h SR h Comp V, S, DF

By means of this spell, the caster touches herself or another being and imparts to them the ability to breathe underwater. In addition, those who benefit from this spell can always see with perfect clarity underwater, no matter the level of light. While underwater (and only while underwater), those under this spell's effects receive the equivalent of duskvision, twilight vision, darkvision and deep vision for the duration of the spell. This spell lasts for one minute per level of the caster.

BREEZY RESISTANCE LEVEL 9 CLERIC, 9 DRUID

CT 1	R see below	D 1 rd./lvl.
SV no	SR no	Comp V, S

By means of this spell the caster generates a 10 ft. wide and 10 ft. tall breeze of anchoring magic. The breeze extends out a total of 60 ft. per level of the caster. Any moving object touched by this breeze stops its motion and is frozen to its current spot so long as the spell remains active. Victims are not completely paralyzed, just anchored to their current location. As such, combatants can still cast spells and use weapons from their stopped position. Spells that move forward and have a physical component such as flame or ice, however, are also stopped by the magical wind, but will go forward when the duration of the spell runs out. This means, for example, that if a wizard casts fireball, which is then caught within the effects of this spell, the fireball will freeze in place until the spell's duration has lapsed, at which point it will continue to its original designated target and erupt. Likewise, arrows fired that enter the radius of the spell's effect will hang in mid-air until the spell ends, after which time they will continue on their original path. The spell lasts for one round per level of the caster.

BRIDGE OF AIR LEVEL 2 WIZARD

CT 2	R see below	D 1 min./lvl
SV no	SR no	Comp V, M

The caster is able to generate a platform of solid, murky air that is 10 ft. wide and long. This platform can be placed up to 6 ft. in the air and will allow anyone to stand upon it. It is most often used to span a gap or gorge to permit passage; so long as there is an anchor within six feet down on at least one side of the windy platform, it will remain solid. In addition, the spell can be cast multiple times, linking one bridge of air to another. In this manner, the caster can create rather expansive bridges to navigate the crossing of great gaps or even rapid rivers with no ford.

The material component of this spell is a one-inch cube of granite, which disintegrates to powder upon casting.

BUBBLE OF AIR LEVEL 1 CLERIC, 1 DRUID

CT 2	R caster	D 10 min./lvl.
SV no	SR no	Comp V

This spell protects the caster from impurities, toxins or fumes while also imparting the ability to breathe in places where there is normally no breathable air. It calls into existence a bubble of clean air which circles the head of the caster and extends to one foot beyond his head. The air prevents any other gas, fumes or impurities from inhalation by the caster. In addition, the spell permits the caster to breathe underwater or in areas where there is no normal atmosphere, though it does not protect against physical damage from environmental conditions like extreme heat, cold or vacuum. A caster caught in a vacuum who cast this spell, for example, would be able to breathe normally, but would suffer the other physical effects of the condition.

BURNING BROADSWORD LEVEL 8 WIZARD

CT 4	R touch	D see below
SV none	SR yes	Comp V, S, M

This spell allows a wizard to imbue a finely crafted broadsword with the very essence of elemental fire. By touching the sword

and invoking the savage purity of fire, the wizard calls forth an enchantment that empowers the weapon with a +7 bonus to hit and damage. The bonus damage from the weapon is considered fire damage and will ignite combustible materials. In addition, the weapon is considered magical for purposes of striking creatures who can only be hit by magic. However, every time the weapon strikes a foe, the magical bonus decreases by one. Thus, the first attack is at +7 to hit and damage. If it strikes, the second attack with the weapon is at +6 to hit and damage, and so on. A missed attempt to strike does not expend a charge, and the spell lasts until all 7 charges have been expended.

The material component of this spell is a fist-sized chunk of sulfur.

BURNING IMAGE LEVEL 5 WIZARD, 5 ILLUSIONIST

CT 2	R touch	D 1 min./lvl.
SV no	SR no	Comp V, S, M

With the completion of this spell, the caster bursts into flame while an exact copy of the caster instantly appears at any point within sight of the caster. All those who view the effect are instantly confused, forgetting which image is real and which is false. A charisma-based saving throw will reveal the true caster from the copy. Otherwise, as the copy mirrors the actions of the caster it is nearly impossible for anyone to tell which image is real and which is false. Any attackers have a 50% chance of striking the false image, which will react realistically, as though it were the true caster and had been struck. Thus, even attacking the caster will not reveal the truth of the illusion. The spell lasts 1 minute per caster level. The caster can direct his illusion to act independently by thinking of a desired action; the image will then act as directed. The only indicator of the real vs. the false image is that when struck in combat, the illusory image is wreathed for a split second in an aura of flame that deals 3d6 points of heat damage to the attacker.

The material component of this spell is a pinch of ruby dust.

BURNING SWORD LEVEL 2 WIZARD

CT 1	R touch	D 3 rds./lvl.
SV h	SR h	Comp V, S, M

This spell enchants a weapon with a tongue of magical flame. The caster touches a bladed weapon and recites an incantation, and the weapon's tip or edge bursts into flame. Whenever the weapon is used to attack, it deals an additional 1d4 points of fire damage with each strike. It also gains +1 to strike and counts as a magic weapon for the duration. The material component is the presence of flame, which is drawn from its source and into the enchanted weapon. This extinguishes the source flame.

BURNING TOUCH LEVEL 3 CLERIC

CT 1	R touch	D instant
SV dexterity half	SR yes	Comp V, S, DF

The cleric casting this spell channels divine fire into an opponent, dealing fire damage at a touch. The cleric lays one hand on his holy symbol, invokes the power of his deity and with his other hand makes a touch attack against a victim. If successful, spell blasts flames and heat directly into the victim's body, dealing 1d6 damage per level of the caster. Victims of this spell are entitled to a dexterity save; success halves the total damage dealt.

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CALL AIR LORD LEVEL 5 DRUID, 5 WIZARD

CT 5 R 50 ft. D one task
SV charisma negates SR yes Comp V, M, S

With this spell the caster attempts to summon a greater air elemental to do his bidding. To call forth the elemental lord, diamonds of at least 100 gp in value must be used to attract the being's attention and bind it into service. Upon casting this spell, a 12 HD air elemental will manifest and ask the summoner's bidding. The summoner can then command the air elemental, who must make a Charisma-based saving throw. For every 100 gp worth of diamonds used in the casting, the save CL increases by 1. If the elemental fails the save he is bound to perform the requested task. When the task is done, the air lord vanishes back to his plane of being.

If, on the other hand, the elemental succeeds at the save, its will is its own and it can act as it pleases. Though rare, in some cases this can result in the creature attacking the summoner for his insolence! Generally, however, this only occurs if the summoner has in some way insulted the air lord. More often, it will simply depart on a successful save. In any case, there is no possibility that the air lord will stay longer than it takes to complete the task required of it. The air lord is highly intelligent and can take a variable length of time to complete the task, allowing the summoner to do other things.

The material component of this spell are diamonds worth at least 100gp. The diamonds used are consumed, even if the elemental lord succeeds at its saving throw.

CALL DRAGON LEVEL 9 DRUID, 9 WIZARD

CT 1 R 50 ft. D one request
SV charisma negates SR yes Comp V, M, S

This spell summons a 17 HD metallic dragon to perform a task for the caster. The type of dragon summoned is determined by the material components chosen by the caster. Upon being summoned, the dragon makes a charisma-based saving throw to resist being compelled to obey the summoner's command. Dragons, however, are powerful creatures and even if it fails its saving throw, there is only a 75% chance the dragon will acquiesce to the request. Likewise, no metallic dragon can be compelled to perform an evil act under any circumstances. If an act that goes against its moral and ethical nature is requested, the dragon will chastise and berate the caster before simply leaving the area. In any event, these dragons are usually predisposed to walk away on friendly or at least amicable terms with the caster. The only exception is in a situation where the caster or his allies are presumptuous enough to make the mistake of attacking the dragon. In such cases, the creature will defend itself with lethal effectiveness and intent.

A dragon scale of any type and a matching fist-sized sphere of gold, bronze, silver, or copper are used in casting this spell. The dragon scale determines the type of dragon that gets summoned by the spell. Thus, to summon a bronze dragon, a bronze dragon scale is required as well as a fist-sized quantity of bronze.

There are rumors of a similar spell which enables the caster to summon a chromatic dragon to do his bidding, but few casters are foolish enough to try to deal with such evil creatures.

CALL FIRE SNAKE LEVEL 8 CLERIC

CT 5 R touch D one command
SV no SR no Comp V, S, DF

This spell conjures into existence a 20 ft. long, red-furred snake with 15d8 HD. The creature resembles an enormous cobra, but instead of venom, it can breathe fire four times per day, dealing 5d6 damage to a 20 foot long cone. Victims of the breath weapon may make a dexterity save for half damage. The fire snake tries its best to obey a single command of the caster. It has an armor class of 20, and on a successful hit can wrap itself around a victim and constrict for 1d10 points of damage per round; a strength-based save allows the victim to escape from being constricted.

When the requested task is successfully completed, the snake leaves to form a lair in the nearest mountain range.

CALL FOG LEVEL 1 CLERIC, 1 DRUID

CT 1 R See below D see below
SV no SR no Comp V, S, M

With a bit of swamp water thrown in the air, the druid creates a simple thick fog in an area equal to 30 ft. across, plus 5 ft. per level of the caster. This fog is centered on the caster, thick and dense, obscuring all vision and providing 1/2 concealment to all within its area and imposing a -4 penalty to all attack rolls and ability checks based on vision. Attempts to hide within the fog, on the other hand, gain a +4 bonus.

This fog is in all other ways completely normal, and will dissipate at the end of the spell's duration of 5 minutes, or until a breeze or other condition acts to disperse it.

The material component of this spell is the swamp water used to evoke the fog.

CALL FUNNEL LEVEL 6 DRUID

CT 5 R touch D 1 rd.
SV no SR no Comp V, S, M

This spell allows the druid to summon a swirl of destructive fog under his control. He evokes the primal forces of nature and tosses a clump of wet grass on the floor. Where the clump lands, a swirl of mystical fog rises to spin like a funnel cloud. The funnel is 30 ft. wide and 60 ft. tall, though if summoned in an enclosed area it will shrink to fit the available space. The caster can then direct the funnel into some type of inanimate structure like a door, gate, or bridge up to 150 ft. away. The moment it makes contact, the fog funnel destroys that structure, and then vanishes. This fog cannot harm living creatures in any way.

The material component of this spell is a clump of wet grass.

CALL GENIE LEVEL 6 WIZARD

CT 1 R 50 ft. D one task
SV charisma negates SR yes Comp V, M, S

This spell allows the caster to call forth a genie as detailed in

Monsters and Treasure. The caster lays forth a collection of emeralds valued at 100 gp minimum. Upon casting, the genie appears and asks what the summoner's bidding may be. The summoner may make one request of the spirit, at which point the genie makes a charisma-based saving throw. For every 100 gp worth of emeralds used in the casting, the CL of the genie's save increases by one. If the genie succeeds at its saving throw, it takes half of the emeralds used and leaves. If it fails, all of the emeralds vanish and the genie must do everything in its power to accomplish the requested task. It will remain until the task is completed or it is destroyed. Upon completion of the task, the genie will depart for more preferable surroundings. In general, the parting of ways will be amicable unless the wizard has mistreated it, in which case it will act in its own best interests and may attack or otherwise seek vengeance.

CALL LESSER FIRE LORD LEVEL 3 DRUID, 3 WIZARD

CT 3	R 50 ft,	D 5 min./lvl.
SV no	SR no	Comp V, S, M

This spell summons a moderately powerful fire elemental of 7 HD power which appears when called but also demands something of value from the caster before it considers performing any act on the summoner's behalf. This can be anything from a demand to allow it wanton destruction for a period of time, a bit of its own element upon which to feed, or a favor for a favor. Pleas to fight foes trying to harm fire or fire elementals work best in the summoning effort. If the caster doesn't give up what is asked for, the fire lord simply vanishes.

The material component for this spell is a spark from flint and steel and a bit of oil.

CALL LESSER WATER ELEMENTAL LEVEL 4 DRUID, 4 WIZARD

CT 2	R 50 ft.	D one task
SV no	SR no	Comp V, S, M

The caster summons to his aid a 9 HD water elemental. The creature will do its best to perform a single task as requested by the caster, but may request something of value in return, be it a means to feed its lust for water or a favor in return. If the caster agrees, the elemental will perform the deed. If not, it will simply disappear. If an elemental dies in the act of serving the caster, another elemental may not be called for 7 days.

The material component for this spell is a small vial of pure spring or ocean water.

CALL SMALL VAPOR DRAGON LEVEL 3 DRUID, 3 WIZARD

CT 2	R 50 ft.	D 1 rd./lvl.
SV no	SR no	Comp V, S

Upon completion of this spell, a creature made of gray vapor rises into existence. The creature is in the shape of the last dragon-type or reptilian being the caster has seen, but is less than five feet long. It serves the caster unquestioningly for the duration of the spell, even unto its own destruction. The creature is a mystical construct that is not highly intelligent but can communicate with the caster and is able to comprehend and follow basic instructions. This spell lasts for one round per level of the caster.

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SMALL VAPOR DRAGON (This neutral construct has the following vital statistics: HD 4d6 (16 hp), AC 14, MV 30 ft. Primary attributes are physical. It attacks with a bite (1d8) and a claw (1d6). Its special abilities are darkvision, tremor sense, damage resistance (1/2 physical))

CALL SMOG CREATURE LEVEL 5 DRUID, 5 WIZARD

CT 3	R 50 ft.	D one battle
SV no	SR no	Comp V, S

The caster calls into existence a smog creature the size and shape of a large lion which appears to be made from a storm cloud with lightning streaking through its fearsome body. Though created as a construct, the creature's existence is permanent. It will obey the caster's instructions for the duration of a single battle, before leaving to make a lair somewhere in a remote location, preferably mountainous.

Smog creatures are completely solitary and will attack others of their kind on sight. This is likely what keeps their numbers from being overwhelming as more and more casters call upon their aid. Their natural lifespan, once created, is unknown.

SMOG CREATURE (This neutral construct has the following vital statistics: HD 5d8, AC 17, MV 40 ft. Primary attributes are physical. It attacks with two lightning claws for 5d8 damage. Its special abilities are regenerate 2/round, +1 to attack and damage against airborne creatures, darkvision, tremor sense.)

CALL STORM GUARDIAN LEVEL 5 WIZARD, 5 DRUID

CT 3	R 20 ft.	D 1 day/lvl.
SV no	SR no	Comp V, M, S

Upon casting this spell, 1-3 humanoid beings 10 ft. tall and made out of the substance of thunder clouds appear to do the caster's bidding. These guards are aggressive and can make mistakes regarding who they see as a danger to the summoner. For reasons none understand, male casters always generate female storm guardians and female casters generate male guardians.

These creatures strike for 3d6 with their fists and are fearless fighters. This spell lasts for 1 day per level of the caster, at which time the guardians simply depart for the nearest mountain valley to begin their lives in peace. The material component for this spell is gold from a dwarven treasure hoard valued at a minimum of 100 gp. For every one hundred coins used in the casting, up to the caster's level, the storm guardian gains 1d8 hit dice.

STORM GUARDIAN (These neutral elementals have the following vital statistics: variable d8HD, AC 16, MV 30 ft. (fly 40 ft.). Primary attributes are physical. They attack by slam for 3d6 damage. Their special abilities are immunity to fear, twilight vision, tremor sense).

CALL TEMPEST DRAGON LEVEL 7 WIZARD, 7 DRUID

CT 1	R 100 ft.	D one command
SV charisma, see below	SR no	Comp V, M, S

Using a bar of gold and the scales from a lawful dragon, the caster summons a tempest dragon that resembles the type of dragon from the scales used in the spell. The dragon gets a charisma-based saving throw to resist a single command the summoner makes. If the dragon fails the save, it does its best to

perform the requested task. If it makes the save it considers the request of its own free will and acts in its own best interests. In any case, when its business with the caster is complete, it flies off to make a home in nearby mountains.

TEMPEST DRAGON (This chaotic neutral dragon has the following vital statistics: 13d8 HD, AC 18, MV 40 ft. (fly 60 ft.). Primary attributes are physical and mental. It attacks by two claws for 1d6 damage and a bite for 1d6 damage or by breath weapon (lightning bolt dealing 13d8 damage in a 40' cone; dex save for half, 4/day). Special abilities include immunity to normal physical attacks.)

CALL WATER ELEMENTAL LORD LEVEL 6 DRUID, 6 WIZARD

CT 3 R 100 ft. D one task
SV charisma negates SR no Comp V, S

With this spell the caster attempts to summon a greater water elemental to do his bidding. To call forth the elemental lord, sapphires of at least 100 gp in value must be used to attract the being's attention and bind it into service. Upon casting this spell, a 12 HD water elemental will manifest and ask the summoner's bidding. The summoner can then command the elemental, who must make a Charisma-based saving throw. For every 100 gp worth of sapphires used in the casting, the save CL increases by 1. If the elemental fails the save he is bound to perform the requested task. When the task is done, the water lord vanishes back to his plane of being.

If, on the other hand, the elemental succeeds at the save, its will is its own and it can act as it pleases. Though rare, in some cases this can result in the creature attacking the summoner for his insolence! Generally, however, this only occurs if the summoner has in some way insulted the water lord. More often, it will simply depart on a successful save. In any case, there is no possibility that the water lord will stay longer than it takes to complete the task required of it. The water lord is highly intelligent and can take a variable length of time to complete the task, allowing the summoner to do other things.

The material component of this spell are sapphires, worth at least 100 gp in value. The sapphires used will be consumed by the spell, even if the elemental lord succeeds at its saving throw.

CALL WATER IMP LEVEL 3 DRUID, 3 WIZARD

CT 1 R 50 ft. D one task
SV no SR no Comp V, S, M

Using a cup of water taken from a free flowing river, the caster summons a 5d6 water elemental. This 5 ft. tall being has all the abilities of a water elemental as described in **Monsters and Treasure**. It will try its best to accomplish one task that the caster asks of it. If the elemental dies in the act, the caster can't summon another water elemental of any type for 7 days.

CALL WATER MONSTER LEVEL 6 WIZARD

CT 3 R 50 ft. D one battle
SV no SR no Comp V, S, M

Casting this powerful spell requires a minimum of 30 cubic feet of water to be present in one place. Upon casting, a strange elemental monster rises from the water. This creature is

completely built in sevens—that is, it possesses 7 of everything from jaws to eyes to arms to legs to fanged tentacles. The creature fights in one battle for the caster and then it leaves to create its own lair in the nearest dungeon.

WATER MONSTER (This neutral elemental has the following vital statistics: 7d8HD (29 hp), AC 20, MV 30 ft. Primary attributes are physical. It attacks by 4 bites (3d6) and 3 tentacles (3d8). Its special abilities include water mastery and drench). If the creature dies in the battle, the caster can't summon an elemental for 7 days.

CHALLCO'S RUNE LEVEL 3 WIZARD

CT 2 R see below D 1 min./lvl.
SV intelligence negates SR yes Comp V, S

Upon casting this rune, the wizard gains the ability to interfere with any other sorcerer's attempt to summon any intelligent being. Once cast, the sorcerer can at will and for the spell's duration force an intelligence-based save from all those in the area who attempt to summon an intelligent being including dragons, elementals, demons, devils, intelligent undead and any other creature intelligent enough to have a fully-formed language and communicate. If the target sorcerer fails in their save, their spell fails and further, they lose their ability to cast summoning spells for 24 hours. The caster to be interfered with must be within 60 ft. plus 15 feet per level of the rune caster. Once the rune is cast, the duration of the spell is 1 minute per caster level.

CHARM CREATURE LEVEL 5 WIZARD, 5 ILLUSIONIST

CT 1 R 50 ft. D 30 min./lvl.
SV special, see below SR no Comp V, S, M

This spell functions exactly as *Charm Person or Animal* except that it affects any single creature or intelligent being regardless of its nature. The spell generates a feeling of partnership and loyalty within the target. Most creatures gain no save against this spell, though those with high, exceptional, genius or higher intellect may be entitled to a charisma-based save to resist the effects.

Those affected are not enslaved and will not obey stupid orders or those in opposition to its own ethics or morals, it will generally remain on the side of the caster just as with a good friend, even rationalizing questionable acts. The subject of this spell moves to protect and defend the caster to the best of its abilities. The charm lasts 30 minutes per caster level, but the effects do not necessarily vanish when the spell ends; so long as the caster continues to treat the subject as he would a friend, the effects might continue on naturally.

The material component for this spell is a piece of amber.

CHARM DWARF LEVEL 2 WIZARD, 2 ILLUSIONIST

CT 1 R 50 ft. D see below
SV charisma negates SR yes Comp V, S, M

The spell functions identically to *Charm Person or Animal* save that it solely affects those of dwarven blood. The specialized nature of this spell imposes a -4 to the charisma-based saving throw to negate its effects.

The material component for this spell is a ruby.

CIRCLE OF DREAD LEVEL 4 WIZARD, 4 ILLUSIONIST
CT 1 R see below D 1 hr./lvl.
SV charisma, see below SR yes Comp V, S, M

This spell produces a blast of ice 5 ft. per caster level in diameter which leaves behind a sense of impending dread and doom amongst all caught within its boundaries. The caster can place this circle of dread anywhere within 90 feet that he can clearly see. Any caught within or passing through this circle of influence are filled with fear and dread. Victims are allowed a charisma-based saving throw to resist the effects; failure means they freeze in terror for one full round and thereafter suffer -2 to all attacks, saves and ability checks for the spell's duration. Those who succeed at their saving throw suffer -1 to attacks, saves and ability checks for 1d4 rounds.

The material component for this spell is a globe of glass which the caster smashes upon casting.

CLEANSING WATERS LEVEL 1 CLERIC
CT 1 R touch D permanent
SV no SR no Comp V, S, DF

The caster can use this spell to meticulously clean all the dirt and grime from any object or being, leaving no trace, smudge or mark. The caster may only clean objects up to his own general dimensions, which is to say, the general size and weight of a human being. Any object or creature of size small or medium can be affected; those of large size cannot be cleansed.

This spell calls for a vial of holy water, which is poured over the subject.

CLEAR THE AIR LEVEL 8 CLERIC
CT 4 rds. R see below D 1 min./lvl.
SV wisdom negates SR yes Comp V, M, S, DF

This exceptionally powerful spell can clear an area around the caster of a wide variety of hazards. The spell influences a sphere around the caster with a 10 ft. diameter plus 5 ft. per level. The overriding effect is that any supernatural evil will have a 50% chance of being negated. Demons will be banished, lesser undead destroyed, greater undead will flee, and even powerful evil clerics will be driven from the area. Intelligent creatures gain a wisdom-based save to avoid these effects. Those creatures and evils that fail their saving throw but are not negated burst into flame to show their location. This immolation deals 1d6 damage per level of the caster. If the foe has any special attacks, be they poison, breath weapon or spell-like abilities, they are unable to use these abilities for the spell's duration. Casting this spell requires a sack of silver dust, 10 ft. of gold thread, and a lit torch.

CLOSE SEARCH LEVEL 1 CLERIC, 1 DRUID
CT 2 R 300 ft./lvl. D 1 rd.
SV no SR yes Comp V, S

The caster activates the spell while concentrating on a person, place, or thing he has seen in his travels. From where the caster stands, the magic searches a 300 ft. circle per level of the caster. If the object of the caster's thoughts is within range of the search, the caster can see anything around the target to a distance of 25ft. as though he was standing where the target

is. This spell only allows the caster to search for specific people, places, objects and creatures, not general ones. That is, the caster could search for a specific orc he has encountered at some point, but could not search for a rumored encampment of orcs just because he has seen orcs before. Likewise, while the caster could search for his own animal companion, he could not search for someone else's pet just because it is the same type of animal (unless he has personally encountered that pet).

CLOUD OF DIAMOND DUST LEVEL 5 CLERIC
CT 2 R touch D see below
SV wisdom negates SR yes Comp V, S, M

To cast this spell, the caster must scatter a fistful of diamond dust into the air. This cloud of dust opens up into a 10 ft. cube which forces a wisdom saving throw by all within its area. Any within or passing through the dust must make this save; failure means victim is completely immobilized for 1d8 melee rounds. The dust stays in the air for 2d10 melee rounds or until a strong breeze scatters it to the winds. Victims who succeed in their saving throw avoid the effects and are not subject to this spell's effects for 48 hours, even if it is cast by another cleric. Likewise, allies of the caster are immune to the dust's effects. The cloud is centered on the caster, but does not move with caster.

CLOUD OF VISION LEVEL 5 CLERIC, 5 WIZARD, 5 ILLUSIONIST
CT 1 R 10 ft. rad. D 5 min./lvl.
SV no SR no Comp V, M, S

When casting this spell, a tempest of lightning and black mists of a storm cloud gather before the mage, coalescing into an undulating white cloud that surrounds the mage. This cloud remains surrounding the caster and moves as he moves; while inside he gains 1/4 concealment; attacks against him suffer a -2 penalty.

The caster can see out of the cloud as if it was daylight even in the darkest dungeon. This spell grants the equivalent of dusk vision, twilight vision, dark vision and deep vision to the mage within. All others see only the white cloudy sphere that surrounds the caster. Finally, while in this protective sphere, the caster is not subject to any attacks from harmful gasses be they magical or mundane. The spell lasts for 5 minutes per level.

The material component is a small tungsten rod.

COLD FIRE LEVEL 4 DRUID, 4 WIZARD
CT 4 R 100 ft. D 10 min./lvl.
SV wisdom, see below SR yes Comp V, S

This spell reduces the heat given off by a fire while allowing it to continue to burn. Any fuel currently burning within the flames will continue to do so (a torch will remain lit, a campfire will still burn), but the fire cannot generate new reactions; new fuel added to the fire will not burn, so long as the spell lasts.

The fire continues to give off light as normal, but cannot be detected by creatures capable of sensing heat in any fashion. If this spell is cast on a fire elemental or similar creature which uses fire, the creature must make a wisdom-based save. Failing the save means the damage from all fire-based attacks the

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creature makes is halved. Further, elementals and creatures whose existence depends on heat suffer 1d6 damage per level of the caster if this spell is cast upon them and they fail their save.

COMBUSTION LEVEL 3 DRUID, 3 WIZARD

CT 1 R touch D instant
SV no SR yes Comp V, S, M

This simple but effective spell causes any object that is touched to instantly burst into flame. Even non-flammable objects can be affected by this spell, though they will not continue to burn after the initial burst. Touching a combustible object causes it to burn. This spell deals 1d6 damage per level of the caster to anything touched, but requires a touch attack on the part of the caster.

The component of this spell is a handful of small lava stones.

CONFLAGRATION LEVEL 3 WIZARD

CT 1 R touch D 1 rd./lvl.
SV no SR no Comp V, S, M

This powerful spell requires the presence of an existing flame that is larger than the caster, or a piece of wood that weighs more than the caster which will burst into flame upon completion of the spell. For the duration of the spell, the caster can direct and control the flames, sending them up to 30 ft. away from the burning wood. The spell lasts 1 melee round per caster level. The flames can only strike one enemy per melee round and require a ranged attack roll by the caster at +3 to hit. The flames do 2d6 points of damage per strike. The material component is the existing fire or a large piece of wood that combusts into a fire. At the end of the spell, the fire dies and cannot be re-ignited.

CREATE HOLE LEVEL 2 CLERIC

CT 1 R touch D instant
SV yes SR yes Comp V, S, M

This highly effective spell allows the caster to create a hole in natural materials of stone or earth. Whether in the ground, a wall or a natural rock formation, this spell creates a 10-foot diameter hole in the material. It cannot be cast on an area more than once to create adjacent (and thus larger) holes; only a single ten-foot hole can be created. If the spell is cast again on the same location or anywhere within ten feet of the original hole, it fails. Stone walls and doors gain a saving throw to negate this spell as a 9 HD monster with Physical saves. As such, it is possible for the spell to breach a door, gate or dungeon wall.

The material component for this spell is a ruby.

CREATE WATER WEAPON LEVEL 5 CLERIC, 5 WIZARD

CT 1 R touch D 24 hrs.
SV no SR no Comp V, S, M

The caster touches an ally's weapon or his own current weapon of choice and recites an incantation of elemental power. Upon completion of the spell, an almost transparent weapon appropriate to the ally or the caster appears. The weapon is +3 to hit and damage, and exists for 24 hours. Every time it successfully strikes, it inflicts maximum damage for its weapon

type. Thus, if the weapon would normally inflict 1d8 in damage it instead inflicts 11 points of damage (8 plus 3), plus the wielder's strength bonus (if any) when it hits.

The weapon also provokes a Charisma-based save against a fear effect with each successful strike. Failing this save means the victim suffers -2 to all attacks, checks and saves while the wielder of this weapon is within view. This penalty is not cumulative; a second strike does not result in -4 to saves, though it can provoke a second save if a prior one was successful.

The material component of this spell is a high quality 9 in. rod of glass is used in the casting of this spell.

CRUSHING WEIGHT LEVEL 5 CLERIC

CT 1 R 10ft. radius D see below
SV charisma, see below SR yes Comp V, S, M, DF

When casting this spell, the cleric scatters a vial of holy water into the air, up to ten feet before his body. Any victims within a ten foot radius are forced to make a charisma-based saving throw. Failure means the victim feels a great weight on his back and is forced to his knees, dropping any weapon he carries, losing the ability to cast spells and being barely able to support his own weight on all fours. The victim is allowed a new save every round. If he succeeds he may shake off the effects.

CUBE OF DISTRESS LEVEL 7 WIZARD

CT 1 minute R touch D 10 min./lvl.
SV charisma negates SR yes Comp V, S, M

This particular spell has been used by wizards since time immemorial for every purpose from playing cruel pranks to punishing vengeance. The spell creates a 10 ft. area cloud of silver dust, which remains afloat for ten minutes per caster level or until a breeze or other environmental factor scatters the dust to the wind. While the dust is present, anyone who passes through its area must make a charisma-based saving throw or be instantly transformed into a mouse for 10 minutes per caster level. While a mouse, the victim retains its own personality, intelligence, wisdom and charisma scores, but cannot speak (mice do not have vocal cords to form human sounds), cast spells, handle tools or anything else that would be beyond the physical capabilities of a normal mouse.

The material component for this spell is a handful of silver dust worth 25 gp which is hurled into the air and dissipates to nothing when the spell's duration ends.

CUBE OF FIRE LEVEL 1 WIZARD

CT 1 R 60 ft. D 3 rds.
SV dexterity half SR yes Comp V, S, M

The caster calls upon the power of elemental fire to summon into existence a 10 ft. cube of heavy flames which rises up anywhere within twenty yards of the caster. The flames can be directed to move at 20 ft. per round and deal 1d4 points of damage to anyone they touch; victims can make a dexterity for half damage. The cube lasts three melee rounds.

The material component is an ember which smolders and burns upon casting.

CUBE OF SMOKE LEVEL 1 CLERIC

CT 1 R 30 ft. D 1 min./lvl.
 SV dexterity, see below SR yes Comp V, S, DF

With the casting of this spell a 30 ft. cube of dense, black smoke appears in an area designated by the caster within 30 feet of his current position. It is impossible to see through this smoke, which provides 3/4 concealment (-6 to attack those within it) and stays in the area for 1 minute per caster level, or until a stiff breeze blows it away. While the smoke provides concealment to those within, it also restricts and obscures their actions. Any actions attempted by those within the smoke suffer a -6 penalty. Leaving the area requires two melee rounds and for two rounds after exiting, victims are -2 to all actions, attacks and saves as they try to clear the soot from their eyes. Those who might be caught in the cloud can make a dexterity save to escape the effects of this spell.

CUBE OF SPARKS LEVEL 5 CLERIC

CT 4 R 50 ft. D 2 rds./lvl.
 SV dexterity negates SR yes Comp V, S, DF

The cleric calls into existence a 20 ft. cloud of smoke containing a number of fist-sized bright yellow sparks resembling small fireworks. Any time a living being touches or enters the cloud, one of the sparks jets forth to strike the being, who suffers 5d10 points of fire damage. Victims can attempt a dexterity save to avoid damage altogether. The spell lasts for 2 melee rounds per caster level or until all sparks have been expended. The number of sparks present in the cube is equal to five plus one per caster level. Each time a spark successfully damages a victim, it explodes and is no more. In any given melee round, each victim within the cloud can be attacked once. Only the caster is immune to the effects of this spell and may enter and leave the cloud with impunity.

CURE WITH FIRE LEVEL 2 CLERIC, 3 DRUID, 3 ILLUSIONIST

CT 1 R touch D instant
 SV h SR h Comp V, S, M, DF

This spell is an uncomfortable, if effective, means of healing damage suffered in the heat of battle, or of burning toxins from a person's system. The caster touches the target and the element of fire is channeled between caster and subject, healing damage by cauterizing wounds or raising body temperature to near-dangerous levels for the purpose of burning toxins from the system. The amount of damage that can be healed in this manner is equal to 1d8 plus one point per level of the caster. Those affected by poisons or toxins that receive this spell can make an immediate extra saving throw at +2 to negate the effects of the poison.

The material component of this spell is a pinch of ruby dust.

CURWIN'S SYMBOL LEVEL 1 WIZARD

CT 1 R Special D 24 hrs.
 SV no SR no Comp V, S

This spell is popular among wizards looking for a little extra security on their home, laboratory, library or any other area they

wish to protect. The spell also makes a handy means by which to spy on others. To cast the spell, the caster etches a magical rune that is specific and personalized to the caster on some surface like a door, floor, or wall. For the next 24 hours the symbol projects to the caster mental pictures of all who touch or pass the symbol, no matter how far away the caster may be. After 24 hours, the rune fades and vanishes without a trace

D**DAGGER OF FIRE LEVEL 2 DRUID, 2 WIZARD**

CT 1 R touch D 1 rd.
 SV no SR no Comp V, S, M

The spell forms a blade of flame that the caster can throw at a target within 30ft. The blade of flame is as well-balanced as a throwing dagger and provides +3 to hit. The magical flame ignores all mundane armor and deals 1d8 points of heat damage. If it strikes something that is combustible that item begins to burn brightly.

The material component of this spell is an existing flame at least the size of that generated by a torch.

DAMAGE REDUCTION LEVEL 8 WIZARD

CT 1 R touch D 2 rds./lvl.
 SV h SR h Comp V, S, M

This spell is one of the most effective forms of defense a wizard could possibly desire. It lasts for 2 melee rounds per caster level and gives the skin of the wizard a diamond-hard resistance to damage. While the spell is active, all successful attacks on the caster inflict only 1 point of damage per damage die rolled. Thus, if struck by a 6d6 lightning bolt, the damage would be 6 points. In addition, the wizard is still entitled to any normal save that would be permitted; in the case of a lightning bolt, a dexterity save for half, or 3 points of damage.

The material component for this spell is 50 gp worth of diamonds.

DEHYDRATING MIST LEVEL 8 CLERIC

CT 1 R touch D 1 rd./lvl.
 SV constitution negates SR no Comp V, S, DF

An area 30 ft. in diameter around the caster fills with a swirling mist. All who come in this area are forced to make a constitution saving throw. If any fail the saving throw, they lose most of the moisture in their body and take 1d6 points of damage and suffer -4 to all attacks, actions and saves as a result of severe exhaustion, dehydration and cramps. Those who successfully save take half damage and are -2 to attacks, saves and checks for the duration and this spell doesn't work on them for 24 hours.

In addition, any fluids victim carries, no matter if the save was made or not, dry to dust in their containers. The spell lasts 1 melee round per caster level. After the spell ends, victims begin to recover from the cramps and dehydration, reducing penalties from the spell by one per hour.

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DEMOLISH STRUCTURES LEVEL 8 CLERIC

CT 4	R touch	D instant
SV see below	SR yes	Comp V, S

This spell is designed to cause structural damage to portals, gates, doors, walls and any other structures. Any structure touched when this spell is cast must succeed at a saving throw with a CL equal to the caster's level, or suffer 1d8 per caster level in damage. Structures save as though they were 5 to 10 (or even higher) HD creatures (CK's discretion based on the construction in question) with physical saves. A structure made of soft pine, for example, would save as a 5 HD creature, while a solid granite castle wall would save as 10 HD or more. A structure that successfully saves takes half damage.

DETECT TREASURE LEVEL 2 WIZARD

CT 2	R see below	D 1 rd./lvl.
SV no	SR no	Comp V, S, M

The spell allows the caster to sense treasures within the range of the spell. The range is 150 ft. per level of the caster. The duration is 1 melee round per caster level. While active, the spell will give the caster a sense of all rare metals and gems within range as well as a general sense of their direction to the caster. The spell will detect precious items through walls of stone, wood and even some metals, but cannot sense through iron.

The material component for this spell is a piece of turquoise.

DIAMOND ARMOR LEVEL 5 ILLUSIONIST, 5 CLERIC

CT 1	R touch	D 1 rd./lvl.
SV h	SR h	Comp V, S, M

This powerful defensive spell generates a shimmering white glamour around the touched being which glitters in the sun. This magical carapace provides excellent protection from harm in battle, reducing all damage from bladed and piercing weapons to a maximum of two points for every successful strike and halving damage from blunt weapons. The spell lasts for one round per level of the caster.

The material component for this spell is a diamond.

DIAMOND GUARDIAN LEVEL 5 WIZARD

CT 2 mins.	R touch	D see below
SV no	SR no	Comp V, S, M

An adult, crystal-fleshed panther appears upon casting this spell. The panther is utterly loyal and remains at the caster's side throughout the next battle in which the caster takes part. The diamond guardian possesses human intelligence and obeys every order the caster makes to the best of its ability. Only one diamond guardian can be made in a 7 day period.

The material component of this spell is a diamond worth 20 gp.

DIAMOND GUARDIAN (This lawful neutral extraplanar creature has the following vital statistics: 4d8 HD, AC 18, MV 50 ft. Its saves are Physical and Mental. It attacks with two claws (+6 to hit, 1d6 damage) and a bite (+6 to hit, 1d4 damage). Its special abilities are darkvision, scent, vulnerability to magic (spells that target it cause it to be dismissed to its home plane if it fails a Charisma-based saving throw)).

DIAMOND SHROUD LEVEL 5 CLERIC

CT 2	R touch	D 1 min./lvl.
SV h	SR h	Comp V, S, M

A glowing cloak covers the caster and protects him from a specific kind of attack. When the spell is cast, the caster mentions a specific type of attack form like lion claws, orc arrows, or giant clubs. The cloak then protects the caster from that type of weapon such that a successful strike does no damage at all. The cloak lasts for 1 minute per level of the caster or until it has absorbed 10 successful strikes. Only one cloak can be generated by the caster at a time.

The material component for this spell is a diamond.

DIG EARTH LEVEL 2 CLERIC, 2 DRUID

CT 5	R touch	D 2 rds./lvl.
SV no	SR no	Comp V, S, M

The spell begins digging into the earth with a touch. Every minute a 3 foot deep, long and wide hole is produced in the dirt. The spell lasts 2 melee rounds per level of the caster. The caster can move the digging action to make a long trench or deeper hole. The spell can't dig into rock, stone, or gravel of any type.

The material component for this spell is a piece of jade.

DIMINISHING TOUCH LEVEL 8 WIZARD

CT 1	R touch	D see below
SV wisdom negates	SR yes	Comp V, S, M

Upon a successful touch attack a target and utters a curse of diminishing size. If the target fails a wisdom-based saving throw he shrinks to half his normal size and from that point forward sees his strength score halved and inflicts half of the damage formerly did with weapons and spells. The reduced damage is part of the magical curse and not necessarily tied directly to his smaller form. This new size is semi-permanent; every 24 hours the target can attempt a new wisdom saving throw to regain his size. If, however, the target fails seven consecutive saves, he is forever trapped in his diminished state.

The material component for this spell is a small handful of dried insects, which are crushed and blown in the victim's face as part of the casting.

DIRE BURST LEVEL 9 CLERIC

CT 2	R 50 ft.	D instant
SV dexterity half	SR no	Comp V, S, DF

A burst of fire extends 30 ft. per caster level from the caster's hand and deals 10d6 fire damage to the target, who also suffers -6 to all attacks, saves and checks due to severe burns and searing pain for 48 hours. Victims can make a dexterity saving throw to suffer half damage. Successive castings of this spell deal additional damage, but do not impart cumulative penalties.

DIRE FLAME EXCHANGE LEVEL 9 CLERIC

CT 2	R 50 ft.	D see below
SV charisma, see below	SR no	Comp V, S, DF

The cleric calls down vengeance from above, and dire flame

bursts from her hands to randomly strike up to six foes within 90 ft. of the caster. Each flame does 2d6 points of fire damage to the victim and forces a charisma save with a CL equal to the damage dealt. If the victim fails their save, they become an utterly loyal troop of the caster for the next 24 hours, obeying all orders without question, even unto death, though any clearly suicidal orders will allow an immediate second saving throw at +4 to shake off the influence.

DIRE TOUCH LEVEL 9 WIZARD

CT 1 R touch D instant
SV constitution, see below SR yes Comp V, S, M

This utterly destructive and agonizing spell causes the very blood to boil within the victim's veins. The wizard calls upon the chaos and destruction of the elemental plane of fire, and makes a touch attack against his victim, who must make an immediate constitution save. If the save is failed, this touch does 5d10 points of damage and the victim immediately falls unconscious for a full day from the shock and agony. A successful save allows the victim to remain conscious, but full damage is still suffered.

The material component of this spell is a portion of flesh, bone, scale or the like from a salamander.

DIRE WATCH LEVEL 9 CLERIC

CT 5 R touch D 8 hours
SV special, see below SR yes Comp V, S, DF

The caster sets this spell when he wants to sleep. While asleep the watch guards the caster's body. Anyone trying to hurt the sleeping caster takes 8d10 points of flame damage and a thundering boom will awaken all sleeping parties. A successful dexterity save will halve the total damage suffered. Further, those allies of the spell's victim who witness the conflagration must make an immediate charisma save or flee the scene in terror. Those who succeed at their save may act normally, but at -2 to all attacks, saves and actions for 1d6 rounds as the fear overtakes them.

DO OVER LEVEL 9 CLERIC, 9 WIZARD

CT 1 minute R touch D permanent
SV h SR h Comp V, S, M, DF

The mighty spell gives the caster limited power over time itself! It must be cast within three days of a magical effort by the caster that did not go as planned. If successful, the caster can go back to that moment within 72 hours past. The original spell or magic is undone and the timeline resets. The caster can now perform some other action instead. From that point forward, a new history is cast in another material plane. This spell can never be used to alter the same event more than once, as doing so runs the risk of punching holes in space and time that could break down the universe in paradox. It should be noted that CKs may find this spell unbalancing for their campaign as, overused, it can result in constant rewriting of the timeline. If this appears to be a problem, either disallow this spell or cook up consequences for the repeated resets. The butterfly effect, after all, allows you to have any action create

any bizarre ripple in time. Perhaps casting a different spell, for no apparent reason, causes the PCs' home base to be destroyed by villains in the new timeline. After all, if the PCs reset the timeline, all bets are off and all choices made by everyone can be different.

The material component for this spell is a piece of amber with an animal fossil inside.

DOUSE FIRE LEVEL 3 CLERIC

CT 1 R 150 ft. D permanent
SV none SR no Comp V, S, DF

The caster looks at a fire and casts this spell, which summons a sudden downpour right on top of the flames that drenches it in just enough water to put the blaze out. The spell can put out a fire in an area up to 30 ft. square plus 15 ft./lvl. Magical fires are allowed a save, treated as Prime, based on the hit dice of the caster who originally created the magical flames.

DOWNPOUR LEVEL 7 CLERIC

CT 1 R 500 ft. D 1 rd./lvl.
SV strength see below SR yes Comp V, S, DF

Rain pours down all over the area, even if the spell is cast indoors or underground. The caster is able to double the amount of water falling down on every enemy he sees. Each target is subject to a strength-based saving throw each round within the deluge. If this save is successful, they are wet and suffer -2 on any attempts to strike the caster and his allies due to heavy, drenched clothes, slippery weapon grips and unstable footing. The spell affects an area 100 x 100 x 20.

If the victims fail their saving throws, they slip and fall to the ground and any held weapons fall far away from their hands or talons. There is also a 50% chance that any secured or sheathed weapons come loose and skitter out of reach. The shower lasts one round per caster level, or until the caster decides to dismiss it (which can be done with a thought).

DRY LEVEL 1 CLERIC, 1 WIZARD

CT 1 R touch D instant
SV no SR no Comp V, S, M

By scattering a fistful of sand over the area to be affected, this spell dries out an area of wet material like cloth or parchment equal to 5 feet plus 5 feet per caster level.

The material component is a fistful of sand.

DRYDVA'S RUNE LEVEL 7 WIZARD

CT 1 R 50 ft. D instant
SV no SR no Comp V, S

The mage draws a specialized rune in the air with his finger, and stretches his hand out towards an elemental he seeks to banish. A black ray of negative elemental force erupts from his hand to strike the elemental. A ranged attack roll must be made at +4; if the attack is successful the creature is instantly and automatically sent back to its plane of origin with no saving throw.

DRYING ATTACK LEVEL 5 CLERIC

CT 3	R touch	D instant
SV constitution half	SR yes	Comp V, S

This spell generates an arid wave that is worse than the most unforgiving desert, which spreads out 30 feet in all directions around the caster, draining the moisture from everything it encounters. All those in the area of effect suffer 1d6 points of damage per caster level.

A successful constitution save results in half damage. All containers with liquid in them, within the range of the spell, except those carried by the caster, go bone dry with no chance of a saving throw.

The caster, any time before casting this spell, and with the proper materials, can generate an opal amulet and those allies wearing such an amulet are immune to this spell. Crafting these amulets costs 5 gp and requires an opal, golden chain, and silver etching materials which allow the cleric to inscribe upon them the holy symbol of her deity.

DUARCAIN'S ANIMATED FIRE LEVEL 1 DRUID

CT 1	R 100 ft	D concentration
SV no	SR no	Comp V, S

This spell was used by the Druid Duarcain to frighten trespassers from his woods. The spell causes the wood from a burning campfire to rise up and move, roughly in the shape of a bipedal creature. The caster must direct the actions of the animated fire, and it remains active for only as long as the caster maintains concentration on it. The animated fire may be used to start fires or cause 1d6 in damage to a living target, but it moves slowly (move rate 10), has 0 BtH, 10 AC, and only a single hit point. Striking the creature merely scatters burning wood about, possibly spreading an already burning fire. When the caster stops concentrating, the animated fire extinguishes and drops where it is standing. Any fires it has started, however, may continue to burn naturally.

DUPLICATE ITEM LEVEL 9 WIZARD

CT 1 minute	R touch	D 1 day./lvl.
SV no	SR no	Comp V, S, M

This spell conjures into existence an exact, if temporary, duplicate of an object that the caster has touched in the last 72 hours. The item can't be longer than three times the height of the caster, two times the width of the caster and must weigh less than three times the weight of the caster. While this spell cannot create such powerful devices as magical artifacts or intelligent weapons, more mundane magic items recently touched can be duplicated. Magical wands and staves and scrolls can be reproduced exactly by the action of this spell. Wishing devices can be created, but the magic of this spell empowers the duplicate by stripping away one wish from the original item even if the newly created wishing item isn't used before breaking down. The duration of this spell is one day per level of the caster, at which time the duplicate crumbles to dust and blows away on the wind.

The material component is a piece of amber worth 100gp.

DWARVEN TOWER LEVEL 5 WIZARD

CT 2 mins.	R touch	D 7 days
SV no	SR no	Comp V, S, M

This spell creates a perfect replica of a dwarven tower. Upon casting, the wizard places a rock from the tower to be duplicated to serve as a magical keystone for the new structure. He then calls upon the power of the earth and the spirits of the dwarves whose blood mortared the stones of this tower and, if there is room in the area, a perfect replica of the original tower appears and is structurally sound in that area. The tower is filled with useful provisions for the caster and his allies and will stand for a full seven days before crumbling to dust, leaving only the original keystone behind. For reasons unknown, human, elven and other demihuman and humanoid structures cannot be replicated with this spell. Only those towers of dwarven craftsmanship seem to want to grow from the solid rock of the land.

The material component for this spell is a diamond worth 250 gp and a rock from the original tower. The diamond is consumed in the casting; the rock is not.

E**EAGLE'S EYE VIEW LEVEL 5 DRUID**

CT 1	R self	D 1 hr./lvl.
SV no	SR no	Comp V, S

This spell must be cast outdoors and allows the caster to have a bird's eye view from a mile in the air. When the spell is cast, the druid has a sense of displacement as his perceptions rocket out of his body and straight up into the air. When the effect reaches one mile high, it shifts downward and the druid's magical eyesight becomes crystal clear, allowing him to see even tiny details on the ground from the high magical vantage point. The spell lasts for one hour per level of the caster, and the druid can switch between his normal ground vision and the magical eagle eye view at will, requiring one action to change to and fro.

EAGLE'S WINGS LEVEL 4 CLERIC, 3 DRUID

CT 1 minute	R touch	D 1 hr./lvl.
SV n/a	SR y	Comp V, M, S, DF

Using the wing feather from a condor or eagle, the caster bestows the gift of winged flight on a willing subject. Upon completion of the spell, the subject forms enormous wings and his body undergoes a subtle shift, his bones hollowing and allowing for aerodynamic flight. Like a true bird, the spell's subject has an instinctive knowledge of how to use his new appendages and caster can fly with the speed of an eagle (80 ft.). While in flight he can carry up to 50 lbs including all of his equipment and clothes. This spell lasts for 1 hour per level, at which point the wings rapidly atrophy and fall off, first dropping their feathers, then drying out and crumbling to dust as the subject's body reverts to its original biology.

EARTH PHASING LEVEL 4 CLERIC

CT 1 minute R touch D 2 rds./lvl.
 SV h SR h Comp V, S, DF

This spell turns a being or group of beings holding hands at the beginning of the spell into minor earth elementals made of dirt. Each can move through dirt on a whim to any depth or length for the duration of the spell. When the spell expires, they are thrust to the surface and totally unharmed. While in their earthen form, physical attacks do no harm and any wounds are instantly healed. However, they become uniquely vulnerable to magic, with damaging spells always effective at their maximum level of effect with no saving throws allowed. While in this form, the spell recipients are unable to deal any damage and can communicate with each other, but cannot communicate with other intelligences. The spell lasts 2 melee rounds per caster level. The spell can only be cast once in any 7 day span.

EARTH TOUCH LEVEL 4 DRUID

CT 1 minute R touch D 1 min./lvl.
 SV no SR no Comp V, S, M

When a being is earth touched he becomes immune to earth elemental attacks, the heat of lava strikes, and even being struck by solid rock. Events like cave-ins or boulders hurled by giants simply pass through the victim, who phases out of existence and displaced away from the threat, only returning solid when he is free of the danger. The recipient of this spell cannot will himself to phase through rock or displace his physical location; this happens as a natural biological defense so long as the spell is active. The duration is 1 minute per level of the caster.

The material component is a handful of earth.

EARTH'S TOOLS LEVEL 4 CLERIC

CT 1 minute R touch D 1 hr./lvl.
 SV no SR no Comp V, S, DF

A wondrous set of tools appears at the casting of the spell, which help the caster and his allies perform a specific task requested during the spell casting. These items cannot be used for any other task and vanish at the end of the spell's duration, or once the task is completed, whichever comes first.

The type of tools that appear are specific to task required, though the spell often recognizes needs the caster was not aware of during casting. This sometimes results in interesting devices appearing which are extremely helpful but were not specifically requested. Examples include enchanted levers, magical keys, and x-ray goggles. Indeed, weapons and arrows can be just as useful to a team of workers as shovels and picks.

ELEMENTAL DAGGER LEVEL 3 WIZARD, 3 ILLUSIONIST

CT 1 R touch D one battle
 SV no SR no Comp V, S, M

A large green dagger is summoned to the hand of the caster. The weapon does 1d8 points of damage with each successful strike and imparts +1 to hit and damage. It counts as an enchanted weapon for purposes of hitting creatures that can only be struck by magic. Any character proficient with a knife or dagger is

proficient with this more effective weapon.

No more than one of these can be summoned in a 24 hour period by the caster. The dagger is a normal, albeit magical, weapon that can be passed to other characters. It lasts for a single battle, then fades from existence.

The material component for this spell is a piece of jade.

ENCASEMENT LEVEL 5 WIZARD

CT 2 mins. R 300 ft. D 1 min./lvl.
 SV dexterity neg. SR yes Comp V, S, M

This spell is unusual in that it can be cast in advance and "held" for up to 12 hours. When the wizard wishes to release the spell energy, he can do so in an instant. The spell only works on non-humanoid creatures that are touching the ground and are within 300 ft. of the caster. Creatures flying in the air cannot be influenced by this spell.

The result of the spell is that the earth rises up and encases the target up to the neck, holding the creature paralyzed for one minute per level of the caster. The victim can still cast spells which have only verbal components and is still aware and able to speak. They are entitled to a dexterity-based save to avoid the effects. On the up side, the encasement prevents any non-magical damage from influencing the affected being.

The material component for this spell is a diamond worth 25gp.

ENERGY FIST LEVEL 2 WIZARD

CT 1 R 90 ft. D 1 rnd/lvl
 SV dexterity negates SR yes Comp V

When this spell is cast, a fist-sized ball of energy issues forth from the wizard's outstretched hands and attacks a target within 90 ft. of the caster. When it strikes, the fist begins to pummel the target, dealing 1d4 damage per round for a number of rounds equal to the level of the caster. Each round the target can make a dexterity save to avoid damage for the round.

ENOBLE LEVEL 8 WIZARD

CT 1 R Self D 1 hr./lvl.
 SV no SR no Comp V, M, S

This spell supercharges the caster with magical energy, making him a far more potent caster. Upon successful completion of the spell, the wizard's effective caster level for all current spells is four higher than his current, for purposes of all variable spell effects and save CLs. For example, a 15th-level caster would throw a fireball dealing 15d6 damage. When under the effects of this spell, his fireball would deal 19d6 damage and add +4 to the CL of saves against the spell. It does not, however, grant the wizard extra spells for his daily complement; it merely improves the force of the spells he casts.

This spell lasts for 1 hour per level of the caster; when it wears off, it causes the caster to permanently age by 10 years, and suffer -2 to all attacks, checks, and saves due to fatigue for a duration equal to that of the original spell (1 hour per caster level). This spell cannot be cast more than once per week.

The material component is a bag of gold dust worth at least 250 gp, a diamond worth at least 100 gp, and a shred of fabric from the cloak of a 10th level Paladin.

F

FAILENN'S RUNE LEVEL 3 WIZARD

CT 4 R self D see below
SV no SR no Comp V, S

This is a general detection rune designed to point the way towards an item or being the wizard wishes to locate. The caster gestures and recites an incantation including the name of that which he seeks, and a glowing red symbol floats in the air which circles around the mage and glows more brightly in the direction of the nearest supply of the stated goal, and indicates how far away in that general direction the object lies.

For example, if the wizard seeks a trove of gold, the rune will blaze brightly in the direction of the nearest hoard of gold. It will always prioritize nearness over amount; thus, if there are fifty gold pieces within 100 ft., but 10,000 gold pieces within 500 ft., the spell will point to those within 100 ft. No matter how far away the item or person in question is, the spell will find it, even pointing to people thousands of miles away.

The spell only works in a fairly straight line and cannot detect into other dimensions or, for example, up or down levels in a building or dungeon. If outdoors, however, it will detect items on hills or the like, especially far away, though not high up a sheer cliff or a steep mountain. It is left to the CK to determine if the item is located on a gradual enough slope for the detection to work. Finally, the wizard must be familiar with the item or person sought. Gold is always easy to find; most people have seen gold coins, gold bars or the like. People, on the other hand, are more difficult; the mage must know the person he seeks to find, at least in passing.

Once the symbol has located an initial item, a second object can be searched and again the symbol goes around the caster and glows brighter in the presence of the second object. The spell's duration is six rounds; each round, one item may be located in this manner. If the wizard moves or breaks concentration before the duration elapses, the spell immediately ends.

The material component of this spell is a vial of ink made from the blood of a salamander.

FALLING ICE LEVEL 8 CLERIC

CT 1 R see below D instant
SV special; see below SR no Comp V, M, DF

The spell influences a 10 ft., plus 5 ft. per level, diameter sphere around the caster. Within the sphere, razor sharp shards of ice fall, crystalizing at the top of the sphere and plummeting with deadly effect. These ice spikes will not strike allies of the caster, but fall so quickly that enemies cannot get out of the way. The shards do 5d10 damage to all foes in the area of effect with no save possible.

When the ice hits the ground it spreads and creates a slick surface which lasts for 10 melee rounds; during this time the ice on the ground makes it difficult for foes of the caster to maneuver. Each must succeed at a dexterity check to avoid slipping and falling prone as he moves around the caster. Anyone who falls prone as a result of this spell must make a dexterity check at a CL equal to the caster's hit dice to regain their feet.

FIERY BLAST LEVEL 4 CLERIC

CT 1 R 300 ft. D instant
SV dexterity half SR yes Comp V, S, M

With the casting of this spell, the cleric may cause an explosive burst of fire. The caster must select a area within 300 ft. and in his line of sight as the target. The blast fills a 10 ft. diameter sphere, causing 1d6 damage per caster level. This damage is from both the concussive force of the blast and from the heat of the flames. Note that this spell differs from *fireball* in that it does not travel through any intervening space, and the heat is less intense.

The material component for this spell is ruby dust.

FIERY HALO LEVEL 1 CLERIC

CT 1 R touch D 1 rd./lvl.
SV none SR yes Comp V, S, M

This defensive spell is sometimes referred to as "A burn for a burn" by the clerics who call upon its power. The cleric grips his holy symbol and evokes the protection of his deity, at which point flames burst out in a halo around the caster's body.

This fiery aura does not harm the caster or his equipment in any way. However, anyone who attempts to attack or touch the cleric for the spell's duration suffers 1d4 points of damage, and any flammable items they carry will combust. Those who suffer this damage may attempt a constitution-based saving throw to negate the effects.

FILM OF WATER LEVEL 4 WIZARD, 4 ILLUSIONIST

CT 2 R touch D 1 rd./lvl.
SV h SR h Comp V, S

This spell calls forth a magical armor carapace that is formed from the element of water! Upon casting the spell, the wizard touches a willing target, who is covered by a film of water which hardens into a thick, gel-like consistency that is still flexible but possesses incredible tensile strength. The armor negates all damage from bludgeoning weapons, halves damage from bladed weapons and cancels out all magical effects from magical weapons which attack the person. Thus, a +2 flaming sword strikes this armor as a mundane sword with no magical bonuses and no additional flame damage. The armor is, however, completely ineffective against ranged piercing weapons such as arrows, spears, javelins, thrown daggers, darts and the like (though it will still negate magical effects of enchanted weapons).

FIND THE EXIT LEVEL 5 CLERIC, 7 ILLUSIONIST

CT 2 mins. R touch D see below
SV no SR no Comp V, S, M

A large spark of light appears and begins to move towards the nearest exit of any structure the caster currently occupies. The spark will remain until it successfully guides the caster by the shortest route out of the structure and into the above ground area near the cave, dungeon, maze or building. If the caster stops following the spark, it will stop moving and hang in place for up to one minute per caster level; the caster may during that time return to its location. If he fails to return in time, the spark vanishes and the spell may not be cast again in the same location.

The material component for this spell is a citrine worth 10 gp.

FINTAN'S PEASOUP LEVEL 8 ILLUSIONIST

CT 1 R 100 yd. D 2 rds./lvl.
SV special, see below SR no Comp V, M, S

The spell affects a sphere which is 10 ft. in diameter plus 5 ft. per caster level. Within this sphere, a dense fog billows into existence, which can only be seen by foes of the caster. This fog provides total concealment for the caster and all of his allies, imposing a -10 penalty to attack or see those within. In addition, it extinguishes all flames carried by foes of the caster and causes those within to slow so that they act last in any melee round and may attack only once every other round. Further, any foes who leave the fog still suffer all effects, including being blinded, for the spell's duration.

Those affected are entitled to a wisdom save. Success means the fog provides only half cover (-4 to attack or spot) and opponents still lose initiative, but may attack every round.

The material components of this spell are a fist full of platinum dust worth 100 gp, a gallon of water, and a pound of bee's wax.

FIRE ARMOR LEVEL 2 CLERIC, 2 ILLUSIONIST

CT 2 R touch D 2 rds./lvl.
SV h SR h Comp V, S, M, DF

This spell conjures a bright red suit of plate mail to cover and protect the caster. The magical armor provides +8 to the wearer's AC but does not hamper movement or spell use in any way. The caster or any target of the spell is considered proficient with this armor and is able to act as though not wearing any armor at all. Licks of harmless flame burst from the armor which shed light equal to that of a candle in a 10 ft. area around the spell wearer. The spell lasts 2 melee rounds per caster level. Fire armor does not combine with or affect any armor or magical protection devices in any way.

The material component is a six-inch (or taller) flame, which is extinguished when the spell is cast.

FIRE BARRIER LEVEL 6 CLERIC

CT 2 R 5ft. D 2 rds./lvl.
SV dexterity negates SR yes Comp V, S, DF

This spell calls into existence a floating barrier of fire which lasts 2 melee rounds per caster level. The barrier appears anywhere within five feet of the caster that she desires, and will move with her wishes at a speed of 20 ft. so long as the caster maintains

concentration upon it. Should the caster's concentration be broken, the barrier freezes in its current spot and cannot be moved for the duration of the spell. The barrier is 20 feet long and can take any shape the caster wishes. It deals 5d10 damage to anyone it touches. Those who succeed at a dexterity saving throw take no damage from being struck.

FIRE DOOR LEVEL 6 WIZARD

CT 2 R 100 miles D 10 min./lvl.
SV no SR no Comp V, S, M

This potent spell allows the caster to scry on others by granting the ability to see and hear through one fire to another fire within 100 miles. In addition, if the fire is large enough, the caster may physically reach through the fire to place or grab an object nearby the remote locale, or may even pass through the fire himself to emerge at the remote location. The caster takes no damage from the fire while doing so, though he may not bring any others with him on the trip, which is one-way only (barring a second casting of the spell). This spell lasts for 10 minutes per level, unless the caster decides to travel through the flame, in which case the spell ends with his passage.

The material components for this spell are a fist-sized lump of sulfur and a clear quartz crystal.

FIRE HAND LEVEL 5 CLERIC

CT 1 R touch D 4 rds.
SV dexterity half SR yes Comp V, S, DF

Upon evoking the power of his deity, a blazing, white-hot gout of flame bursts from the hand of the cleric in a spread that fills a wide area immediately in front of him, dealing 5d6 points of damage to all foes it touches (those within a ten foot wide and five foot deep area immediately in front of the caster).

The cleric and his allies are immune to the effects of this spell; others are entitled to a dexterity save for half damage. The flame moves with the caster and lasts 1d4 melee rounds or until the caster lowers his hands or performs an action other than directing the flames.

If the flame touches combustible material it will burn, and if it touches and maintains contact with anything metal for the entire duration of the spell, be it armor, weapons, cooking utensils, or anything else constructed from metal, the object will melt unto uselessness. Those wearing armor will be trapped within their armor, unable to move without assistance from a blacksmith, who with proper tools will be able to open the melted slag within 1d4 hours.

FIRE RAGE LEVEL 2 CLERIC

CT 2 R 10 ft./lvl. D instant
SV dexterity half SR yes Comp V, S, DF

The cleric spreads his arms to the skies and calls upon his deity, then curls into a ball for a moment before leaping back to his feet and throwing his arms out and up once more. At this point, he appears to all present explode! A wave of flame blasts from the body of the caster, traveling out to an area

equal to 10 feet per level of the caster. The flame does 3d6 in damage to everything it touches. Victims are entitled to a dexterity save for half damage. Allies of the caster gain +2 to their save. The caster suffers no damage for this and when the dust clears, he is still standing at ground zero, completely intact and untouched.

FIRE'S PROTECTION LEVEL 5 CLERIC

CT 2 R touch D 1 rd./lvl.
SV none SR yes Comp V, S, DF

The caster calls forth a splash of lava, which she is able to place upon herself or an ally. The lava does no damage to either the caster or the person upon whom it is placed. Rather, it generates a protective aura of intense heat around the recipient. The heat raises the ambient temperature within 20 feet of the recipient by 20 degrees and does 2d10 points of fire damage to any creature who attempts to attack the protected party member. The protection lasts 1 melee round per caster level.

FIRESTORM, LESSER LEVEL 7 CLERIC

CT 1 R 150 ft. D instant
SV dexterity half SR yes Comp V, S, DF

The cleric holds his holy symbol to the sky and indicates an area up to 150 feet away, of a 20 foot radius. A wave of intense heat bursts from the ground at the center of the indicated area, and a rain of fire pours from the sky upon all those within the area of effect. The fire ignites all combustibles and forces a dexterity saving throw for all within the area or the victims take 7d8 damage. A successful saving throw reduces the damage taken by half.

FIREWALKER LEVEL 5 DRUID, 5 WIZARD

CT 1 R touch D 1 min./lvl.
SV none SR yes Comp V, S, M

The caster touches a willing subject while casting this spell. The spell lifts the touched being 10 ft. in the air and coats his feet with fire, allowing him to walk through the air, at his normal movement rate. Those attempting to reach up to the walking being take 3d6 points of heat damage. The touched being can walk on air to a maximum height of 10 ft. per caster level. If the ceiling isn't high enough for the being to walk 10 ft. in the air, the spell doesn't work.

The material component of this spell is a portion of flesh, bone, horn, etc. from a fire creature such as a salamander or elemental to cast.

FLAMING AXE LEVEL 6 ILLUSIONIST

CT 2 R 20 ft. D 1 min./lvl.
SV wisdom partial SR no Comp V, S, M

The spell generates an axe on the ground within 20 feet of the caster. This axe appears to be made of solid, cold, black iron but is astonishingly lightweight and exquisitely balanced. When raised to attack a foe, the axe bursts into illusory flame which appears to surround the wielder in a fiery aura. The axe is +2 to hit and counts as a magical weapon which does 1d12 normal damage plus 5 points of fire damage with every successful strike.

The spell lasts for one minute per level of the caster. Any character proficient with a battle axe may wield this weapon. Standard nonproficiency penalties apply to others who attempt to use it.

The material component is ruby dust worth at least 5 gp.

FLAMING SHOT LEVEL 6 CLERIC

CT 1 R 300 ft. D instant
SV dexterity half SR yes Comp V, S, DF

The cleric casts this spell while pointing his holy symbol at a target and uttering a curse. A bolt of fire issues forth from the holy symbol to strike the target, dealing 6d8 damage. Victims are entitled to a dexterity saving throw for half damage.

FLASH FLOOD LEVEL 3 CLERIC

CT 1 R 100 ft. D instant
SV strength negates SR no Comp V, S, DF

This spell summons a violent geyser out of the ground which forms a new, albeit temporary, stream, river or pool of clean, fresh water that follows any course the caster desires. This water emerges from a geyser in the ground at any point within 100 ft. of the caster and pours through trenches, into holes, fills corridors and rushes with whitewater force in any direction the caster wishes. The newly-flowing deluge is 50 feet wide, twenty feet deep at the center and 150 feet per caster level long. Those caught within this initial rush who fail their saving throw is swept up in the rush, loses everything they are carrying and suffers 1d6 damage per level of the caster from being buffeted around by the rush of the river. Those who save manage to hold their ground and avoid being swept away.

When it reaches its total length, the water will calm to the normal conditions of a river. If it has a source to feed it and there is a waterway in which it can continue to exist, the new river will continue to exist exactly as a normal new waterway would. Otherwise, it will stagnate and eventually dry up. In many cases, if there is a gorge, hole or crater nearby, this spell can create a lake or pond instead of a river. In any case, once the new waterway is formed, natural conditions take over.

FLOATING PLATFORM LEVEL 2 CLERIC

CT 1 R 50 ft. D 5 min./lvl.
SV no SR no Comp V, S, DF

This spell conjures a magical floating platform that moves with 20' speed at the will of the caster. The 5 ft. x 4 ft. platform can hold up to 500 pounds of material and has the ability to shrink to as small as 12 inches square if the caster so desires. It is not intelligent and requires constant supervision by the caster. If the caster diverts his attention for even a moment, the platform will move off at maximum speed in a random direction, changing size as it needs to fit through various spaces in its way; a Wisdom check is then required at CL 8 to regain control of the platform. If the caster fails this Wisdom check, the platform is lost.

FLOATING VAPOR WARD LEVEL 3 CLERIC, 2 WIZARD

CT 3 R Line of Sight D 1 hr./lvl.

SV wisdom negates **SR yes** **Comp V, S, DF**

An "S" shaped plume of dark vapor floats up from the floor to hang 5 ft. in the air at the point the caster selects, so long as it is in clear line of sight. The plume fills a 150 square foot area and maintains itself for 1 hour per caster level. Anything touching the plume is revealed in a mental image to the caster of the spell, so long as the caster is within one mile per caster level of the vapor.

FLOATING WEAPON LEVEL 3 WIZARD, 3 ILLUSIONIST

CT 1 **R self** **D 2 rds./lvl.**
SV no **SR no** **Comp V**

The mage must be holding a weapon when this spell is cast. The spell conjures an exact duplicate of that weapon which floats above the caster's head. Every time the caster makes a successful lunge with his weapon, the floating weapon makes a successful strike at the same victim, dealing the same damage code as the original weapon (roll damage for the second weapon separately, though it automatically hits if the caster's initial strike hits).

For example, Eobhan the Magnificent casts this spell while holding his trusty quarterstaff (1d8 damage). A second quarterstaff, identical to his own, appears above Eobhan's head. Whenever Eobhan successfully strikes a foe with his quarterstaff, the second quarterstaff also automatically strikes. Each quarterstaff deals 1d8 damage, rolled separately.

This spell lasts for 2 rounds per level of the caster. If the caster at any time lets go of or sheaths the original weapon the spell ends immediately. This spell will not duplicate the magical properties of magical weapons; instead it will create a duplicate that looks like the magical original in all respects, but is mundane in its damage-dealing properties. Thus, if the staff above was a +1 quarterstaff, the duplicate would not possess the +1 quality.

FLOOD WAVE LEVEL 5 CLERIC, 4 DRUID

CT 3 **R special** **D instant**
SV strength see below **SR yes** **Comp V, S, M, DF**

The spell moves a massive amount of water in a huge wave that spans twenty feet in height and crashes with whitewater force on the shore, pushing out from the point creation in the body of water to a range of 10 ft. per level of the caster. The wave will generate a distance within fifty feet of the caster at a point the caster designates, but no closer than the minimum depth necessary to generate a wave of this size. That is, a caster cannot generate this wave right at the shoreline.

Anyone hit by the wave is required to make a strength saving throw. If the victim succeeds in the save, he is thrown to the ground and moved along with the wave to its maximum range. If he fails the save he is knocked unconscious for a duration of 2d6 melee rounds.

This spell requires a body of water to be touched by the caster which is large enough to generate the wave.

FLYING CARPET LEVEL 7 CLERIC

CT 1 **R 10 miles** **D 5 hrs./lvl.**
SV no **SR no** **Comp V, S, DF**

When this spell is cast the cleric transforms a normal piece of cloth into a flying carpet which can transport up to 15 people and their gear, but not their mounts. The carpet flies at a speed of 60 ft. and can travel up to 10 miles. It is capable of taking a group out of a maze of dungeon corridors and out into the air by the nearest path including teleporters and secret doors.

A 10 ft. square piece of cloth is needed for this spell.

FOG IMAGES LEVEL 7 CLERIC, 7 DRUID

CT 1 **R touch** **D 2 rds./lvl.**
SV see below **SR no** **Comp V, S**

The caster creates images out of an existing fog or mist which are exact replicas of the caster of the spell and his allies. These images of fog appear to do exactly the same things as the real party members. The confusing duplicates are capable of acting dangerous; anyone struck by an image must make a charisma save or suffer damage from the attack. Duplicates do not actually strike with a sword, fire a bow or cast a spell, but can appear to do so and only the charisma save allows the victim to see the truth of the illusion. The spell lasts two melee rounds per level of the caster. The illusions provide the equivalent of 3/4 concealment for the caster and his party (-6 on opponents attempts to spot which is the real and which the illusory person, and -6 to all attack rolls against the caster and his allies).

FRACTURE LEVEL 6 CLERIC

CT 3 **R touch** **D see below**
SV no **SR no** **Comp V, S**

This is a spell that inflicts structural damage to an object. The caster touches a thing like a door, gate, or prison bars and begins chanting. Whatever moisture is in the area begins to swell the object being touched. In the first melee round, the spell inflicts 1d4 hit points of damage. This damage rate doubles every third melee round as long as the caster continues to gesture and chant. Eventually a long fracture line breaks the touched object. Doors and gates break in half. Bars and stone walls crack and bits fly all over. If anything happens to break the caster's concentration or stop him from chanting and gesturing, the spell ends immediately. Once stopped, a new casting of the spell is required to continue the fracturing.

FRESH SPRING WATER LEVEL 1 CLERIC, 1 ILLUSIONIST

CT 1 **R touch** **D 1 min.**
SV no **SR no** **Comp V, S, M/DF**

A gushing spring of water bubbles up from the floor at the touch of the caster. The spell produces 1 gallon of fresh water per caster level. The water is cold and delicious and able to heal 1d4 points of damage when drunk. Healing is limited to a single drink; taking three drinks does not heal 3d4 damage. However, even after healing is complete, the water continues to be cool, fresh and clean.

The material component is a small vial of holy water.

G

GEYSER LEVEL 4 CLERIC

CT 1 R 100 ft. D instant
SV dexterity, see below SR yes Comp V, S, DF

The caster looks at a section of floor space, just in front of one or more foes and within 30 ft. of the caster, it bursts in a huge geyser of boiling hot water in a 10 foot diameter circle. The foes are allowed a chance to duck the explosion with a dexterity saving throw. If a target makes the throw he is thrown back and can't attack for two melee rounds. If the victim fails the save he takes 3d10 points of boiling water damage and he is thrown to the ground stunned for three melee rounds.

GLOWING PATH LEVEL 3 CLERIC, 3 ILLUSIONIST

CT 5 R touch D 10 min./lvl.
SV no SR no Comp V, S, M/DF

The spell generates a glowing green path which accurately retraces the caster's steps to this point, thus allowing her to leave an area by the same means she took to enter. The spell lasts 10 minutes per caster level. It is quite possible the spell quits before the caster gets out of a deep dungeon.

If the caster was teleported or transported to their current location, the path ends at the teleportation point where the caster materialized. If the caster fell through a pit to another level the glow appears up in the air at the hole where the caster fell. The spell also opens any trap or secret doors through which the caster may have passed. As the spell creates a glowing path, this glow can attract the attention of other beings, who can follow the path right to the caster.

The material component for this spell is a piece of jade.

GOLDEN DISPEL LEVEL 6 CLERIC, 6 WIZARD, 6 ILLUSIONIST, 7 DRUID

CT 1 R touch D permanent
SV intelligence see below SR yes Comp V, S, M

The spell calls forth a swirling mist of golden particles which automatically unravel and end ongoing magical effects or curses which have been cast by a foe of fewer levels or hit dice than the caster of the spell. When used against magical effects cast by a more experienced caster, the caster of this spell must succeed at an Intelligence-based saving throw with a CL equal to the level of the enemy caster. Success means that the magical effect is unraveled as intended; failure means that the Golden Dispel fails and the caster of this spell suffers 1d4 subdual damage per level of the enemy caster.

A small bar of gold, valued at 15 gold coins is used up in the casting of the spell.

GOLDEN GLOW LEVEL 1 CLERIC

CT 1 R touch D 2 rds./lvl.
SV special, see below SR yes Comp V, S, DF

The spell generates a golden glow around the body of the

touched being. The glow will adversely influence all undead. On first seeing the glow, all undead hesitate and don't attack in the next melee round as each shudders from the glow. Those undead that do attack do so at a -2 to attack rolls. This spell is automatically successful on non-intelligent undead of equal or lesser hit dice than the cleric. Intelligent undead and those with higher hit dice than the cleric receive a Charisma-based saving throw to resist the effects. Success allows them to attack at -2.

GREATER BLAST OF WATER LEVEL 7 CLERIC

CT 1 R See below D instant
SV strength negates SR yes Comp V, S, F

A 5 ft. wide blast of water shoots out from the hands of the caster to a range of 30 ft. away. If a strength saving throw is made, nothing happens to those in the water's path. If any victim fails their save, they take 1d6 points of damage per caster level and are thrown to the ground with all of their weapons and equipment save clothing, jewelry and armor, which is worn, cast 30 feet away from their bodies. This includes sheathed weapons, backpacks, sacks and the like.

GREATER BLAZING SPHERE LEVEL 8 WIZARD

CT 2 R 150 ft. D 1 rd./lvl.
SV dexterity half SR yes Comp V, S, M

A nine foot sphere of flame appears in front of the caster. The sphere moves at the caster's will, at the same speed as the caster's movement rate. It lights the way as a large campfire and burns all it touches for 3d8 points of heat damage. Victims who succeed at a dexterity save suffer no damage and cannot be affected by the spell for 24 hours. The caster can direct the spell so long as they concentrate on it, up to 150 feet.

The material component is a fist-sized chunk of sulfur.

GREATER BURNING WALL LEVEL 8 WIZARD

CT 1 R 50 ft. D 5 rd./lvl.
SV dexterity negates SR yes Comp V, S, M

A wall of fist-sized sparks fills an area to a maximum size of 120 ft. long by 30 ft. high, by 1ft thick is generated. It can shrink to fit a smaller space if the caster desires. As a being touches the wall, one of the sparks flies at them. If the victim does not make his dexterity saving throw, he takes 10d8 points in heat damage. A successful dexterity save results in half damage. Trying to move through the wall causes an attack by 1d4+1 sparks against the victim.

The material component of this spell is a fist-sized chunk of pyrite worth 50 gp.

GREATER DAGGER OF FIRE LEVEL 4 DRUID, 4 WIZARD

CT 1 R self D see below
SV no SR no Comp V, S, M

The spell forms several blades of flame that the caster can throw at multiple targets within 90 ft. of the caster by making a ranged attack roll. The blades of flame mimic the balance of a finely crafted dagger and impart +2 to hit. The spell ignores all AC bonuses from armor, allowing the victim only their dexterity

and any magical bonuses to AC. The flame does 1d10 points of heat damage. If it strikes a flammable object, it will immediately combust.

For every 2 levels, the caster can throw an additional fire dagger once every melee round. If he should stop throwing for any reason (like getting struck by a weapon) he loses the ability to finish throwing daggers.

The material component for this spell is one lump of coal per dagger to be thrown.

GREATER EAGLE'S WINGS LEVEL 5 CLERIC, 4 DRUID
CT 1 R self D 30 min./lvl.
SV no SR no Comp V, S, DF

This spell gives wings to the caster and cures up to 20 points of damage done to the caster in the previous 48 hours. The wings allow the caster to fly as fast as an eagle at a speed of 90' per round (45' climb, 180' dive) with perfect maneuverability and carry up to 250 lbs. of extra weight, provided the cleric's strength score will allow such carrying.

GREATER FALLING ICE LEVEL 9 CLERIC
CT 5 R 300 ft. D 1 rd.
SV dexterity, see below SR yes Comp V, S, DF

This spell generates shards of ice that fall from the ceiling or the sky at a distance of up to 300 ft. away and filling a 60 ft. square area. Those in the area must succeed at a dexterity check to avoid slipping and falling. Those that fall take must make a constitution-based save or be slain instantly from being impaled by falling shards of ice. Success at this save means the victim suffers 6d10 points of damage. The spell lasts 1 melee round; during this time, anyone who moves within the area of the ice storm is subject to its effects.

GREATER FIRE HAND LEVEL 7 CLERIC
CT 1 R touch D 4 rds.
SV dexterity half SR yes Comp V, S, DF

A blazing, intensely hot flame bursts from the hand of the caster. The flame does no harm to the caster or his allies. Any enemies that it touches take 1d6 points of fire damage per level of the caster. Victims are entitled to a dexterity save each touch to reduce this damage by half. The flame lasts 4 melee rounds or until the caster chooses to dismiss it.

If the flame touches combustible material, the material bursts into flame. If the flame hand touches a metallic or other melt-able surface with an area less than the size of the caster's body for the entire duration of the spell, that area is melted to a pile of useless slag. In the case of an armored victim, the victim is literally welded into their armor and unable to move. Getting them free requires a blacksmith and 1d8 hours' time.

GREATER GEYSER LEVEL 8 CLERIC
CT 4 R 30 ft. D instant
SV dexterity see below SR yes Comp V, S

The caster looks at a spot on the floor up to 30 feet distant, and it erupts with a geyser of water 10 ft. in diameter. The explosion of

water forces the victim to make a dexterity save. Those that make the save take 1d4 damage per level of the caster. Those that fail see their hit points reduced to zero and are knocked unconscious from the scalding, agonizing heat. This unconsciousness lasts until at least one point of damage has been healed.

GREATER GLOOM LEVEL 7 CLERIC, 7 WIZARD, 7 ILLUSIONIST
CT 4 rds. R see below D 5 min./lvl.
SV intelligence see below SR yes Comp V, S

This spell creates a gray mist that expands outward to a maximum range/radius of 5 ft. per caster level, at a speed of 10 ft. per round. Anyone caught within the mist's area must make an intelligence-based saving throw. Failure means that the victim loses the benefit of any and all sources of light or enhanced vision and is effectively blind for the duration, suffering -10 to any attack, save or check that depends upon vision.

The spell also extinguishes fires of all kinds (including magical). Any fire-breathing creature (such as dragons or hell hounds, or creature using a fire attack, must make a saving throw or their fire will also be muted, causing no damage. Success on the save means they can still use their flame attack, but only at half damage (and any applicable saves still apply; thus, a red dragon who makes his save uses his breath weapon at half effect; victims who save halve this again for one-quarter damage).

GREATER QUENCH FIRES LEVEL 8 CLERIC
CT 1 R 30 ft. + 5 ft./lvl. D 10 rds./lvl.
SV see below SR yes Comp V, S, DF

This spell puts out natural fires in a 30 ft. diameter sphere around the caster. Torches, lanterns, campfires and the like are all extinguished and cooled. The spell lasts 10 melee rounds per caster level, during which no new fires can be ignited within the spell's area of effect. The range increases an additional 5 ft. per level of the caster.

Enchanted fires like the casting of a fireball or the breathing by a red dragon may also be extinguished by this spell. The caster makes an intelligence-based saving throw with a CL equal to the caster or creature using the flame effect and, if successful, the enchanted fire effect is quenched without doing any damage.

GREATER RESTORATIVE FIRE LEVEL 8 CLERIC
CT 1 R touch D permanent
SV none SR yes Comp V, S, DF

This spell completely restores a damaged mundane or magical object. The flames of the spell lightly touch a broken object whose maximum size is that of the caster. Any damage to the object is instantly mended and if the object in question requires charges to function, the spell restores full charges to the object.

A broken ring of three wishes, for example, restores all three wishes to the ring. However, this spell only restores broken items; if the device has simply run out of charges, its magic cannot be restored via this spell.

GREATER SMOKE TRAP LEVEL 7 CLERIC
CT 3 R touch D 2 days/lvl.
SV wisdom negates SR yes Comp V, S, DF

The cleric creates a 10 ft. diameter smoky area on the floor in front of himself, which remains in place for 2 days per caster level. The smoke remains at roughly ankle level along the floor and is extremely thin; detecting it requires a successful Wisdom check or a successful use of a rogue's Traps ability.

Any enemy of the caster or potentially hostile creature who steps into the area is forced to make a wisdom saving throw. If the victim fails the save, flames blast him for 5d10 points of damage. If the victim makes his saving throw he is immune to this trap for 7 days.

GWENNARTH'S DEATH WARD LEVEL 8 WIZARD

CT 1 R 300 ft. D instant
SV charisma negates SR yes Comp V, S

With the flick of his wrist and the utterance of a curse, a black symbol is launched from the mage's hand directed at a single target. The symbol travels through the air, moving 100 feet every round, up to 300 feet. The target must be in line of site of the caster, and remain there. The caster can take no action while directing the death ward, doing so, even instinctively dodging a blow, negates the spell. The caster is not allowed their dexterity bonus on their AC. If the target makes his charisma saving throw, they takes no damage. If he fails they die.

H

HAILSTORM LEVEL 8 DRUID

CT 1 R 10 ft. + 5 ft./lvl. D instant
SV dexterity see below SR no Comp V, M, S

This spell influences a sphere in a circle with a 10 ft. diameter around the caster which increases 5 ft. per caster level. A heavy mass of hail stones falls from the sky or the ceiling doing 1d8 per level of the caster to every foe in the area. In addition, the ground becomes slippery, and each foe must succeed at a dexterity save to avoid slipping and falling prone. Those who fall prone must succeed at a dexterity save before they can rise again. Allies of the caster do not see the hail, nor are they subject to the spell's effects.

The material component of this spell is white fox fur, diamond chips, and a white clay marble.

HARD RAIN LEVEL 3 CLERIC, 3 DRUID

CT 1 R 50 ft. D concentration
SV wisdom negates SR yes Comp V, S

The cleric unleashes a hard rain in a 50 ft. diameter area around the caster. The rain reduces all ranged attacks including area effect spells by half. What this means is that an arrow successfully striking the caster inflicts half its rolled damage. A 6d6 fireball would deal half its normal damage.

This spell lasts as long as the caster maintains concentration.

HEAL ALL BURNS LEVEL 5 CLERIC, 6 DRUID, 6 ILLUSIONIST

CT 1 R touch D instant

SV n/a SR yes Comp V, S, M/DF

This spell completely heals all damage done from fire both mundane and magical. If the recipient has damage from multiple sources, only that damage caused by fire or heat-based sources is healed. If this spell is cast by a cleric or druid on an undead creature, that creature suffers 1d6 fire damage per level of the caster. The illusionist version of this spell has no such effect.

Requires ruby dust to be cast.

HEAL ALL RECENT WOUNDS LEVEL 7 CLERIC

CT 1 minute R touch D instant
SV see below SR h Comp V, S, DF

This curative spell heals all of the damage done to a victim in the last 24 hours. If cast upon an undead creature of equal or fewer hit dice than the cleric, the undead is instantly destroyed, reduced to a small pile of ash. Undead of greater hit dice than the caster suffer 1d6 points per caster level in damage and may make a Wisdom-based save for half damage. Intelligent undead are entitled to a wisdom-based save to resist the effects regardless of their hit dice; success means that rather than destruction, the undead suffers half damage as an undead of greater hit dice than the cleric (one half of 1d6 per level of the caster).

HEALING FIRE LEVEL 1 CLERIC, 2 DRUID, 1 ILLUSIONIST

CT 5 R touch D permanent
SV none SR h Comp V, S, M/DF

This spell cauterizes wounds and burns out infections and disease. The heat of the spell is not painful and is gradual and soothing. It heals 1 hit point of damage per caster level each time it is cast. The clerical and druid versions of this spell, when cast upon an undead, deal an equivalent amount of damage rather than healing. The illusionist version of the spell has no such effect.

The spell requires cool lava stones to function.

HEALING WATERS LEVEL 5 DRUID

CT 1 R touch D permanent
SV none SR h Comp V, S, M

The caster bathes the target in soothing waters which heal all the physical damage done to the target in the last 12 hours. This spell heals only mundane damage from physical attacks. It has no effect on damage from energy or magical attacks of any type, including fire-based, lightning-based or other kinds of energy.

The material component for this spell is a skin of water from a clear, free-flowing stream.

HEALING WIND LEVEL 1 DRUID

CT 1 R touch D permanent
SV none SR no Comp V

The druid calls upon the spirits of nature to summon a mild breeze which rises and blows over the wounds of a victim, healing 1d8 points of damage. This spell can only be used outdoors with no walls surrounding the caster. Thus, if the caster is in the courtyard of a ruined castle surrounded by its

crumbling walls, this spell will not function. When cast upon an undead creature, this spell instead deals 1d8 points of damage.

HEAL NATURAL WOUNDS LEVEL 1 CLERIC, 1 DRUID
CT 1 R touch D permanent
SV none SR no Comp V, S, DF

This spell heals 1d8 points of damage plus one point per caster level which have been inflicted by natural weapons. Only natural weapons such as those from bites, claws, and other creature attacks are healed with this spell. If cast upon undead, this spell instead deals 1d8 points of damage.

HEAL RECENT BURNS LEVEL 4 CLERIC, 5 DRUID, 4 ILLUSIONIST
CT 1 R touch D permanent
SV none SR no Comp V, S, M/DF

All damage from fire and heat inflicted upon the target within the last 24 hours is completely healed. Only damage from fire or heat is healed from this spell. Damage from other types of attacks are not affected. If a cleric or druid uses this spell upon an undead, 1d6 points of damage per caster level in fire damage is inflicted. The illusionist version of this spell has no such effect.

This spell equires cool lava stones to function.

HEART SHAPED FLAME LEVEL 2 CLERIC
CT 1 R touch D 1 min./lvl.
SV none SR h Comp V, S, DF

A heart-shaped flame forms in the hand of the caster, who may use it himself or give it to an ally. The flaming heart affixes itself on the outside of the body over the user's actual heart. This special magic absorbs the next 9 points of damage from any source that would normally damage the user. The spell lasts 1 minute per level of the caster or until 9 points of damage have been absorbed. Multiple castings of this spell are not cumulative, but a second casting can restore a partially used heart to a full 9 point capacity.

HEATED DAGGER LEVEL 1 WIZARD
CT 1 R touch D 1 rd./lvl.
SV no SR no Comp V, S, M

This spell requires a quality made metal dagger. The blade is heated until red hot. The handle, however, stays cool to the touch. The dagger does its normal damage plus an additional 1d4 points of heat damage. The spell lasts for one round per caster level.

Requires a burning ember as a material component.

HEDDA'S RUNE LEVEL 2 WIZARD
CT 2 R touch D see below
SV yes SR yes Comp V, S

This spell is cast upon some type of locking mechanism like a door handle, gate latch, or lock on a case or trunk. When anyone opens that object the spell sends a mental image to the caster of the spell. The caster then knows immediately that the mechanism has been opened and who opened it. The spell lasts until someone tries to

open the object upon which the rune was cast.

HEX LEVEL 6 WIZARD
CT 2 rds. R touch D 1 day./lvl.
SV intelligence negates SR yes Comp V, S, M

The spell curses a being who fails an intelligence-based saving throw. The curse causes the first strike of any foe to automatically hit the victim and the victim automatically fails all saving throws against magical effects, both for the full duration. The hex lasts 24 hours per level of the caster.

The material component of this spell is a small bar of gold, valued at 15 gp, which is used up in the casting.

HEYLIN'S MIST LEVEL 6 CLERIC
CT 1 R self D 1 rd./lvl.
SV no SR no Comp V, S, DF

This spell forms an armor of mist that surrounds and penetrates the caster, swirling around her as though blown by a gale force wind. The armor stops all spell effects from first through fourth level from affecting the caster. In addition, any successful ranged attacks against the caster do only half damage. This magical armor does not slow down or hinder the casting of spells by the wearer.

ICE SHEET LEVEL 2 CLERIC
CT 1 R touch D 1 min./lvl.
SV dexterity negates SR no Comp V, S, DF

This spell generates a 10 ft. square sheet of ice on the floor in front of the caster. Any creature walking on that ice must succeed at a dexterity save or fall and take 1d4 points of damage. Giant types or moving jellies, oozes and slimes are not affected by this spell.

INFERNO LEVEL 4 CLERIC
CT 1 R touch D 1 rd./lvl.
SV dexterity half SR yes Comp V, S, DF

A 10 ft. cube of flame appears on the ground at a spot touched by the caster, extending from the point touched forward. The inferno does 5d6 in heat damage to all that touch the inferno. Victims are entitled to a dexterity save for half damage. The spell lasts 1 melee round per caster level.

INUNDATE LEVEL 1 CLERIC
CT 1 R touch D 1 rd./lvl.
SV dexterity negates SR yes Comp V, S, DF

A downpour of rain erupts in a 30 ft. diameter around the caster. Any enemies attempting to enter or move within the area of effect must succeed at a successful dexterity save to avoid slipping on the wet surface in front of the caster. If the enemies fail at their save, they strike at a -2 to hit the caster. The spell lasts 1 round per caster level. The magic of this spell has no effect on the allies of the caster.

30 CASTLES & CRUSADES

IVORY SPEAR LEVEL 2 DRUID

CT 1 R caster D 1 rd./lvl.
 SV no SR no Comp V, M

Using a piece of ivory, the caster generates a floating ten foot long spear that appears over the caster's head. Whenever the caster makes a successful physical attack, the spear attempts a strike at the same victim if it is within 15 ft. of the caster. The spear strikes as though it were a fighter of the same level as the caster. The spear does 1d6 and can damage creatures requiring a magical weapon to hit. Though it receives no special bonus to hit or damage, it is treated as having a bonus equal to 1/3 the caster's level (minimum +1) for purposes of determining what creatures it can hit. Thus, a 9th-level caster generates a spear that can hit creatures may only hit by +3 or better weapons.

J**JADE ARMOR LEVEL 2 ILLUSIONIST, 3 DRUID**

CT 2 R touch D 2 rd./lvl.
 SV no SR no Comp V, S, M

The caster can place this magical armor on himself or any person he touches. A bright jade glow appears on the selected person. The glow acts like plate mail and shield in regards to armor class. However, the armor has neither weight nor encumbrance, and does not exceed the armor restrictions of an class. I.e: magic using characters can still cast spells while wearing the armor, rogues may still use their abilities. etc. The armored person moves as if he has no armor on at all. The armor lasts for 2 melee rounds per level of the caster. Jade armor does not combine with or affect any armor or magical protection devices in any way.

The material component for this spell is a piece of jade.

JADE SPHERE LEVEL 2 ILLUSIONIST

CT 1 R 30 ft. D 5 rds./lvl.
 SV intelligence negates SR yes Comp V, S, M

The spell places a 10 ft. diameter translucent sphere of green energy around the target, which coalesces around the victim until it appears to absorb into him, and then causes the victim to glow bright green for 5 rounds per level of the caster. The glow partially blinds the victim, causing them to strike at a -1. Beings trying to hit the victim of the spell do an extra 2 points of damage per successful strike. A successful intelligence-based save negates the effect.

The material component for this spell is a piece of jade.

JADE WALL LEVEL 3 WIZARD, 3 ILLUSIONIST

CT 1 R 50 ft. D 1 min./lvl.
 SV no SR no Comp V, S, M

This spell can only be used outdoors in an area where the caster is not surrounded by walls. It creates a 10 ft. thick wall that is up to 90 ft. high and 90 ft. long plus 10 ft. per caster level. If the area where *jade wall* is cast is smaller than the minimum size, the wall will shrink to fit the size of the area. The caster and his group can walk through either side of the wall, which has 20 hit

points per level of the caster and is completely immune to physical ranged attacks of any kind, from arrows and crossbow bolts to catapult rocks. Spells pass through the wall as if it was not there. Melee attacks on the magical wall deal double damage if they hit; the wall has an AC of 18. Although the caster can see through the wall, no other being can see through the effect.

The material component for this spell is a piece of jade.

JET OF STEAM LEVEL 1 CLERIC

CT 1 R 20 ft. D instant
 SV none SR yes Comp V, S, DF

This spell allows the caster to throw a jet of scalding water from the palm of his hand, up to 20 ft. away. The jet automatically strikes an opponent and does 1d6 points of damage to naked flesh and half damage on armored flesh.

K**KNOW OBJECT LEVEL 3 WIZARD**

CT 1 R touch D 1 min.
 SV special; see below SR no Comp V, S

By means of this spell, the caster touches an inanimate object and is able to glean information about the object touched. The spell shows the caster who last touched the object and how that being used the object. In the case of magical items, the spell also shows the caster any command words used in activating the object. If there is a curse or evil intent with the object the magic of the spell reveals that information, though the caster must then succeed at an intelligence saving throw to avoid being affected by the curse or negative effects. The CL for this check is equal to 1 plus the item's bonus or the highest level spell effect the object mimics. Thus, a cursed staff of cure light wounds which actually wounds the caster when used would require a CL 2 save (1 plus the first level spell the item mimics). A +3 sword which is actually a cursed -3 sword would be CL 4 to save against.

L**LAVA SPEAR LEVEL 5 DRUID**

CT 1 R touch D 1 rds./lvl.
 SV no SR no Comp V, S, DF

Upon casting this spell, a 10 ft. long floating spear with a spear head made out of hardened lava appears above the caster's head. Every time the caster makes a successful melee strike on an enemy, this spear also strikes, automatically dealing 2d6 points of heat damage on that enemy. The spear also serves a defensive function, attempting to block incoming attacks against the caster. The result of this is that the caster's AC increases by +3 for the duration of the spell. The spell lasts 2 melee rounds per caster level.

Requires cool lava stones to function.

LEACHING HAZE LEVEL 8 WIZARD

CT 1 **R 30 ft.** **D 1 rd./lvl.**
SV constitution negates **SR yes** **Comp V, S**

A 10 ft. cube of red haze forms in an area chosen by the caster, within 30 ft. away. Every round for the length of the spell, any living being within the cube must succeed at a constitution-based saving throw or see 2d6 hit points leached away and given to the caster of the spell as temporary hit points.

These temporary hit points remain with the caster for 24 hours or until used, whichever comes first. The cube lasts 1 melee round per caster level.

LESSER BURNING WALL LEVEL 3 WIZARD

CT 1 **R 50 ft.** **D 1 min./lvl.**
SV no **SR no** **Comp V, S, M**

The caster summons a wall of magical fire. The wall is normally ten feet high, 10 feet per level long, and one foot thick. If cast within a smaller space, it will fill height and length, but retain its thickness. The wall does 1d6 damage per caster level to any who touch it. The caster can pass through the enchantment with no harm. Any cold spell doing more than 20 points of cold damage depletes this spell. The spell lasts for 1 minute per caster level.

Requires a spark from flint and steel and a bit of burnable oil to be cast.

LESSER COMBUSTION LEVEL 1 DRUID, 1 WIZARD

CT 1 **R touch** **D instant**
SV no **SR no** **Comp V, S, M**

Touching a combustible object causes it to burn. If used offensively, this spell deals 1d8 points of fire damage, plus one point per level of the caster (maximum +5) and requires a successful touch attack by the wizard.

Requires a burning ember as a material component.

LESSER DRYING ATTACK LEVEL 2 CLERIC

CT 1 **R touch** **D instant**
SV yes **SR yes** **Comp V, S**

The cleric makes a touch attack on a living creature and invokes the fiery wrath of his deity. If the victim makes a dexterity-based saving throw, he takes no damage. If the victim fails his saving throw he takes 1d4 fire damage plus 1 point per caster level.

LESSER FIRE HAND LEVEL 2 CLERIC

CT 1 **R touch** **D Instant**
SV dexterity negates **SR yes** **Comp V, S, DF**

A blazing, intensely hot flame bursts from the hand of the caster. The flame does no harm to the caster or the allies of the caster. Any enemies touched by the flame take 3d6 points of heat damage. If the flame touches combustible material, those materials burst into flame.

LESSER FIRE SHIELD LEVEL 2 WIZARD

CT 1 **R see below** **D 2 rds./lvl.**
SV dexterity negates **SR yes** **Comp V, S, M**

A glow of dim red flames engulfs the body of the caster, then fades to a shimmering aura similar to that of a heat mirage. The fiery aura does not appear to generate heat, nor does it shed appreciable light. It causes no damage the caster or any of his possessions; however, those that touch the caster, including attacks with melee weapons, take 1d8 points of fire damage plus one point per level of the caster. A successful dexterity save means the victim takes only 1d8 points of damage. The spell lasts 2 rounds per level of the caster.

The material component for this spell is a ruby.

LESSER GEYSER LEVEL 3 CLERIC

CT 1 **R 100 ft.** **D instant**
SV dexterity see below **SR yes** **Comp V, S, DF**

The caster targets an enemy, who is then engulfed as the floor beneath him erupts in a geyser of scalding water exploding into the air.

If the enemy makes his saving throw, he takes no damage, but must spend the next 2 melee rounds doing nothing but escaping from the geyser. If he fails his save, he takes 3d6 points of heat damage, all the weapons he holds and wears are thrown 1d4 x5 feet from his body, and he smashes to the ground, stunned and unable to act for 1 melee round.

LESSER GLOOM LEVEL 4 CLERIC, 4 DRUID, 4 WIZARD, 4 ILLUSIONIST

CT 1 **R 5 ft./lvl.** **D 1 min./lvl.**
SV charisma neg. **SR yes** **Comp V, S**

This spell produces a gray mist that fills an area 5 ft. per caster level in diameter. The mist flows from the caster and takes one round to completely fill the area of effect. Victims must make a charisma save or have all of the things that give him light and even various forms of low light vision, darkvision, deep vision, twilight vision, etc. stripped away. The spell appears to put out all manner of fires, including those that are magical in nature.

The spell may reduce the fire breathing ability of creatures such as hell hounds and red dragons, and fire spells of casters who are in the area of effect. The fire attacking creature must make a successful save, or damage from the attack or spell is halved (and may be further reduced based on any applicable saving throws for the spell or attack). The mist can also dim the light from a sword or light spell.

LESSER HEALING WATERS LEVEL 1 CLERIC, 2 DRUID

CT 1 **R touch** **D permanent**
SV h **SR h** **Comp V, S, DF**

This spell heals damage from physical attacks that aren't magically related. It heals 1 point per caster level to a maximum of 12 points of damage. This spell can only be cast upon a given target once per 7 day period.

LESSER QUENCH FIRES LEVEL 1 DRUID

CT 1 **R 10 ft. +5 ft./lvl.** **D Instant**
SV n/a **SR n/a** **Comp V, S, DF**

32 CASTLES & CRUSADES

This spell puts out natural fires in 10 ft. radius around the caster. Torches, lanterns, campfires and the like are all extinguished and cooled. The spell lasts 3 melee rounds per level of the caster. The range increases an additional 5 ft. per caster level. The height of the caster from his head to the ground measures the height influence of the spell.

LESSER REPAIR LEVEL 2 WIZARD, LEVEL 4 CLERIC
 CT 1 R touch D permanent
 SV no SR no Comp V, S, M/DF

This spell completely repairs and restores broken mundane items of all types. The item must be no larger in size than a typical human for this to function, though weight is not a consideration. It will not restore magical items in any way, but can bring back an item that was previously damaged beyond repair, including broken weapons, destroyed armor and the like. Even if an item has been rotted away by acid or burned to a cinder, so long as there is something of it left to restore, the item can be repaired. If used upon a broken magical item, the item will be repaired, but will become mundane. For example, a +3 sword that is somehow shattered can be repaired, but will not be restored. The final result will be a mundane (but likely high quality) sword.

A pearl of 100 gp value is needed to cast this spell.

LESSER REVEALING WATERS LEVEL 2 CLERIC
 CT 2 R touch D 1 min.
 SV none SR yes Comp V, S

Mist-like water vapor pours forth from the outstretched hands of the caster onto a nearby surface like a wall or floor. The mist creates an area 10 ft. wide by 10 ft. high, and grants a +3 bonus to attempts to find traps or secret doors within the covered area.

LESSER SMOKE TRAP LEVEL 3 CLERIC
 CT 3 R touch D 1 day./vl.
 SV wisdom negates SR yes Comp V, S, DF

To cast this spell, the cleric draws an enchanted symbol one foot square upon the floor. A wisp of smoke rises up from the symbol. All who step on or over the symbol must succeed at a wisdom-based saving throw or fall victim to an explosion of smoke and sparks which fill a 10-foot area around the symbol. This miasma stings the eyes and causes the victim to cough harshly while they gasp for air. For the next two melee rounds they cannot take any other action as they recover from the miasma. They are also denied any dexterity bonus to their AC. The symbol remains active for 1 day per caster level after which time it fades and disappears.

LESSER SYMBOL OF FIRE LEVEL 2 WIZARD
 CT 2 R touch D 1 min./vl.
 SV dexterity negates SR yes Comp V, S, F

A glowing symbol, 15 feet in radius, is suspended 4 feet in the air. Anyone passing through the symbol must succeed at a dexterity-based saving throw or suffer 3d6 points of damage. The ward lasts until someone successfully saves against its

damage, at which point it is dispelled.

This spell requires the presence of a large (6in or taller) flame to cast, with the ward emerging from the flame to hang in the air.

LIFTING BREEZE LEVEL 3 CLERIC, 2 DRUID
 CT 1 R caster D 3 rds./vl.
 SV no SR no Comp V

This spell can only be used outdoors with no walls surrounding the caster. Thus, if a caster is outdoors, but standing in the ruins of a castle surrounded by crumbling stone walls, it will not function even though the caster can clearly see the sky.

A mild breeze causes the caster to rise into the air to a height of 10 feet per level of the caster. For the duration, the caster can move at his normal movement rate in the air, but no more than 150 feet from the spell's point of origin. The same breeze sets the caster gently down on the ground anywhere the caster wishes within range at the end of the spell or when the caster desires to land.

LIGHTNING TEMPEST LEVEL 7 DRUID
 CT 1 R 350 ft. D instant
 SV dexterity half SR yes Comp V, S, DF

This spell generates one bolt of lightning for each level of the caster, who may hurl up to two bolts per round at a distance of up to 350 feet. The bolts speed unerringly towards their target, dealing 1d8 points of damage; the victim can make a dexterity save for half damage. This spell can only be cast outdoors.

LOCAL SEARCH LEVEL 3 CLERIC, 3 DRUID
 CT 4 R see below D 3 rds.
 SV none SR yes Comp V, S

The caster activates the spell while concentrating on a person, place, or thing he has seen in his travels. From where the caster stands, the magic searches a circle with a radius of 300 ft. per level of the caster. If the search finds the target, the caster can view both the target and anything around the target to a distance of 225 ft. The caster knows the exact path to the spell's target and will be able to travel unerringly to and from that place.

This spell requires a specific target; the caster cannot, for example, target "orcs" because he has seen an orc. He must target, "Grimwald, the local orc chieftan," who he has specifically seen before. A drawing or representation of the target will not suffice; the caster must, on some level, have personal familiarity with the target.

M

MAGIC STAFF LEVEL 2 CLERIC, 2 WIZARD
 CT 1 R touch D one battle
 SV none SR yes Comp V, S, M/DF

By means of this spell, the caster generates a six-foot long ruby staff. The staff does not provide any bonuses of its own but counts as a +3 weapon for purposes of determining creatures that can only be hit by magical items. As a weapon, the staff does 1d4 per level of the caster, is unbreakable, and cannot be used by anyone but the caster. If anyone other than the caster

attempts to use the staff, it vanishes to reappear in the caster's hands. The weapon lasts as long as the battle that was started at the time of the casting.

The material component for this spell is a ruby worth 15 gp.

MAGOMU'S RUNE LEVEL 6 WIZARD

CT 1	R touch	D instant
SV no	SR no	Comp V

The rune is a universal opener for everything from small boxes to city gates. The caster merely has to concentrate on the object he wishes to open, and the item opens. This spell will open magically held items such as a wizard locked chest or a secret wizard locked door.

MAIL OF SMOKE LEVEL 6 CLERIC, 6 ILLUSIONIST

CT 3	R touch	D 2 rds./lvl.
SV h	SR h	Comp V, S, DF

By means of this spell, the caster touches a living target and conjures around it a suit of chainmail armor made entirely of smoke. This armor is able to negate all spells up to 5th level that target the wearer. The spell lasts for 2 melee rounds per caster level. The spell does not combine with or affect any armor or magical protection devices in any way.

MALCOLM'S AUDACIOUS ATTACK LEVEL 1 WIZARD

CT 1	R touch	D see below
SV charisma negates	SR yes	Comp V, S, M

The spell is placed on the right palm of a touched being. When the recipient wishes to use the effect he insults and slaps an enemy, requiring a melee touch attack. The slap deals no damage, but the victim must immediately make a charisma save or be completely stunned by the audacity of the attack.

Failing the save causes the victim to drop anything held, and spend the next round fumbling to pick up the dropped items and recover from the shock of the attack. The symbol remains on the target's palm until successfully discharged.

The material component of this spell is a small leather glove.

MASS COMMAND LEVEL 6 CLERIC

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, DF

The caster voices a single, one-word command; all within earshot of his voice are forced to make a charisma-based saving throw. Those that fail and can understand the caster's language must do everything in their power to follow the command. Animals - even trained ones - are not considered to truly understand language and so are immune to this spell.

The command must be something the listener is capable of at the time. Commands like "die" allow an immediate second save; failure results instead in the victim falling unconscious for the spell's duration. Commands that are unclear or confusing will be interpreted as best suits the listener's capabilities. A command to "attack," for example, would likely lead to the listener striking the closest target or seeking out a known enemy

to strike, while "defend" would see them defending the closest target, or seeking a loved one to protect.

This spell lasts for each listener until the command is fulfilled for one hour per level of the cleric, whichever comes first.

MASSIVE LIGHTNING LEVEL 9 WIZARD

CT 1	R see below	D instant
SV dexterity half	SR no	Comp V, M, S

The caster extends his hands and throws forth a wave of lightning which is 10 ft. wide and extends 30 ft. for every level of the caster. The lightning does damage equal to 1d6 points of electrical damage per level of the caster and is capable of bouncing from solid objects. Any barrier or structure with 30 hit points or less will be immediately vaporized.

Living beings with less than 4 hit dice are immediately vaporized. Living beings with more than 4 hit dice are hurled 3d6 feet away and suffer additional impact damage equal to the distance they are thrown. Living beings are required to make a dexterity save; success indicates the target suffers only half damage and is neither vaporized nor thrown clear.

The material component of this spell is a scale from a blue dragon.

MELTING METAL LEVEL 5 CLERIC

CT 1	R 25 ft.	D concentration
SV wisdom negates	SR yes	Comp V, S, M

The touch of this magic summons a flame on a piece of metal. The flame wreathes the metal and grows hotter and hotter until the piece of metal melts. If the metal is currently being worn or held such as a suit of armor or weapon, the wearer gets a wisdom saving throw each round to negate the effect of the spell. For each failed save the wearer takes 1d6 damage per round while the object melts to slag. The wearer can abandon the item to avoid taking damage, but the item is then left to be destroyed and gets no further saves. It takes one melee round to melt 1 lb of metal. Short swords, daggers and the like melt in 1d4 rounds. Long swords melt in 1d6 rounds. Large, two-handed weapons take 1d10 rounds to melt. In the case of armor, the AC bonus of the armor is decreased by 1 per round until it is useless; in addition, the wearer suffers -1 to all dexterity-based checks per round of the armor being heated due to it welding and fusing at the joints. Getting out of a fused suit of armor requires the services of a blacksmith and 1d8 hours.

Requires a spark from flint and steel and a bit of burnable oil to be cast.

MINOR GUARDIAN LEVEL 2 WIZARD

CT 4	R touch	D see below
SV no	SR no	Comp V, S, M

This spell summons a 9 ft. tall, dusty fleshed humanoid. The purpose of the guardian is to take damage for the summoner. This spell is not cumulative. The guardian never sleeps and is never surprised. It willingly takes the damage that a foe would do to a caster. The guardian has 2d8 HD and automatically absorbs any damage up to its hit point total before it vanishes back to the elemental plane. The guardian can't be surprised

and warns the caster of danger from outside forces, but does not attack; it merely shields the caster from damage.

The material component for this spell is a sapphire worth 15 gp.

MIRTHQUAKE LEVEL 6 WIZARD, 5 ILLUSIONIST

CT 1 R 30 ft./level D 1d6 rds.
SV charisma negates SR yes Comp V, S, M

At the sound of the caster's voice, all intelligent and sentient creatures in the area (including party members, but not the caster herself) are forced to make a charisma-based saving throw. Those that fail the save begin laughing and can't attack, as each finds life too amusing to be hostile. However, while under the influence of this spell, those affected gain a stronger defense while they dance, dodge and duck with fantastic skill as they laugh. This results in each gaining +3 to their armor class for the duration. At the end of the spell, each experiences a fatigue-induced fugue state for 1d4 hours, suffering -2 to all attacks, checks and saves. Successive castings of this spell do not result in cumulative effects, but can reset the duration, which is re-rolled with each new casting.

The component for this spell is a feather large enough to be used for tickling.

MOISTEN LEVEL 1 CLERIC

CT 1 R 25 ft. D 1 min./lvl.
SV no SR no Comp V, S, DF

This spell spreads moisture over a 10 ft. x 10 ft. section of floor. Each being moving across its surface must make a dexterity save at CL 1 to avoid slipping to the floor.

MOVE EARTH LEVEL 3 CLERIC, 3 DRUID

CT 1 R touch D instant
SV no SR no Comp V, S, DF

The spell only works on earth and dirt, including mud, silt, soil and clay but not rocks or stone (though small stones and pebbles caught within a mass of moving earth will be carried with the earth). The spell moves earth up 10 ft. long and 5 ft. deep, plus five feet per level of the caster, for a distance of up to 90 ft.

N

NATURE'S GLUE LEVEL 1 DRUID

CT special; see below R 10ft./lvl D 1 min./lvl.
SV strength negates SR yes Comp V, S, M

The druid requires fresh tree sap to cast this spell. The sap is applied to a target, usually an inanimate object the caster can hold in one hand. That object can then be glued to another material object. If the caster can manage to have the sap applied to a victim's feet hands or without being noticed (a process requiring 1d4 rounds), he can glue the victim's feet to the ground or an object to the victim's hand. The caster need not be the one to apply the sap, and any living target is entitled to a strength-based saving throw to resist the effects.

NEED LEVEL 2 WIZARD

CT 1 R line of sight D instant
SV no SR no Comp V

This spell allows a caster to summon an object to his hand. The object must weigh less than 5 lbs., must be real and the caster must be looking at the object. The object can't be held by a living or undead being. The object teleports from its current location to the caster's grip, and thus may bypass barred doors, windows or other things that might prevent the object from reaching the hand of the caster. If the object is held by another or is physically restrained at its point of origin (for example, chained to something else), the spell doesn't work.

NOBLE HEART LEVEL 6 CLERIC

CT 1 R 150 ft. D 30 min./lvl.
SV charisma neg. SR no Comp V, S

This spell makes the target truly noble in his thoughts and deeds, causing even the most vile and chaotic of creatures to experience a shift in perception so that they are utterly kind-hearted and altruistic. For the duration of the spell, the target resists all magical influences and all effects, gaining +4 to all saving throws. The recipient can also through noble words and deeds, so inspire his companions as to provide a number of other people equal to the level of the original caster a one-time +4 bonus to a single save or check. No evil or magical control can influence a person under the effects of this spell. However, as one possessed of a noble heart, the person influenced by this spell would never attack or hurt beings of the 4th level or lower, even if such beings attacked him.

Unwilling targets of this spell are entitled to a charisma-based save to resist its effects. Those who remain under the effects of this spell for more than 6 hours must make a second charisma save at a -4 penalty (and not applying the save's bonus) or experience a permanent shift in alignment one step towards lawful good.

NORGYE'S GUARD LEVEL 9 WIZARD

CT 5 R 300ft. D 1 hr./lvl.
SV no SR no Comp V, S, M

A red mist rises in a 300 ft. radius around the campfire of the wizard casting the spell. The mist hangs at roughly ankle to knee level, and is able to tell the intent of beings who pass through it. Those with hostile intent of any kind must make a constitution-based save or die instantly. Those who succeed in the save are struck by blood-red flames which deal 1d6 points of damage per caster level, and awaken all sleeping allies of the caster, who arise instantly clad in their full battle gear. The mist stays useful until the dawn's rays touch the spell. The spell must be cast outside with no buildings touching the mist.

The material component of this spell is a fist-sized ruby worth 500 gp.

O

ONGOING FRIENDSHIP LEVEL 6 CLERIC, 6 WIZARD, 6 ILLUSIONIST

CT 3 **R caster** **D 10 min./lvl.**
SV charisma negates **SR yes** **Comp V, S**

The spell wraps a unique wind around the caster. For the duration of the spell all humanoid creatures seeing the caster must make a saving throw or consider the caster a trusted friend, ally and compatriot. Those affected will defend their comrade to any reasonable length, possibly being willing to sacrifice their lives for them, but will expect equal treatment from the caster. The spell affords the caster no special authority or influence over its victims save for that which any best friends have towards one another.

If the caster performs a violent act or betrayal of any kind toward his new friends, any member of the target's species within ten miles will know the caster isn't a friend will be immune to the spell's effects, and will act to destroy their betrayer.

OPEN GATE LEVEL 2 DRUID

CT 1 **R 30 ft.** **D instant**
SV none **SR yes** **Comp V, S**

To use this spell, the caster must be outside and facing a outside door or gateway leading into a structure. A magical breeze is summoned and strikes the portal. If the caster makes a successful strength check (CL determined by the CK, but roughly 1 per 100 points of damage the structure can take) the portal opens gently and remains open as long as the caster is within 300 ft. of the portal.

OPENING OF WAYS LEVEL 9 CLERIC

CT 1 **R 5 ft./lvl.** **D concentration**
SV no **SR no** **Comp V, S, DF**

Any and all locked surfaces within range of this spell are affected by a light, magical breeze which passes through their actions; all locks in the spell's area of effect open wide and remain open until the caster stops concentrating on the spell.

P

PATCH OF FROST LEVEL 4 DRUID, 4 WIZARD

CT 1 **R 5 ft./lvl. rad.** **D 1 min./lvl.**
SV dexterity see below **SR yes** **Comp V, S**

This spell produces a layer of frost 5 ft. per caster level in diameter. The frost covers everything in the area of influence. Other than the caster, any creature entering or caught within the area takes 1d6 per level of the caster in cold damage and must make a successful dexterity check to avoid slipping and falling to the ground, remaining prone until they succeed at a dexterity save to rise. Those who succeed at their save suffer half damage and remain afoot, but are at -2 to any physical actions due to the slippery surface.

PEARLY GLAZE LEVEL 3 ILLUSIONIST

CT 2 **R touch** **D 1 min./lvl.**
SV none **SR h** **Comp V, S, M**

This spell covers a target with a pearlescent, glowing shell. This

shell allows foes to see the wearer in darkness or conditions otherwise unfavorable to vision, reducing any concealment by one; however, the shell does not hamper the target in any way, is supremely flexible, and reduces all damage to the target by three points per successful attack for the spell's duration. The glaze lasts for 1 minute per level of the caster. Successive castings of this spell do not combine or increase the effects, though they can extend the duration.

The material component for this spell is a pearl worth at least 10 gp.

PENDE'S RUNE LEVEL 5 WIZARD

CT 5 **R self** **D see below**
SV none **SR no** **Comp V, S**

The rune appears on the forehead of the caster and acts as a defense against magic. The next 1d4 spell effects of 4th level or below that are directed at the caster by an enemy are entirely negated. This works with negating area effect spells as well as clerical or wizard curses.

Spells of 5th level and higher that are cast against the rune's wearer do count against the 1d4 limit and are not negated, but grant a bonus of +4 to the wearer's saving throw against the spell in question. If no saving throw is normally allowed, the caster gains a saving throw to negate the spell's effects. Saving throws that would normally reduce a spell's effects instead negate the spell entirely if the save succeeds.

POISON WATER SPLASH LEVEL 3 DRUID

CT 1 **R see below** **D instant**
SV special; see below **SR yes** **Comp V, S**

The caster gestures with his hands and a 1ft wide wave of water bursts forth in a 10 ft. cone. Anyone splashed with the water must make a constitution save against poison. If the target makes the save, he takes no damage. If he fails the save he takes 1d4 points of constitution damage and falls unconscious for 1 hour or until roughly awakened. After one hour, a second save is required or a further 1d4 points of constitution damage is suffered as well as the victim suffering -2 to all attacks, checks and saves until his constitution is fully recovered (this in addition to any penalties from his reduced attribute). Constitution damage from this spell heals at a rate of one point of damage per hour of rest.

PORTAL OF SMOKE LEVEL 4 CLERIC

CT 1 **R touch** **D 10 min.**
SV none **SR yes** **Comp V, S, DF**

A smoky portal roughly half the size of an average human appears on a wall touched by the caster. The smoky area can be opened like a door or window, leading to whatever is on the other side of the wall. The portal stays open for 10 minutes.

POTENT COMPONENT LEVEL 7 WIZARD

CT 1 min. **R touch** **D 24 hrs.**
SV none **SR yes** **Comp V, S, M**

This spell creates a silver ray that can be directed upon a set of spell components within 24 hours of casting. The set of spell

components must be designated for a single use of a single specific spell. When the supercharged components are used to cast the spell, its range (if any), area of effect (if any), duration (if any) and damage (if any) are all doubled in the casting. The supercharged components are used up in the spell's casting, as normal. For example, the wizard chooses to supercharge a set of components he would normally use to cast *fireball*. When he uses those supercharged components to cast *fireball* (and they can be used for no other purpose), the spell's range, area of effect and damage are all doubled from normal. However, since *fireball's* duration is instant, there is no duration to double. The supercharged components are then used up as normal.

The material component of this spell is five silver coins which have been melted down and shaped into a marble-sized sphere.

PRE-SELECTED TELEPORT LEVEL 6 WIZARD

CT 1 R touch D instant
SV none SR no Comp V, S, M

The caster and up to 10 others touching her body at the time of casting are transported to a pre-determined teleport base, which the caster has designated by taking with him a small item to serve as a connection to the place. This spell has a range of 100 miles, plus ten miles per level of the caster, and works without error so long as the caster is within range of the teleport base. If the wizard is out of range, even by as little as one footstep, the spell simply does not function.

The material component for this spell is a small item, stone or token from the teleport base.

PROTECTION FROM GAZE AND BREATH LEVEL 8 CLERIC

CT 1 R touch D 1 min./lvl.
SV none SR yes Comp V, S, DF

The spell generates a force-field 30 ft. around the caster, which moves with the caster for the duration of the spell. The field of force provides all those within its limits resistance to all breath weapons and all gaze attacks, granting a +2 bonus to all saves, and a second save if the first fails. The sphere also provides complete immunity to dragon breath of all types, so long as the dragon is of equal or lesser hit dice than the cleric.

PROXIMITY SENSE LEVEL 3 DRUID

CT 1 R 1 mile D 1 hr./lvl.
SV none SR no Comp V, M

The caster sprinkles loose earth gathered from the area in a circle as he recites the spell. For the duration of the spell the caster knows what or who is walking in a one mile area around his circle. The magical connection with the land allows the caster to move up to three miles away from the circle and still feel the presence of beings entering the area. This spell only works in a natural, outdoor setting.

PURIFY AIR LEVEL 4 CLERIC, 4 WIZARD

CT 1 minute R 30 ft./lvl. D 1 min./lvl.
SV none SR no Comp V, S

The spell purifies an area containing deadly gases. It makes a corridor through such materials that is approximately 7 ft. tall and 7 ft. wide. The corridor is 30 ft. long for every level of the caster and remains completely clear for passage for the entire duration of the spell.

PURIFYING EARTH LEVEL 4 DRUID

CT 1 minute R touch D 1 min./lvl.
SV h SR h Comp V, S, M

A cloud of dust rises up to swirl around a cursed being or item, which frees the victim or item of any possible curses whose original level of effect was equal to or lesser than 4. Those curses with a higher level of effect are not instantly dispelled, but the victim is granted a new saving throw at +2 to resist or throw off their effects. This is true even in cases where the original curse did not initially allow a saving throw.

PURITY OF FLESH LEVEL 6 CLERIC, 9 DRUID, 9 ILLUSIONIST

CT 1 R touch D 5 rds./lvl.
SV none SR no Comp V, S

The spell purifies the body of the being touched. It heals 5d8 lost hit points, and for the duration of the spell it prevents any type of magical control of the person touched, as well as removing any type of curse and restoring all ability damage caused by said effects. Finally, it can restore any permanent level or ability drain the character has suffered. If the clerical version of this spell is cast on an undead creature, it causes the creature to instantly crumble to dust, so long as the creature's hit dice are lower than those of the cleric. Creatures with higher hit dice may make a strength-based saving throw to resist its effects, suffering only 5d8 damage on a successful save. The illusionist version of this spell requires the recipient to make an intelligence-based save. Failure means the spell works normally. Success means the spell fails as the recipient realizes it is only an illusion.

Q

QUENCHING ATTACK LEVEL 7 DRUID, 7 CLERIC

CT 1 R 5 ft. D special; see below
SV dexterity half SR yes Comp V, S, DF

The cleric invokes the name of her deity and from her mouth, spews gallons of water down the throat of the target. If the target fails his saving throw, he takes 1d6 hit points of damage per caster level and begins to drown. Each round, the victim must make a constitution save to continue holding his breath, with the CL increasing by 1 each round. If the character makes 1d4 successive saves in this manner, he fights off the effects. If he fails, he falls unconscious and is reduced to zero hit points. From there, he will die within three rounds unless he receives medical attention.

If the target succeeds at his initial save, he suffers half damage and does not begin to drown.

R

RAINING CATS & DOGS LEVEL 8 DRUID

CT 1 R 30 ft./lvl. rad D permanent
SV none SR no Comp V, M

As a result of casting this spell, large cats and dogs (wolves and giant lynxes) will fall from the sky onto the enemies of the caster. For every level of the caster the circle widens 30 ft. The animals are quite savage and attack the eyes and throats of the caster's enemies. The total number of cats and dogs equal the caster's level (each; a 13th level caster will call forth 13 lynxes and 13 wolves). The animals are in all other ways normal for creatures of their type as outlined in **Monsters and Treasure**, save that they will not attack the caster or his allies.

This spell requires the fur of a lynx and a wolf.

RAIN OF ASH LEVEL 8 WIZARD

CT 1 R see below D instant
SV none SR yes Comp V, M, S

The spell influences a sphere with a 10 ft. diameter around the caster which increases 5 ft. per caster level. Hot ash falls from the ceiling or sky. It does not influence any allies of the caster, nor do they see the ash. The heat of the ash does 1d6 points of damage per level of the caster to all the foes in the area, and obscures their visions so each is a -4 on all attacks made toward the caster of the spell and all of his allies in the area of influence.

The spell requires sparks from flint and steel, a faceted ruby, and a hot knife of iron.

RAINSTORM LEVEL 8 DRUID

CT 1 R see below D 1 min./lvl.
SV none SR yes Comp V, S, DF

The spell influences a sphere in a circle with a 10 ft. diameter around the caster which increases 5 ft. per caster level. Pelting rain pours down from the ceiling or sky. The rain drenches everyone in the area except the caster and his allies, who remain mysteriously immune to the effects. This slows down those who are wet so each can only strike once every other melee round. It also doubles the time it takes drenched spell casters to perform spells and causes all enemies of the caster who enter or are caught within the spell's radius to automatically fail their next saving throw. Finally, all allies of the caster receive the benefits of 3/4 concealment (-6 to attempts to see or hit them) as the driving rain blinds enemies against their presence.

RAISE MOUND LEVEL 4 DRUID

CT 1 min. R touch D permanent
SV none SR no Comp V, S, DF

The spell generates a mound of earth 10 ft. high x 10 ft. thick and up to ten feet across. This dirt simply appears out of stone or out of the surrounding earth. The dirt is a loose pile and can be easily dug out; however, the process takes from 1-2 hours. This spell is perfect for plugging up a corridor or slowing the passage of a flowing river.

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REATTACH PARTS LEVEL 6 CLERIC, 8 ILLUSIONIST, 7 DRUID

CT 2 R touch D permanent
SV h SR h Comp V, S, M/DF

This spell works to reattach everything but the head of a victim after a deadly attack. So long as the head is attached to the body, the rest of the pieces can be reassembled, even if they were blown to bits. The spell completely heals the wounds and does at least 20 points of healing restoration, resulting in the victim's return to life. The victim cannot have been dead any longer than 8 hours, or this spell will not function.

A small bar of gold, valued at 15 gold coins is used up in the casting of the spell.

RECHARGE LEVEL 4 CLERIC

CT 2 R touch D permanent
SV h SR h Comp V, S

This spell is designed to help a spell caster recharge various magical devices. Wands and staves regain 1 charge per caster level with the recharge spell. This spell functions even with non-clerical magical devices. The spell does not restore rings or rods and can only be cast once in any 7 day period.

RECONSTRUCTION LEVEL 9 CLERIC

CT 1 minute R touch D permanent
SV none SR no Comp V, S, DF

This spell rebuilds a wall, door, or building which has been damaged by an outside force. Up to 100 structural hit points lost due to the destructive force may be restored. The restored material is as good as the material lost in the destruction. The restored effects are permanent.

REFLECT MISSILES LEVEL 3 WIZARD

CT 1 R self D 1 rds./lvl.
SV none SR no Comp V, S, M

The spell reverses projectile attacks, both magical and non-magical, that would normally successfully strike the subject. Any missiles, mundane or magical, that would have done damage to one protected by this spell instead turn back and successfully strike the person who sent them. Each of these deals the same damage it would have had it struck the caster.

The material component for this spell is a beryl worth 25gp.

REPELLING SPHERE LEVEL 6 CLERIC

CT 1 R 25 ft. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, S, M

This hindering spell is cast on a foe, taking effect if the target fails a wisdom save. The foe is then surrounded by a golden field of force which causes all attacks, of any type (magic, melee, ranged, etc.) made by the foe to automatically fail. It only affects the target.

A small bar of gold, valued at 15 gold coins is used up in the casting of the spell.

RESISTENCE LEVEL 6 CLERIC

CT 1 R touch D 5 rds./lvl.

SV h SR h Comp V, S

With the casting of this spell, the cleric touches a human, demi-human or humanoid and conveys magical protections on that person. The touched body gains a bonus of +3 on all saves and armor class for five rounds per level of the caster. The spell is not cumulative with successive castings, though the duration can be extended in this way by resetting to its default.

RESTORATIVE TOUCH LEVEL 7 WIZARD

CT 2 R touch D permanent
SV none SR yes Comp V, S, M

The spell has a dual purpose. It acts to reverse the influence of a successful *transmute flesh and stone* spell or similar petrification effect, so that the victim is turned back to flesh. Physical damage taken while petrified remains unless all pieces are joined during the casting of this spell.

It may also remove any curses placed on a victim. The spell allows another saving throw to be attempted for each existing curse, using the bonus of the victim or the caster (whichever is greater). If it is successful the victim is no longer cursed, and all curse effects are removed.

The material component for this spell is a sunstone.

REVEALING WATERS LEVEL 5 CLERIC

CT 1 R 10 ft. + 5 ft./lvl. D 1 rd./lvl.
SV wisdom, see below SR no Comp V, S

The caster calls forth a cloud of vapor which spreads out from the caster for a radius of 10 ft. + 5 ft. per level. The vapor clings to and outlines any secret doors or hidden traps which are within the radius. Non-invisible creatures hiding within the area are likewise revealed. Invisible creatures are allowed a wisdom save to remain unseen.

REVEAL THE UNKNOWN LEVEL 5 WIZARD

CT 1 R 10 ft./lvl. rad. D 1 min./lvl.
SV none SR yes Comp V, S

The caster summons a soft breeze which blows through the area, causing hidden or concealed things in the sphere to glow with a soft radiance. The range of the spell is a sphere 10 ft. in radius per level of the caster, centered on the caster.

All hidden things within the radius start to glow, including traps, secret doors, sloping passages, pits, invisible things including creatures, and anything the caster may be looking for including the way out of a dungeon. The glow lasts for one minute per caster level.

REVIVING SUMMONS LEVEL 9 DRUID

CT 1 min. R touch D one task
SV no SR no Comp V, S, M

Using a part from a recently dead body, the caster is able to summon a creature of the same species as the sample of the body used in the spell. The summoned creature wishes to help the caster with one task and then it leaves to lead its own life. The creature summoned will be in all respects an average member

of its species. In the case of demi-humans or creatures with variable hit dice, the CK will use the basic statistics in **Monsters and Treasure**. If there are multiple choices, the power level of the creature summoned is left to the discretion of the CK.

The material component for this spell is a dead body part from the type of creature to be summoned.

RONO'S RUNE LEVEL 2 WIZARD

CT 1 R 20 ft. D 5 min.
SV wis neg. SR no Comp V

The spell generates a brightly glowing symbol floating 4 ft. off the floor. The first living being to come within five feet of the symbol has its energy fill their body. For the next 5 minutes the victim cannot see the caster of the spell, no matter what the caster does in attacking or drawing attention to himself. This results in the caster receiving the benefits of full concealment from the spell's victim (-10 to be attacked or otherwise affected by anything requiring seeing him).

ROUTE TO TARGET LEVEL 5 CLERIC, 5 WIZARD

CT 1 min. R self D 3 hr./lvl.
SV none SR yes Comp V, S, M

The caster calls forth an amber glow which outward in a line from his body. This line forms a trail leading to the specific person the caster is searching for by way of the shortest route. The caster either must already know the individual, or will need a short description of the target and his true name. The spell lasts for 3 hours per level caster level. Others can see the trail and may be inclined to follow the trail to its end.

The material component for this spell is a piece of amber.

RUBY CHEST LEVEL 2 WIZARD

CT 4 R touch D 2 days/lvl.
SV no SR no Comp V, S, M

This spell generates a magical chest of dimensions 4 ft. x 2 ft. x 3 ft. The spell chest is highly magical and can't have its lock picked by any type of lock picker or spell caster with an opening spell of equal or lower level than this one. The chest lasts for 48 hours per level of the caster. The caster can place non-living objects in the chest and order it to go to a pocket dimension. When the duration of the spell is finished, the items stored in the chest appear at the feet of the caster. The weight of the objects stored has no influence on the ability of the chest to move to a pocket dimension. Placing living objects in the chest and closing the lid destroys the magic of the spell and the other stored objects appear at the feet of the caster.

Any caster who uses dispel magic or a higher level spell that cancels spell effects in the area where this spell was originally cast, will cancel the effects, causing the trunk (now unlocked) to reappear in its original location.

The material component for this spell is a ruby.

RUPTURE HEART LEVEL 9 WIZARD

CT 1 R Self D see below
 SV constitution see below SR yes Comp V, S, M

This is a retaliatory spell which the caster places upon himself. If an enemy makes a successful strike on the caster while the spell is in effect, he is forced to make a constitution-based saving throw. Failing the save, the enemy's heart bursts within his chest, and he dies instantly. If he succeeds at the save, he does not die but still suffers damage equal to 1d6 per caster level. The spell duration is up to 10 minutes per level, but ends with the first successful strike against the caster.

The material component is a drop of the caster's own blood.

RUSH LEVEL 3 CLERIC

CT 1 R touch D 1d6 rds.
 SV h SR h Comp V, S, M

The caster touches another being or himself and for the next 1d6 melee rounds, the target automatically gains initiative. When the spell wears off, the recipient is fatigued, suffering -2 to all attacks, checks and saves for one hour. The material component for this spell is powdered bone from a great cat.

S**SALT WATER DRIZZLE LEVEL 2 CLERIC**

CT 1 R 10 ft./lvl. D 1 rd./2 lvl.
 SV dexterity negates SR no Comp V, S, M

Using several drops of sweat from the caster's brow, the caster creates a small salty rain over the head of an enemy. The salty rain gets in the eyes of the enemy reducing their number of strikes in a combat situation to half of normal. The drizzle lasts 1 melee round for every two caster levels, with the effects lasting one additional round.

SAND BLAST LEVEL 2 CLERIC

CT 1 R 10 ft./lvl. D instant
 SV dexterity half SR no Comp V, M

The caster calls forth a whirlwind of desert sands and creates a blast of hot wind that surrounds him. It does 3d6 damage to all creatures within five feet of the caster. Victims are entitled to a dexterity-based save for half damage.

The material component for this spell is a handful of desert sand.

SAVING CIRCLE LEVEL 8 CLERIC, 8 WIZARD

CT 2 rds. R caster D 10 min./lvl.
 SV none SR yes Comp V, S, M

The spell generates a force-field around the caster's body. It allows the caster to make a second saving throw any time he fails a save versus a spell effect that would adversely influence or harm him in any way. This second saving throw gains a bonus equal to half the caster's level.

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The material component for this spell is a sunstone.

SCALDING FLAMES LEVEL 5 WIZARD

CT 1 R 5 ft./lvl. D 1d4 rds.
 SV intelligence negates SR yes Comp V, S, M

Scalding flames rise up in a whirl around the caster's body. The flames extend out 5 feet per caster level, dealing 1d6 damage per caster level to anyone within the area of effect. The spell lasts 1d4 melee rounds. These flames only burn living beings. Those beings who make their saving throws suffer no damage from this type of spell for 24 hours.

The material component for this spell is a handful of cool lava stones.

SCOUR FLESH LEVEL 3 CLERIC

CT 1 R 90 ft. D instant
 SV dexterity half SR yes Comp V, S

The caster spews an intense stream of water up to 90 ft. away to strike at a single target, inflicting 1d6 damage per level of the caster if the target is a living creature. The victim can make a dexterity save for half damage. Non-living targets take only half damage on a failed save, and 1/4 damage for a successful save.

SCRUB CLEAN LEVEL 1 CLERIC

CT 1 R touch D permanent
 SV h SR h Comp V, S

The spell cleans all targets and objects within the area of effect centered around a point determined by the caster. All grime, goo, mold and the like are cleaned away from the target area. The area of effect is a sphere 30 ft. + 5 ft./lvl. in diameter.

SEETHING KETTLE LEVEL 3 WIZARD

CT 3 R touch D see below
 SV no SR no Comp V, S, M

This spell allows the caster to place a latent flame within a selected object. The object must be of a size that the caster can lift and hold in one hand. Once the spell is in place, the object will exude a wisp of smoke which will curl and swirl around it. When anyone comes within 10 ft. of the object there is an explosive burst of flame that does 4d6 in damage for a 10 ft. radius around the object.

The material component is a spark and a bit of burnable oil.

SEND AWAY LEVEL 8 WIZARD

CT 1 R touch D instant
 SV intelligence negates SR yes Comp V, S

This spell allows the caster to teleport a target into the nearest large body of water such as a lake, sea, or ocean. The body of water must be deep enough that the victim cannot touch the bottom with his feet, and large enough so that the victim will arrive at a point where he is out of sight of any land. The victim of the spell is subject to the currents and/or weather conditions of the arrival point, and if heavily laden, immediately sinks beneath the surface.

SERVANT OF FIRE LEVEL 4 DRUID

CT 4	R touch	D 1 hr./lvl.
SV h	SR h	Comp V, S, DF

With this spell, the caster creates a humanoid shaped body of flame. The servant is burning and touching it does 1d6 points of fire damage. The servant tries to do anything the caster suggests. It is as intelligent as a human. The image can lift objects, open doors, trip traps, and do most things a human servant could do for its master. The spell lasts 1 hour per caster level.

FIRE SERVANT (*This neutral elemental has the following vital statistics HD As caster, HP As caster, AC 16, MV 30'. Its saves are mental. It attacks by slam for 1d6 fire damage. It has the following special abilities: Insubstantial (immune to physical attacks), Burning (Ignite combustibles, shed light as a large campfire).*)

SHADOW FIRE LEVEL 3 CLERIC, 2 DRUID, 3 WIZARD, 2 ILLUSIONIST

CT 2	R 5 ft.	D 1 hr./lvl.
SV wisdom see below	SR See below	Comp V, S, M

This spell is cast upon an existing fire. For one hour per level of the caster, the fire will burn without light. Heat is still produced normally, but the flames will appear as dancing shadows. The fire cannot be seen at any distance unless another source of light is shone upon it. If cast on a fire elemental or similar creature, it is allowed a save and/or spell resistance. On a failed save, the creature suffers no harm, but merely burns darkly.

The material component of this spell is powdered onyx.

SHADOWS IN THE MIST LEVEL 3 DRUID

CT 1	R self	D 2 rds./lvl.
SV no	SR no	Comp V, S

The caster summons a vapor to surround himself for a radius of 20 ft. + 5 ft. per level. Others looking into the vapor will see several forms in the mists, in the caster's shape. All strikes at the caster are made at a -3 as attackers are confused and discombobulated by the moving shapes in the vapor. All area effect actions still strike as if the vapor wasn't there. The spell lasts 2 melee rounds per caster level.

SHATTER WEAPONS LEVEL 9 CLERIC

CT 1	R touch	D 2 rds./lvl.
SV see below	SR yes	Comp V, S, DF

When the spell is cast, an aura of red mist surrounds the being touched. For the duration of the spell, all those attempting to attack the protected person with weapons must succeed at a saving throw with a CL equal to the caster's level, or their weapon breaks. Magical weapons add their bonus to the save, while powerful items such as intelligent weapons and artifacts are not affected. The spell lasts 2 melee rounds per caster level.

SHIELDING CLOUD LEVEL 5 CLERIC, 5 WIZARD

CT 1	R 10 ft.	D 1 min./lvl.
SV no	SR no	Comp V, S, M/DF

The magic of this spell generates a protective and illuminating

sphere around the caster. The caster can see out of the sphere as if it was daylight even in the dark of the dungeon. All others see a grey cloudy sphere around the caster, which moves as the caster moves. No harmful gases may penetrate the sphere of the veil. This sphere also greatly reduces the damage from any natural or magical fires. Each die of damage from fire-based sources is automatically reduced to one point of damage, which can be further reduced with standard saving throws.

The material component for this spell is a quantity of mist in a small jar, which is shattered during casting.

SHIELDING SPHERE LEVEL 7 CLERIC, 7 WIZARD

CT 1	R caster	D 5 min./lvl.
SV no	SR no	Comp V, S

The spell generates a sphere, 10 ft. in diameter, with 10 hit points per level of the caster. The shield absorbs damage from objects or spells trying to go through it to hit the caster of the shield. Area effect spells are totally absorbed by the shield, which suffers no damage from them. Targeted effects and attacks strike the shield and reduce its hit points accordingly. The caster can do other things while he directs where the shield will be at any given moment. The shield lasts for 5 minutes per level of the caster or until it is destroyed, whichever comes first.

SHIELD OF MIST LEVEL 1 WIZARD, 1 ILLUSIONIST

CT 2	R touch	D see below
SV h	SR h	Comp V, S

The caster creates a shield of vapor 4 ft. in diameter which floats in front of the touched target. It blocks the first successful strike made on the person touched and then vanishes. It lasts for one round per level of the caster, or until it blocks an attack, whichever comes first. It also does not protect the subject from flank or back attacks.

SHIELD OF WIND LEVEL 2 CLERIC, 2 DRUID

CT 1	R see below	D 2 min./lvl.
SV no	SR no	Comp V

This spell generates an invisible shield of air on one side of the caster. The shield stops 9 points of damage and then vanishes. Anyone trying to hit the character from the shield side or flank hits the magical wind shield first. The shield has no ability to stop magical spells of any type. It lasts for 2 minutes per level of the caster or until its damage is used up, whichever comes first. Successive castings can reset (and thereby extend) the duration, but do not increase the shield's hit points.

SHOWER OF HEALING LEVEL 7 CLERIC

CT 1	R touch	D permanent
SV h	SR h	Comp V, S

The caster calls forth a warm shower which falls on any wounded members of the caster's party. The wounded recover 5d6 hit points as a result of this spell. The water is refreshing and nourishing and magically lightens the spirits of the wounded, adding a +3 bonus to the next saving throw made by each recipient of its effects.

SHRINK WEAPONS LEVEL 7 CLERIC

CT 1 R caster D 2 rds./lvl.
 SV See below SR no Comp V, S

While protected by this spell, those physical weapons that successfully strike the caster shrink to one inch for the remainder of the spell's duration. It has no influence on natural weapons like fangs or talons, or on powerful magical artifacts or intelligent weapons. Magical weapons are allowed a save, adding their bonus and their wielder's level to the check, at a CL equal to the caster's level. The spell lasts 2 rounds per level.

SILVER ARMOR LEVEL 7 ILLUSIONIST

CT 1 R touch D 5 rds./lvl.
 SV n/a SR n/a Comp V, S, M

The caster hurls a small pouch of silver dust into the air, which then gathers around the selected subject, forming a type of armor. This armor protects the subject against spells of 5th level or less, causing their effects to harmlessly dissipate. The armor lasts 5 melee rounds per caster level. It also reduces all physical damage done to the wearer by 2 points per successful strike.

The material component is a small bag of silver worth 10sp.

SKIN-CHANGING LEVEL 5 DRUID, 5 WIZARD

CT 1 min. R caster D 1hr./lvl.
 SV h SR h Comp V, S, M

This spell requires the flesh or pelt of a being into which the caster wishes to transform. Using up the piece of flesh, the caster becomes a perfect, but naked, copy of the creature. The flesh must be taken from a living being and used within 19 days. The armor class, natural abilities and any natural weapons of the flesh giver are taken on by the caster. The caster retains his own hit points and ability modifiers. The duration of the spell is 1 hour per caster level. Once transformed, the caster cannot use spell casting in its new form unless that form would normally allow him to do so. A human transforming into an elf, for example, could still cast any known spells. The caster can change back to his real form any time he wishes.

The material components are the living skin from a creature and a piece of amber.

SLOW HEALING LEVEL 3 CLERIC, 4 ILLUSIONIST, 4 DRUID

CT 1 R touch D concentration
 SV none SR h Comp V, S, M

This spell heals damage at the rate of 2 points for every round of concentration. Concentration may last a number of rounds equal to the caster's constitution score. If the clerical version of this spell is used upon an undead creature, the creature instead suffers 2 points of damage for every round the caster maintains concentration, up to the maximum rounds. The illusionist version of this spell has no such effect, and requires the recipient of healing to fail at an intelligence save or see through the illusion and thus gain no healing.

The material component for this spell is a piece of jade.

SMOG CLOUD LEVEL 3 CLERIC

CT 1 R touch D 1 min./lvl.
 SV constitution negates SR yes Comp V, S, DF

This spell creates a 30 ft. diameter area of smog, which potentially blinds all those who enter it for 1d6 melee rounds. If the caster so chooses, she can create amulets ahead of time that are constructed from beach sand and bearing her holy symbol, which allow her allies to ignore the effects of the smog as though it were not even there.

SMOKE'S CURSE LEVEL 7 CLERIC

CT 1 R self D 1 rd./lvl.
 SV wisdom negates SR yes Comp V, S, DF

Smoke rises from the body of the caster. The smoke is magically charged and drifts around the caster in undulating waves. It reaches out for any who approach within 10 ft. of the caster, coiling around them with long tendrils. The tendrils are not solid but they serve to cloud the vision, and fill the nostrils of any within the area of effect. Anyone effected must make a wisdom save or suffer 1 points of damage per round of the spell (as the smoke clings to them, even if they break free of the caster), and suffer a -2 to all actions, attribute checks, etc.

SMOLDERING SHIELD LEVEL 1 CLERIC

CT 1 R touch D 1d4 rds.
 SV h SR h Comp V, S, M

A heavy smoke and a bit of flame cover the surface of a touched shield. This defense improves the defense the shield provides to the wielder, inflicting a penalty of -3 to attack the shield bearer. The spell lasts for 1d4 melee rounds.

SNOWFALL LEVEL 8 CLERIC

CT 1 R 10 ft.+ 5 ft./lvl.D 5 min./lvl.
 SV dexterity see below SR no Comp V, M

The spell influences a sphere with a 10 ft. diameter around the caster which increases by 5 ft. per caster level. Thick sheets of snow fall down from the ceiling or sky. It totally obscures the caster and all of his allies in the area of the spell, providing 3/4 concealment to all. The spell has no influence or hindrance on the allies of the caster. The cold from the spell does 10 points of damage to each foe in the area of effect and all of those who enter the area of effect. All foes must make a dexterity save to avoid slipping from the snowy footing. All foes have a -6 penalty to strike the caster or any of his allies with any weapon every melee round for the duration of the spell due to the concealment effects, so long as they are in the influence of the area of effect.

This spell requires a canteen of melted snow, parts of a cloud throwing snow, and the head of an arrow shot into a snow storm.

SOFT GLOW LEVEL 1 CLERIC

CT 1 R 10 ft. D see below
 SV no SR no Comp S

The caster creates a protective sphere which surrounds the caster and presents a slight glow that illuminates a 10 ft. area around the caster in soft light. The first non-magical projectile

fired at the caster vanishes and deals no damage. The sphere vanishes as soon as it has absorbed one attack.

SPELL IMMUNITY LEVEL 9 CLERIC, 9 DRUID, 9 WIZARD, 9 ILLUSIONIST

CT 1 R self D 24 hrs.
SV no SR no Comp V, S, M/DF

This spell renders the caster immune to one or more spells for the next 24 hours. When this spell is cast, the caster names up to nine levels worth of specific spells, in any combination, to which he receives this immunity. These must be specifically named spells, and spells which the caster has previously encountered.

For example, the caster could choose to be immune to fireball (level 3), lightning bolt (level 3), invisibility (level 2) and magic missile (level 1) for a total of 9 levels worth of spells. Or he could name Power Word Stun (level 7 wizard) and Prayer (level 3 cleric), or any other combination. If a spell appears on more than one spell list (for example, Mass Suggestion, which is level 6 wizard and level 5 illusionist), the higher level is used.

The caster may not benefit from more than one casting of this spell at a time.

The spell requires a portion of flesh, bone, horn, etc. from a fire creature to cast.

SPHERE OF FLAME LEVEL 3 CLERIC

CT 1 R touch D 1 day/lvl.
SV dexterity negates SR yes Comp V, S, DF

The caster creates a sphere of flame 5 ft. in diameter which floats 10 ft. off of the ground. All enemies of the caster who pass within 10 ft. of the sphere are forced to make a dexterity saving throw. Those that fail their save take 2d10 points of burn damage. The sphere lasts 1 day per caster level.

SPHERE OF SMOKE LEVEL 7 WIZARD

CT 1 R 50 ft. D 1 min./lvl.
SV intelligence negates SR yes Comp V, S, M

This spell produces a sphere of smoke with a diameter the height of the caster. The caster can move the sphere with a thought; it has a movement rate of 20 ft. and can move up to 50 ft. away from the caster. When a victim touches the smoke, he must make an intelligence-based save. If the victim fails this save, he is rendered blind for a number of rounds equal to the caster's experience level.

The material component of this spell is a piece of smoky quartz worth at least 25 gp.

SPLINTERWIND LEVEL 4 CLERIC, 3 DRUID, 3 WIZARD

CT 3 R 300 ft. D instant
SV strength half SR yes Comp V, S, M/DF

In order to cast this spell, the caster must be outdoors with no walls within 30 ft. The spell produces a blast of wind which does damage to a creature or object equal to 1d6 per caster level for objects and 1d4 per caster level for creatures. A successful saving

throw at a CL equal to the caster's level reduces the damage to half. Objects that are held by another use the holder's CB; stand-alone objects use 18 as a CB.

Every creature and structure in the spell's 300 ft. path is affected by the spell.

The material component is a small bag of sand or grit.

SPRAY OF SPARKS LEVEL 3 WIZARD

CT 1 R 300 ft. D see below
SV dexterity negates SR yes Comp V, S, M

With this spell, jade colored sparks fly from the hands of the caster and unerringly strike a single designated target, who is entitled to a dexterity-based save. If the target makes his save, he suffers only half damage from the green assault. If he fails in his save, the target takes 1d6 points of damage per level of the caster and is cursed for 1 week per level of the caster, suffering -3 on all attacks, checks and saves so long as the curse is active. The caster must be able to see the victim with the casting of this spell.

The material component for this spell is a piece of jade worth at least 25 gp.

STAFF OF LIGHTNING LEVEL 7 CLERIC

CT 3 R touch D see below
SV no SR no Comp V, M, DF

The spell creates a 10 ft. tall staff of purest lightning, which emerges from either side of the cleric's holy symbol. The holy symbol becomes the grip of the staff, or is embedded within the grip of the staff. For the remainder of the spell, the staff itself will function as the cleric's holy symbol and divine focus for all further spells cast. The staff is capable of firing a 4d8 lightning bolt every melee round. The staff has one charge per level of the caster, and firing a single bolt uses a charge. If the caster desires, he can spend multiple charges to increase the damage on an individual bolt; each extra charge spent on a single bolt increases the damage modifier by one, to a maximum of x4 damage (costing 4 charges). Striking with a lightning bolt requires a successful ranged attack roll on the part of the cleric. The staff can also be used as a melee weapon and inflicts 3d6 points of damage on a single melee strike. Using the staff as a melee weapon does not use charges.

The staff remains as long as the caster holds on to it and doesn't become incapacitated, and it has charges left. The moment the caster lets go of the staff, loses consciousness, or uses its last charge, the staff vanishes.

STEAM SPRAY LEVEL 1 WIZARD

CT 1 R see below D instant
SV dexterity negates SR yes Comp V, S, F

The wizard points a 1 ft. long metal tube with an attached plunger at an enemy, and a stream of sea water fires forth, which transforms into intense steam and can strike a victim up to 30 ft. away. The victim is entitled to a dexterity-based saving throw to avoid damage from the steam. If he fails the save, he takes

1d8 points of steam damage.

STORM CLOUD LEVEL 3 DRUID

CT 1 R touch D see below
SV wisdom negates SR yes Comp V, S

The caster places this spell on a specific target. If the target fails his saving throw, a 3 ft. sphere looking like a storm cloud with streaks of lightning settles around the head of the victim. The victim can't see through the cloud no matter how he moves or dodges. This has a game effect of opponents gaining +5 to hit the victim, and the victim suffering a -10 penalty to all actions involving sight, including combat. The victim is permitted a new save every 2 melee rounds. The cloud doesn't dissipate until the victim makes his save.

STREAM OF DEATH LEVEL 9 CLERIC

CT 1 R 90 ft. D instant
SV charisma see below SR yes Comp V, S, DF

A stream of water shoots out from the hand of the caster up to 90 ft. away. A splash from that stream on the flesh of a living creature forces a charisma save. If the victim makes his save, he takes 5d6 points of damage. If he fails his save, he dies instantly.

STRIKE/COUNTER STRIKE LEVEL 1 WIZARD

CT 1 R touch D special
SV none SR yes Comp V, S, M

This spell has both an offensive and a defensive effect. For the offensive effect, the caster must successfully touch a foe; doing so causes damage to the foe equal to 1d4 plus one point per level of the caster.

In addition, all foes successfully striking the caster with anything from melee weapons to touch spells take 1d4 damage plus one point of damage for every level of the caster. This spell lasts for one round, or until it has delivered damage both as an attack and as a defense (it can do each once).

The material component for this spell is an agate worth 50 gp.

STRIKING RAYS LEVEL 8 WIZARD

CT 1 R 150 ft. D instant
SV dexterity half SR yes Comp V, S, M

The caster gestures with his hand and five colored rays erupt from it. The caster can pick one to five targets in a 180 degree arc from his hand. The damage is structural as well as physical and can be used to destroy city gates and the like. Each ray does 3d6 damage in shock wave energy.

The wizard can choose to have more than one ray (or even all rays) strike the same target. Victims are entitled to a dexterity save for half damage for each ray that strikes them; however, if even a single save is failed, all rays that strike the target do full damage. Thus, if the wizard decides to strike a victim with all five rays, the victim must succeed at five saves to suffer half damage from all. If he fails even a single one of the five, he suffers full damage from all five rays (a whopping 15d6 damage!)

The material component for this spell is a sunstone.

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STRIKING WIND LEVEL 9 DRUID

CT 1 R see below D instant
SV strength, see below SR yes Comp V, S, DF

The spell causes a wall of air to burst from the caster's hands. The wall is 5 ft. long and 5 ft. high per the level of the caster. The wave does 1d6 points of damage per caster level to anyone in the casting area, are thrown to the ground and are rendered unconscious for 10 minutes per caster level; those rendered unconscious cannot be wakened by any means until the spell expires. In addition, all existing toxic, dangerous or unnatural gasses in the area are dispersed and rendered harmless. Victims are entitled to a strength-based save. Those who succeed suffer only half damage and are not rendered unconscious. Those with 6 or less hit dice are thrown to the ground and rendered unconscious for the full duration, even if the save is made.

STUNNING BURST LEVEL 1 WIZARD

CT 1 R 200 ft. D instant
SV constitution negates SR yes Comp V, S

The wizard claps his hands and sends out a burst of shockwaves which targets a single person within 200 ft., dealing 1 point of damage per level of the caster; victims are stunned and unable to take any action save defense for one round. Victims who succeed at a constitution-based save suffer no damage and are not stunned.

STUNNING NOISE LEVEL 2 CLERIC

CT 1 R 200 ft. D instant
SV wisdom, see below SR yes Comp M, F, DF

The caster blows air into a small bladder and smashes the bladder in his hands. This does 2d6 points of damage to a single target within 200 ft. of the caster: additionally, if the victim fails a wisdom save, he is stunned and unable to take any action save defense for a single round.

The material component for this spell is a small bladder.

STUNNING SPLASH LEVEL 2 DRUID

CT 1 R 10 ft./lvl. D instant
SV constitution negates SR yes Comp V, S, F, DF

This spell requires a ready source of water, whether it is a deep puddle, a tree stump full of brackish fluid, a clear stream or other source. Using that water, the druid calls forth a wave of water to strike an enemy. The water source need not necessarily be deep enough to create such a wave; it can be amplified by the magic of the spell. It should be at least 12" deep and across. If the victim makes his save there is no influence from the spell. If he fails, he suffers 1d8 damage and is stunned for two melee turns and unable to take any actions save to defend himself.

SUMMON BLACKWATER DRAGON LEVEL 5 DRUID, 5 WIZARD

CT 3 R 150 ft. D see below
SV none SR no Comp V, S/DF

A jet black dragon-shaped creature rises from the floor in front of the caster. The dragon is 30 ft. long with six huge taloned legs, a 15 ft. long tail, and a large head. The dragon has statistics as below.

The creature is as intelligent as the caster and can use spells as a 5th level caster of the same type which summoned it. The dragon is summoned for one combat or one task. If it survives that task it leaves to create a lair in nearby mountains. It will be predisposed to be amicable to the caster unless the caster treats it poorly or is hostile to it. If the creature dies in the battle for which it is summoned, the caster can't summon elementals for 7 days.

BLACKWATER DRAGON (*This large neutral dragon has the following vital statistics HD 6d8, HP 31, AC 18, MV 50 ft. (90 ft. fly). Its saves are P and M. It attacks by 2 claws (1d8 each) and bite (1d12) and tail (1d10). Its special abilities are spell casting, dragon characteristics, requires +1 or better magic to hit.*)

SUMMON BLAZING SPIRIT LEVEL 4 WIZARD

CT 4 R 50 ft. D see below
SV none SR no Comp V, S, M

The spell generates a 4 ft. tall, flying spirit of flames. The spirit is intelligent and is friendly towards the caster as though under the effects of a *charm monster* spell. It desires to keep itself between the caster and the enemies of the caster and block attacks which target its new friend. The spirit can intercept as many successful hits as the caster has levels, regardless of how powerful or damaging the hits may be. It can even absorb spells which target the caster. It lasts until it takes the final hit from a foe, and then bows to the caster, wishes him all the best luck and good fortune in his future travels, then teleports back to the elemental plane. The caster can't summon more than one blazing spirit at a time.

The material component for this spell is a fistful of coals, which are tossed on the ground before the caster and ignite. The blazing spirit emerges from the coals.

SUMMON CLOUD GIANT LEVEL 7 DRUID, 6 WIZARD

CT 1 R 50 ft. D one task
SV charisma see below SR yes Comp V, M, S/DF

A cloud giant is summoned and demands to know what the caster desires. The caster asks the giant a single favor, and the giant is entitled to a charisma-based save to resist. If the giant fails his saving throw, there is only a 70% chance it will acquiesce to the request. If it makes the save, the giant can choose whether or not to grant the favor. In any event, the giant is predisposed to be on amicable terms with the caster, regardless of any difference in alignment, and walks away on friendly terms, unless the caster or his allies act with hostile intent towards the giant. If the caster or his allies make the mistake of attacking the giant, it will fight back.

A large sapphire worth at least 200 gp is used for this spell.

SUMMON DIRE VOLCANIC DRAGON LEVEL 9 DRUID, 9 WIZARD

CT 5 R 100 ft. D one request
SV none SR no Comp V, S, M/DF

The dire volcanic dragon is an 18 HD dragon which is ash gray in color and has all of the abilities of chromatic dragons, but this creature is from the elemental plane of fire. The caster summons the dragon for a single battle or a single favor, after which the

dragon departs on friendly terms to seek out the closest volcano in which to make its lair. If the dragon dies while trying to complete a task the caster can't summon dragons for 7 days.

When the dragon is successfully struck with a melee weapon a blast of volcanic smoke, ash and flame erupts from the wound to strike back at the attacker for 2d10 points of damage (no save). While the dire dragon is trying to accomplish the order of the caster it can use its wings, tail, claws, bite, and body to physical attack those around it. Its breath weapon is a line of smoke, flame and volcanic ash. This dragon possesses the spellcasting abilities of a druid or wizard (depending on the caster) of the same level as the caster.

The material component for this spell is a portion of flesh, bone, horn, etc. from a fire creature.

DIRE VOLCANIC DRAGON (*This large neutral dragon has the following vital statistics: HD 18d12, HP 123, AC 21, MV 60 ft. (150 ft. fly). Its saves are P and M. It attacks by 2 claws (1d4), wing (1d8), tail (1d8), bite (2d12), breath weapon (line of smoke, fire and ash dealing 18d6 damage and victims can save for half). Its special abilities are spell casting, Locate Object as a red dragon, Corrupt Water as a black dragon.*)

SUMMON EARTH DRAGON LEVEL 4 DRUID, 4 WIZARD

CT 1 min. R 100 ft. D permanent
SV none SR no Comp V, S, M/DF

The spell requires a bit of earth and the scale from any type of dragon. The spell summons up a 7 HD dragon that looks like the dragon from the scale. It has all of the powers of that type of dragon. The dragon is given one order and it does its best to carry out that command. It stays in the area long enough to perform the command and then it goes to the nearest mountains to create its own lair. Regardless of the type of dragon scale from which it originates, this creature is neutral in alignment and is predisposed to act favorably towards the caster. Unless it is attacked, threatened, or otherwise mistreated, it departs amicably when the spell ends.

The material components for this spell are a handful of earth and a dragon scale.

EARTH DRAGON (*This neutral dragon has the following vital statistics are HD 7d12 HP 51 AC 16 Mv 40ft. (150 ft. fly). Its saves are P and M. It attacks by 2 claws (1d4), wing (1d6), tail (1d6), bite (2d6). Its special abilities are dracon abilities.*)

SUMMON ELEMENT LEVEL 7 WIZARD

CT 4 R 100 ft. D permanent
SV none SR no Comp V, S

The wizard can summon up a large volume of earth, air, fire, or water with a motion of his hand. The element produced covers an area 30 ft. square and can be created anywhere within 100 ft. of the caster. The summoned element can take any of several various forms. The earth can be dirt or solid granite, gravel, or sand. The water can be ice, salt water, fresh water, or falling rain. The air can be snow falling, dense fog, a lightning cloud, or hail stones. The fire can be volcanic soot, raging flames, or

smoke. The element is in its natural state so there is nothing to force it to hold its shape - this means that summoning a 30 foot cube of water will immediately see the water collapse to the ground and spread outward, potentially causing a flood or filling a crater, ravine, dry creek bed or other container. Fire will spread to anything flammable in the area, or will simply go out when the available fuel is exhausted. Such a cube of fire would potentially have the same effects as a fireball spell cast by the wizard. Exactly how the element behaves when summoned is up to the CK.

SUMMON ELEMENTAL LORD LEVEL 9 DRUID, 9 WIZARD

CT 1 min. R 100 ft. D one task
SV none SR no Comp V, S, M/DF

Using this spell, the caster is able to summon an 18HD elemental. This elemental has all of the standard abilities of an elemental of the summoned type, as described in **Monsters and Treasure**. The elemental is given a single task and does its best to perform it. The elemental will remain until it accomplishes the task or dies in the effort.

The material component for this spell is a precious stone worth 500 gp, the type depending on the elemental desired. Earth elementals require a huge chunk of quartz. Fire elementals require a giant ruby. Air elementals require a huge sapphire. Water elementals require 500 gp worth of pearls.

SUMMON ELEMENTAL WARRIOR LEVEL 3 WIZARD

CT 2 R 10 ft. D see below
SV none SR no Comp V, S, M

An enchanted 4th level fighter appears from the elemental plane. He is in chain mail and armed with a shield and short sword. He fights for and does his best to defend the caster as well as damage to any foes. Arrows, crossbow bolts, javelins, and thrown daggers do no damage to this character. The warrior must stay within 10 ft. of the caster or he vanishes back to his plane. The warrior lasts as long as he has hit points, until he moves further than 10 ft. of the caster, or until the combat that he was summoned for is over. No more than two of these warriors can be summoned at one time by the same caster.

The material component is a piece of jade worth 25 gp.

ELEMENTAL WARRIOR *(This neutral elemental has the following vital statistics: HD 4d10, HP 26, AC 16, MV 30 ft. Its saves are P. It attacks by short sword (+1 to hit; 1d6+4 damage). Its special abilities are immunity to missile attacks, weapon specialization (short sword), combat dominance.)*

SUMMON FIERY WARRIOR LEVEL 6 WIZARD

CT 2 R 100 ft. D one battle
SV none SR no Comp V, S, M

A 10th level fighter all in flames appears with the action of this spell. The fighter has a 22 AC and wields a pole-arm which does an extra 5 points of fire damage. This creature fights through one entire battle. If it survives, it leaves to establish a lair in nearby deserts. It does not appreciate being summoned

and while it will not attack the caster or his allies unless it is attacked, it leaves with an acrimonious attitude and a warning never to disturb it again.

The material component for this spell is a pinch of ruby dust.

FIERY WARRIOR *(This chaotic neutral elemental has the following vital statistics: HD 10d10, HP 60, AC 22, MV 30 ft. Its saves are P. It attacks by polearm (2 attacks; +2 to hit, 1d8+5, plus an additional 5 fire damage). Its special abilities are weapon specialization, combat dominance, extra attack.)*

SUMMON FIRE DRAGON LEVEL 3 DRUID, 3 WIZARD

CT 3 R 100 ft. D one task
SV none SR no Comp V, S, M/DF

Using a dragon scale, the caster is able to summon a dragon made out of flames. It is a 7HD creature with the same characteristics as the scale used for the summoning. The dragon tries to accomplish one task for the caster. Those that try to melee the dragon take 1d10 points of flame damage for every successful strike made on the body of the burning dragon.

The material component for this spell is a scale from a dragon, the type of which determines the summoned creature's abilities.

FIRE DRAGON *(This neutral Dragon has the following vital statistics: HD 7d12, HP 52, AC 15, MV 40 ft. (150 ft. fly). Its saves are P and M. It attacks by 2 claws (1d4), tail (1d8), wing (1d8), bite (3d6). Its special abilities are defensive immolation and draconic abilities including breath weapon based on the scale used in casting.)*

SUMMON FIRE ELEMENTAL LORD LEVEL 9 DRUID, 9 WIZARD

CT 5 R 150 ft. D one combat
SV none SR no Comp V, S, M/DF

With this spell, a gigantic humanoid fire elemental is summoned. This creature has all of the abilities of a standard 18 HD fire elemental as described in **Monsters and Treasure**. It immediately commences to kill the current enemies of the caster and lasts for a single battle, after which it departs for its home plane after making a single attack on the caster in retribution for being torn from its plane of existence.

The material component for this spell is a portion of flesh, bone, horn, etc. from a fire creature.

SUMMON FIRE GIANT LEVEL 9 WIZARD

CT 2 R 150 ft. D one task
SV none SR no Comp V, S, M

A powerful fire giant with the maximum possible hit points for its class (96 HP) appears. It has all of the abilities of a standard fire giant as described in **Monsters and Treasure**. It happily tries to perform one task asked of it. If it succeeds, the giant carefully collects up all the treasure and magic items in the area and vanishes back to its home lair. It will not attack the caster or his allies, and will remain on amicable terms with them regardless of alignment restrictions, unless it is attacked or prevented from departing with available treasure, which it views as its payment for services rendered.

The material component for this spell is a portion of flesh, bone, horn, etc. from a fire creature to cast.

SUMMON FIRE GUARDIAN LEVEL 4 WIZARD

CT 4 R 100 ft. D 1 hr./lvl.
SV none SR no Comp V, S, M

A 10 ft. tall humanoid being made entirely of flames appears to serve the caster. The guardian has the abilities of a 5th level fighter. No more than one of these can be summoned by a caster in a 7 day period. Successfully striking this humanoid does 4 points of heat damage to the attacker. The guardian has a two-handed sword made of flames. The guardian lives to protect the caster from damage. It remains for 1 hour per caster level. When its service is finished it walks away to establish a lair of its own. It is predisposed to remain on amicable terms with the caster unless it is attacked, threatened or otherwise mistreated.

The material component for this spell is burning coals.

FIRE GUARDIAN (*This chaotic neutral elemental has the following vital statistics: HD 5d10, HP 32, AC 17, Mv 30'. Its saves are P. It attacks by flaming great sword (+1 to hit, 2d6+1 damage, plus an additional 5 fire damage). Its special abilities are defensive conflagration, weapon specialization, combat dominance.*)

SUMMON FLAME SPRITE LEVEL 7 WIZARD

CT 3 R see below D concentration
SV none SR no Comp V, S, M

The sprite is summoned, and it begins moving from flame to flame. The caster can see through the eyes of the sprite, wherever it may be and can somewhat direct the sprite's actions by mentally commanding it to stay where it is, skip to a new flame or look around.

While the watcher is in camp fires, lanterns, torches, and other remote flames, the caster knows the direction and distance he is from the watcher. The watcher begins by jumping to the nearest flame from the caster. It continues to move as long as the caster concentrates on the spell. Range can be up to 100 miles away from the caster; if it is ordered even a foot further, it immediately vanishes back to its home plane. No one but the caster can see the flame sprite.

The material component for this spell is an existing flame. The flame can be of any size, but flames up to a campfire in size are extinguished to give life to the sprite. Larger flames continue to blaze, but cannot give life to more sprites once this spell is cast upon them by any caster.

SUMMON GIANT EAGLE LEVEL 3 DRUID, 3 WIZARD

CT 2 R 100 ft. D one combat
SV none SR no Comp V, S, M

A giant eagle is summoned with the casting of this spell. This creature has all of the abilities and statistics of a Roc, as described in **Monsters and Treasure**, save that it is exceptionally intelligent (at least as intelligent as the caster) and speaks the common tongue of man. The eagle serves the caster in a single combat. If the eagle survives the battle, it flies to the nearest

mountains and creates a nest.

This eagle's attitude towards the caster in future encounters depends on how the battle goes and how it is treated. If the caster appears to value its life and the battle goes easy, the eagle will remain amicable. If the battle is exceptionally difficult and/or the caster treats it poorly or without what it views as its due respect, it will depart on acrimonious terms and will not be predisposed to help the caster in future encounters.

A small bar of gold, valued at 15 gold coins is used up in the casting of the spell.

SUMMON GOLD DRAGON LEVEL 6 WIZARD

CT 2 R 100 ft. D one request
SV none SR no Comp V, S, M

With the casting of this spell, a 10 HD gold dragon appears and tries its best to do the single request of the caster. The dragon has all of the standard abilities of a 10 HD gold dragon as described in **Monsters and Treasure**. After the request is completed, the dragon either departs for its previous lair, or stays around and generates a new lair in the local mountains, possibly transporting some or all of its horde between the two lairs. Gold dragons are proud creatures and do not appreciate being summoned and commanded. Thus, while it retains its Lawful Good alignment, it is not pleased to see the caster and his group in future encounters.

The material components for this spell are a bar of gold, valued at 250 gp is used up in the casting of the spell, and the scale of a gold dragon.

SUMMON GREATER PHOENIX LEVEL 8 WIZARD

CT 4 R 100 ft. D 10 min./lvl.
SV none SR no Comp V, S, M

A 4 ft. tall, 12 HD phoenix with red feathers and a burning body appears with the casting of this spell. The phoenix is highly intelligent and can telepathically communicate with the caster. It is disposed to help the caster in any way it can, and it will attack foes of the caster if ordered to do so. It warns of ambushes and is capable of intimidating strangers. Touching the phoenix with anything causes 5d6 points of flame damage. A constitution-based save reduces damage from this fiery aura by half. The spell lasts 10 minutes per caster level or until the phoenix is reduced to zero hit points, at which time it explodes, dealing 12d6 damage to a 20 foot radius area. Those within the area are entitled to a dexterity save for half damage. Following the explosion, a new phoenix with the same abilities and memories of the old will fly straight into the sky, departing for friendlier locales to make a lair.

This spell requires a fist-sized chunk of sulfur to function.

GREATER PHOENIX (*This large chaotic good creature has the following vital statistics: HD 12, HP 84, AC 16, MV 40 ft. (150 ft. fly). Its saves are P and M. It attacks by 2 talons (1d8), beak (1d6) and fiery aura (5d6). Its special abilities are explosive death.*)

SUMMON GREATER SMOKE CREATURES LEVEL

7 WIZARD

CT 1 R 100 ft. D 1 min./lvl.
SV none SR no Comp V, S

This spell summons a number of smoke creatures equal to the level of the caster. Each creature has 5d4 HP. The creatures wield spears and longbows constructed of the same smoky substance as themselves. The creatures are immune to non-magical weapons. Each creature's spear inflicts 1d8+1 points of damage. The longbows hurl arrows just as a normal longbow. The arrows strike for 1d6+2 points of damage. The smoke creatures are intelligent enough to attack on the orders of the caster. Any creature which moves beyond the range of the spell will dissipate. The caster gives them an order and each follows that command for the duration of the spell. Once they have been given this order, they cannot be ordered to take any other action for the duration of the spell. A stiff breeze automatically dispels this casting.

GREATER SMOKE CREATURE (*This neutral elemental has the following vital statistics: HD 5d4, HP 14, AC 15, MV 30 ft. Its saves are P. It attacks by smoke spear (1d8+1) or smoke longbow (1d8+1). Its special abilities are immunity to non-magical damage, vulnerable to wind-based attacks.*)

SUMMON GREATER WATER DRAGON LEVEL 9 DRUID,

9 WIZARD

CT 5 R 100 ft. D one task
SV none SR no Comp V, S, M/DF

Using the scale of a mature dragon, the spell summons a dragon made of water. The creature looks much like an ancient black dragon, its watery body taking on a dark, brackish hue. It has all of the abilities of a mature black dragon with 15 HD as described in **Monsters and Treasure**. The only difference is that instead of acid, it spews a jetstream of boiling water and steam for a breath weapon, and it is lawful neutral in alignment.

The dragon will complete one task given from the caster or serve in a single battle. After it is finished it goes away to establish a lair in some nearby body of water. The creature is predisposed to be neutral the caster and will leave on peaceful terms, but may attack the caster once as an admonishment regarding its summoning. It will be completely neutral towards any dealings with the caster in the future. If the creature dies during the battle or in the act of trying to complete the task, the caster can't summon an elemental or dragon for one month's time.

The material component for this spell is a scale from a mature or older black dragon.

SUMMON HAUNT LEVEL 6 WIZARD

CT 2 R 100 ft. D one request
SV charisma negates SR yes Comp V, S, M

The ghost of a nearby dead being is summoned with the casting of this spell. The haunt tries its best to accomplish a single request from the summoner. It has the standard abilities of a ghost as described in **Monsters and Treasure**. If the haunt survives, the undead creature continues to haunt the area of the summoning just as does a standard ghost. This haunt does not appreciate

being dragged from its afterlife and forced to haunt the material plane, and thus takes on a corrupt and dark look at the world. It thus becomes a violent enemy of the caster if it survives the battle, though the caster does have 12 hours to depart the area before the spirit begins to take vengeful action against him.

A small bar of gold, valued at 15 gold coins is used up in the casting of the spell.

SUMMON INDIVIDUAL LEVEL 8 WIZARD

CT 2 R see below D instant
SV charisma negates SR yes Comp V, S, M

The wizard creates a fetish doll of the being he wishes to summon, which requires a lock of hair and nail clippings of the being in question, which are integrated into the doll. At the time of the summoning mental communication happens between the wizard and the summoned being. The being must be on the same plane as the caster, and can make a charisma-based save to refuse to be teleported to the caster's side. Unwilling creatures gain +2 to this save. Only creatures with human-like intelligence can be summoned in this way. Once the individual arrives, he is free to act as he will.

The material component of this spell is a fetish doll containing hair and nail clippings, which acts as a mystical link between the wizard and the spell's target.

SUMMON LAVA GUARDIAN LEVEL 5 WIZARD

CT 5 R 100 ft. D 1 hr./lvl.
SV none SR no Comp V, S, M

A 12 ft. tall humanoid being made entirely of flaming coal appears to serve the caster. The guardian has the abilities of a 7th level fighter. No more than one of these can be summoned by a caster in a 7 day period. The guardian has a double bladed war axe made of flames and doing a +5 points heat damage. Successfully striking the guardian does 1d8 points of heat damage to the striker, who is entitled to a constitution save for half damage. The guardian strives to protect the caster from damage, interposing itself between the attacker and any foes, and drawing any attacks or hostile magic directed at the caster instead at itself. The guardian stays available for one hour per caster level or until destroyed. When its service is complete, if it has survived, it walks away to establish a lair of its own.

The material component is a handful of cool lava stones.

LAVA GUARDIAN (*This neutral elemental has the following vital statistics: HD 7d10, HP 44, AC 18, MV 30 ft. Its saves are P. It attacks by flaming 2-handed war axe (+3 to hit, 1d12+3, plus 5 points of fire damage). Its special abilities are fiery aura, attract magic, attract attacks, weapon specialization, combat dominance.*)

SUMMON LESSER EARTH ELEMENTAL LEVEL 4 DRUID,

4 WIZARD

CT 1 min. R 150 ft. D 24 hrs.
SV none SR no Comp V, S, M

An 8 HD earth elemental is summoned from the elemental plane. This creature has all the abilities of an earth elemental

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as described in **Monsters and Treasure**. The elemental is friendly toward the caster. For 24 hours, the elemental tries to do all of the things the caster asks of it. When the duration of the spell is over, the elemental flows back to its home dimension. If the elemental dies, the caster can't summon an elemental for 7 days.

The material component for this spell is a handful of earth.

SUMMON LESSER FIRE ELEMENTAL LEVEL 4 DRUID, 4 WIZARD

CT 4 R 100 ft. D one task
SV none SR no Comp V, S, M

An 8 HD elemental is summoned from the elemental plane of fire. This creature has all the abilities of a fire elemental as described in **Monsters and Treasure**. The creature gladly tries to aid the caster for as long as a battle lasts or for as long as it takes to perform a task asked of it. If the elemental dies in this service, the caster can't cast another elemental summoning spell for 7 days. When the task or battle has been performed, the elemental wishes to stay for awhile on the prime material plane. While it departs peacefully, it could become a nuisance in the future.

The material component for this spell is a handful of coals, which ignite to produce the elemental.

SUMMON LESSER VAPOR GUARDIAN LEVEL 3 DRUID, 3 WIZARD

CT 1 R 100 ft. D one battle
SV none SR no Comp V, S

With the casting of this spell, a 6 ft. tall floating octopus-like creature appears in the air within 100 ft. of the caster. The creature fights with four tentacles which each inflict 1d6 in damage. The guardian has an armor class of 15 and 3d8 in hit points. The guardian is intelligent and tries to guard and help the caster in one complete battle.

LESSER VAPOR GUARDIAN (*This neutral elemental has the following vital statistics: HD 3d8, HP 18, AC 15, MV 50 ft. (fly). Its saves are P. It attacks by 4 tentacles (1d6 each). Its special abilities are air mastery (+1 hit/+2 dmg vs. airborne creatures.)*)

SUMMON LESSER WATER SERVANT LEVEL 3 DRUID, 3 WIZARD

CT 1 R 100 ft. D 1 hr./lvl.
SV none SR no Comp V, S

A 10 ft. tall column of water is summoned with the casting of this spell. This 3 HD elemental is a little more intelligent than a dog. Its purpose is to carry things for the caster and perform dangerous acts that are easy to do like pull levers and travel down obviously trapped corridors. Normal weapon attacks have no effect on this being, nor does it have any means by which to attack foes of the caster. When acting on the orders of the caster, the being forms tentacles to carry things and perform simple acts. Only one can be summoned on any given day. It stays with the caster for 1 hour per caster level.

SUMMON MINOR AIR ELEMENTAL LEVEL 3 DRUID

3 WIZARD

CT 1 R 100 ft. D see below
SV none SR no Comp V

A 7 HD air elemental is summoned to the caster. It has all the standard abilities of an air elemental as described in **Monsters and Treasure**. The elemental only remains in the caster's service for the time it takes to complete one single task designated by the caster. The creature goes back to its home plane when its task is complete. Only one such air elemental can be summoned in a 24 hour period.

SUMMON MINOR EARTH ELEMENTAL LEVEL 2 WIZARD, 2 DRUID

CT 1 R 100 ft. D concentration
SV charisma negates SR no Comp V, S, M

A 3 ft. tall humanoid made of earth appears with the casting of this spell. This creature has all the abilities of a 4 HD earth elemental as described in **Monsters and Treasure**. Upon arriving, the elemental demands to know why it has been summoned and the caster can issue a single request. The elemental gets a charisma saving throw and if it succeeds, it vanishes back to the elemental plane of earth. If it fails the humanoid tries its best to complete the caster's request. The creature will only remain until the task is complete. Only one of these can be summoned at a time. If the elemental dies, the caster can't summon elementals for 7 days.

The material component for this spell is a 10 gp ruby, of which the elemental takes possession, regardless of service.

SUMMON MINOR SPLASH SERVANT LEVEL 2 DRUID, 2 WIZARD

CT 1 R 100 ft. D 1 hr./lvl.
SV no SR no Comp V, S

The splash servant appears as a small 4 ft. high wave of bubbly water. It is given a specific non-combative task and it does this task for up to 1 hour per caster level. These tasks cannot be complex as the servant is only slightly more intelligent than a dog. Its main duty is to carry things like heavy chests and the like. It can easily carry a weight the caster could lift and move. It has 2 HD and cannot be harmed by physical weapons, although magical spells inflict maximum damage to the servant. The servant possesses the same senses the caster has at the time of the casting of the spell.

MINOR SPLASH SERVANT (*This neutral elemental has the following vital statistics: HD 2d8, HP 13, AC 12, MV 30 ft. Its saves are P. It attacks by slam (1d4). Its special abilities are immunity to physical attacks, vulnerability to magic.*)

SUMMON SEETHING DRAGON LEVEL 7 DRUID, 7 WIZARD

CT 3 R 100 ft. D one battle
SV none SR no Comp V, S, M/DF

The seething dragon appears as a reptile made of dark smoke. The creature can't be touched by physical weapons, but spells do maximum damage versus the creature. The creature has all of the abilities of a 13 HD white dragon as described in **Monsters and Treasure**, save that instead of a cone of cold, it breathes

a cloud of acrid smoke. Victims suffer damage equal to 13d4 damage and can save for half. Those that fail their saving throws also grow sick and cannot fight for 3 melee rounds. The dragon fights 1 complete battle on the side of the caster. It then leaves to create its own lair in any nearby mountains.

The material component of this spell is a scale from a mature or older white dragon.

SUMMON SHOWER LEVEL 4 CLERIC, 3 DRUID, 4 WIZARD
CT 10 min. R 3 miles D 1d4 hrs.
SV none SR no Comp V, S/DF

The caster can summon up a minor rain storm in a three mile circle around the caster. A gentle rain falls and clouds block the sun in the area of the spell for the length of the spell. When the rain clears, the ambient temperature drops by 5 degrees and the humidity level decreases noticeably.

SUMMON SILVER GUARDIAN LEVEL 7 WIZARD
CT 1 min. R 100 ft. D one battle
SV none SR no Comp V, S, M

A 9th level fighter made of shining silver appears to guard the caster. Only one of these can be summoned in a 7 day period. The guardian obeys the commands of the caster to the best of its ability. It wields ten silver throwing daggers and a silver two-handed sword for weapons. It is specialized in the sword, and its weapons can damage astral and ethereal creatures, even those which normally require magical weapons to strike. Its weapons also deal double damage to lycanthropes.

It is immune to all damage done by spells of any type and itself can only be hit by magical weapons. When its task is complete, it salutes the caster and vanishes.

A sphere of platinum worth 200gp is used up in the casting of this spell.

SILVER GUARDIAN (This lawful neutral construct has the following vital statistics: HD 7d10, HP 45, AC 18, MV 30 ft. Its saves are P. It attacks by silver sword (+5 to hit, 2d6+5 damage) or silver throwing daggers (range 10', +1 to hit, range 10'). Its special abilities are spell immunity, strike ethereal and astral creatures, double damage to lycanthropes, weapon specialization (sword; +2 to hit and damage), combat dominance.)

SUMMON SILVER WATCHER LEVEL 7 WIZARD
CT 1 min. R 100 ft. D see below
SV none SR no Comp V, S, M

The watcher is a magical column of silver with some intelligence. It floats at the side of the caster and draws into itself all hostile spells that would normally target the summoner. It lasts until it has absorbed five such spells of seventh level or below. Spells of higher level bypass the watcher completely. It is immune to all other forms of attack. No more than one watcher may be cast in a 7 day period.

A sphere of silver worth 100 gp is used up in the casting of this spell.

SUMMON SMALL FIRE ELEMENTAL LEVEL 2 DRUID, 2 WIZARD

CT 1 R 100 ft. D 24 hrs.
SV none SR no Comp V, S, M/DF

This spell summons a 3 HD humanoid elemental from the plane of fire. It has all the abilities of a fire elemental as described in *Monsters and Treasure*. The fire creature is as intelligent as a human and can communicate with the caster telepathically. This elemental attempts to do one task at the request of the caster. If it dies in the accomplishing of the task, the caster can't summon another elemental for 7 days.

The elemental will remain until the task is completed or for 24 hours, whichever comes first.

The material component of this spell is a large (6 in. or taller) flame, which is extinguished when the elemental emerges.

SUMMON SMOKE CREATURES LEVEL 5 WIZARD
CT 1 R 50 ft. D 1 rd./lvl.
SV none SR no Comp V, S

The spell generates smoke creatures at the rate of one per level of the caster. Each creature has 3d4 HP, and carries a +1 magical spear. They cannot be harmed by non-magical weapons or natural weapons. The creatures are moderately intelligent, but will not act on their own; each must be given a single order which it will continue to do for the duration of the spell, or until given another order. Any creature which moves beyond the range of the spell will dissipate. A stiff breeze automatically dispels this casting. When the elemental have completed their tasks or are destroyed, they simply vanish.

SMOKE CREATURE (This small chaotic neutral elemental has the following vital statistics: HD 3d4, HP 13, AC 15, MV 20 ft. Its saves are P. It attacks by smoke spear (+1 to hit; 1d8+1 damage. Its special abilities are immunity to non-magical attacks, vulnerability to wind.)

SUMMON SPECTRE LEVEL 7 WIZARD
CT 1 min. R 100 ft. D one battle
SV none SR no Comp V, S, M

With the casting of this unsavory spell, a silvery, undead spectre rises from the earth and attacks one enemy at the command of the caster. It has all the abilities of a spectre as described in *Monsters and Treasure*. The spectre does its level best to kill that enemy, and then settles back into its grave when the enemy is destroyed. It attacks only one enemy and will not redirect its attacks on any other being.

Since it is a standard spectre, however, any enemy it destroys will become a new spectre as per the creature's "create spawn" ability. This new spectre will be drawn to the grave of its creator and will not be an immediate threat to the caster or the caster's allies, though the caster will then have been responsible for the creation of a new undead terror.

A marble-sized piece of silver is used up in the casting of this spell.

SUMMON STORM DRAGON LEVEL 5 WIZARD, 5 DRUID

CT 5 rds.	R 50 ft.	D one task
SV none	SR no	Comp V, M, S

Using the scales of any type of dragon, the caster is able to summon forth a young dragon of the air, a dragon whose very flesh is formed of the substance of storm clouds. The dragon will have the appearance, powers, breath weapon and spells of the type of dragon that the scales are from, and will possess 9 HD. It is intelligent and inclined to help the summoner of the spell.

When the task has been completed, the dragon leaves and looks to make a lair in any nearby mountains. Storm dragons tend to use stone giants and wargs as servants.

STORM DRAGON (This chaotic neutral dragon has the following vital statistics: HD 9d12, HP 70, AC 20, MV 40 ft. (150 ft. fly). Its saves are P and M. It attacks by 2 claws (1d6), wing (1d8), tail (1d8), bite (4d6). Its special abilities are draconic abilities (type dependent on dragon scale used).)

SUMMON SUNSTONE DRAGON LEVEL 8 WIZARD

CT 4 rds.	R 100 ft.	D one task
SV none	SR no	Comp V, S, M

Using the scales of a dragon, the caster is able to summon a 15 HD sunstone colored dragon. This dragon will have all of the abilities of the type of dragon from which the scales were taken. The dragon will fight a single battle or attempt to accomplish one task taking no longer than 24 hours and then goes off into nearby mountains and makes a lair. This dragon is a proud creature that does not take well to being ordered around; while it is inclined to leave the caster in peace, it expects 250 platinum pieces in payment and will treat the caster as an enemy in any future encounters.

The material components for this spell are a sunstone, a scale from an adult dragon, and 250 platinum pieces with which to pay the dragon for its services.

SUNSTONE DRAGON (This creature has the following vital statistics: HD 15d12, HP 103, AC 21, MV 40 ft. (150 ft. fly). Its saves are P and M. It attacks by 2 claws (1d6), tail (1d8), bite (4d6), wing (1d8). Its special abilities are draconic abilities based on the type of scale used.)

SUMMON SUPERIOR EARTH ELEMENTAL LEVEL 8 DRUID, 8 WIZARD

CT 4 rds.	R 100 ft.	D one task
SV none	SR no	Comp V, S, M/DF

With the casting of this spell, a 15 HD earth elemental appears. The creature possesses all of the standard abilities of an earth elemental as described in **Monsters and Treasure**. The elemental does everything in its power to perform one task for the caster. The elemental then returns to its plane of existence. If the elemental dies, the caster is unable to summon elementals for 7 days.

The material component for this spell is a sunstone.

SUMMON TINY AIR ELEMENTAL LEVEL 1 DRUID 1 WIZARD

CT 1	R 10 ft./lvl.	D concentration
SV none	SR no	Comp V/DF

The spell summons a small wind elemental with 2d8 hit points.

This creature has all the abilities of a standard 2HD air elemental as described in **Monsters and Treasure**. The creature is as smart as a well trained dog and can do similar commands as a trained dog. The elemental is immune to non-magical strikes by others. If the elemental is killed in a battle, the summoner can't bring another one onto that plane of existence for 7 days.

SUMMON TINY FIRE ELEMENTAL LEVEL 1 DRUID, 1 WIZARD

CT 1	R 100 ft.	D one task
SV none	SR no	Comp V, S, M/DF

The casting of this spell calls forth a 2 ft. tall, humanoid-shaped figure made of flames. The creature is a 1 HD fire elemental with human intelligence and tries its best to accomplish the single task the caster asks it to perform. It has all the abilities of a standard fire elemental as described in **Monsters and Treasure**. When the task is done the elemental vanishes back to the plane of fire. If the creature is killed while trying to perform its task, the caster is unable to summon another elemental for 7 days.

Requires a burning ember as a material component.

SUMMON TINY WATER ELEMENTAL LEVEL 1 DRUID, 1 WIZARD

CT 1	R 100 ft.	D 1 hr./lvl.
SV none	SR no	Comp V, S, M/DF

The casting of this spell calls forth a 2 ft. tall, humanoid-shaped figure formed of water. It has all the abilities of a standard 1 HD water elemental as described in **Monsters and Treasure**. The creature has human intelligence and senses. It must stay within the spell's range for the duration of the spell, and will attempt to perform all tasks asked of it by the caster. Only one of these can be summoned in a 7 day period by the caster.

The caster must be near a source of fresh water to cast this spell.

SUMMON WATER SERVANT LEVEL 4 DRUID, 4 WIZARD

CT 1	R 100 ft.	D one battle
SV none	SR no	Comp V, S, M/DF

The casting of this spell summons forth a 6 ft. long, 6HD water elemental with the shape of a winged fish. The creature flies in a 5 to 10 ft. radius circle around the body of the caster. It is designed to attack and has all the normal powers of a water elemental as described in **Monsters and Treasure**. The elemental fights alongside the caster for one complete battle and then goes back to its plane of existence. If it is killed in the battle the caster can't summon another elemental for 7 days.

The material component of this spell is a skin of rain water collected from a hollow tree trunk. This water must have naturally gathered in the tree trunk and cannot have been placed there by the caster.

SUMMON WIND WATCHER LEVEL 6 WIZARD

CT 1	R 10 ft.	D 5 hrs./lvl.
SV none	SR no	Comp V, S

The caster calls forth a being of semi-solid air, which appears as a shadow in front of the caster. It acts as guardian for the caster for

the duration of the spell. It can stand guard during the night and warn the caster of danger. It cannot be surprised, and thus may act as look out for the caster on his travels. The watcher stands in the way of any normal missile attacks, such as arrows or sling stones, aimed at the caster and blocks the first ten of these before it vanishes back to the elemental plane. The creature may also block a larger missile, such as a boulder thrown by a giant or catapult, but a single such attack will force the creature to vanish. The watcher can absorb attacks both mundane and magical, though it can only absorb magical effects up to level 6 and below. If the caster is targeted by an effect higher than 6th level, the watcher will absorb only a single attack before being dismissed. The watcher may also block falling stones or missile-type or magic effect traps, subject to the above criteria, but provides no protection from pits or poison gas traps or attacks. No more than two watchers can be summoned in any seven day period by the caster. Notice that the entire purpose of the watcher is to guard the caster; it cannot be ordered to attack or to perform mundane tasks.

SUNSTONE COUNTERSPELL LEVEL 8 WIZARD, 8 ILLUSIONIST, 8 CLERIC, 9 DRUID

CT 1 R touch D permanent
SV see below SR yes Comp V, S, M

This spell negates magical effects of other spells. If the caster is of a level higher than the casting opponent, the negation is automatic. This spell can negate a spell which is in the process of being cast, requiring the caster of the spell to be negated to succeed at an intelligence-based saving throw or have his spell canceled. If the caster of this spell is attempting to negate a spell from a caster equal to or higher than the spell caster, the caster of this spell must first make a saving throw based on his primary spellcasting attribute (intelligence for wizards and illusionists, wisdom for clerics and druids) with a CL equal to the level of the caster he is attempting to counter. The spell works on curses and other harmful magical influences. It only works on spells with a lasting influence. It would not negate the harmful effects of a fireball, but would negate a hold style spell.

The material component for this spell is a sunstone.

SUNSTONE GUARDIAN LEVEL 8 WIZARD

CT 4 R 50 ft, D 1 day./lvl.
SV none SR no Comp V, S, M

This spell calls forth a bejeweled, lion-shaped creature to the service of the caster. The creature is as intelligent as a human and exists to guard the caster from all physical harm, even to the point of moving its body into the path of attacks directed at the caster. The gem-like hide of the guardian protects it as though it wore plate mail. This enchanted creature only obeys the orders of the caster. It doesn't need to eat or sleep, and has acute senses. It stays until dead or a duration of 24 hours per level of the caster. Only one of these can be summoned at a time.

The material component for this spell is a sunstone.

SUNSTONE GUARDIAN (This large neutral construct has the following special abilities. HD 15d6, HP 55, AC 17, MV 40 ft. Its saves are P and M. It attacks by 2 claws (1d6) and bite (2d8). Its special abilities are draw attacks, acute senses (+2 to

all checks based on sight, hearing or smell)).

SUSPENSION LEVEL 5 CLERIC, 5 WIZARD, 5 ILLUSIONIST

CT 1 R line of sight D 1 rd./lvl.
SV intelligence negates SR yes Comp V, S/DF

This spell is designed to seize an attacking opponent, and to prevent the opponent's attack. It may be cast in advance and held for up to 1 hour before evoking its effect as a response to the attack. The foe must be closing to attack the caster and must not yet have actually made their attack roll. The caster shouts, "Stop!" If the attacker fails an intelligence-based saving throw, he or is suspended and held in mid-air one foot off the ground for the duration of the spell and can neither move nor defend himself.

SWIRLING WIND LEVEL 2 CLERIC, 2 DRUID

CT 1 R 150 ft. D instant
SV no SR no Comp V, DF

This spell summons a small but potent whirl-wind which puts out all non-magical fires in a path 150 feet long and ten feet wide in the direction the caster is facing. It also opens an equally large path through fog or spells that create an area effect where any sort of suspended material (like poison gas) floats in an area.

SWORD OF VAPOR LEVEL 3 CLERIC

CT 1 R touch D 2 rds./lvl.
SV no SR no Comp V, S, DF

With casting this spell, the cleric pulls vapor from the surrounding air and gives it the shape of a longsword. This wavy bladed weapon has a clear, watery appearance, and a bite like a freezing rain. It acts as a +2 weapon and keeps its shape for 2 melee rounds per level of the caster. The caster can use this weapon if his deity permits the use of swords, or he can give it to an ally for use. Only one of these can be created per day.

T

TEMPEST BARRIER LEVEL 7 CLERIC

CT 1 R 5 ft./lvl. D 5 rds./lvl.
SV none SR no Comp V, S

This spell generates a force field around the caster. For every level of the caster the field extends 5 ft. This allows allies of the caster to be within the field of force. The barrier stops any physical force from harming those in the field. No physical melee attacks can be performed within the field itself; ie: monsters can't bite, warriors can't chop, and stones can't fall from the ceiling to crush those in the field. However, all sorts of magical influences can easily pass through the barrier so long as they are not damage dealing attacks. Thus, a *command* spell would easily penetrate the barrier, while *fireball* would be stopped cold.

TOWER OF WIND LEVEL 6 ILLUSIONIST

CT 1 min. R 100 ft. D 5 hrs./lvl.
SV no SR no Comp V, M, S

The spell requires a stone from a tower, three level or taller, that has existed for more than 20 years. The caster creates a temporary copy of the tower from the stone. There must be

room, whether the caster is in an underground area or in the open, for the creation of the tower, which lasts for five hours per level of the caster. It can provide temporary defense, shelter or be used for any other purpose one might utilize from a stone tower. At the end of the spell's duration, any occupants are harmlessly ejected from the tower, which crumbles to dust.

The material component is the stone from which the tower is built.

TRESSACH'S WARD LEVEL 1 WIZARD

CT 1 R touch D 5 min./lvl.
SV intelligence negates SR yes Comp V, S

The caster places a glowing magical rune in the air, 4 ft. above the floor. Any enemies who come within five feet of the ward must make an intelligence-based saving throw. Success allows the victim to ignore the ward. Failing the save forces the victim to drop any weapons or devices in his hand and stand stock still for 1d4 melee rounds, during which he can do nothing but stare at the glowing rune.

TUMULT LEVEL 3 CLERIC, 3 ILLUSIONIST

CT 1 R 60 ft. D instant
SV wisdom negates SR yes Comp V, M, S/DF

The caster cups his hands in front of his mouth and shouts through them, creating a cacophonous blast of loud noise in a wave that affects a 60 foot line directly in front of the caster. All those in range must succeed at a wisdom-based check or drop their weapons and be stunned for 1d6 rounds. Stunned victims stop casting spells, drop weapons, and can't function save to defend themselves for 1d6 melee rounds, though they lose any dexterity bonus to armor class.

The material component for this spell is the vocal cords of an animal known for its loud vocalizations, such as a rooster, elephant or lion.

TUNNEL LEVEL 4 CLERIC

CT 1 min. R touch D permanent
SV no SR no Comp V, S, DF

The casting of this spell allows the caster to magically create a tunnel 7 ft. tall and 10 ft. wide. The tunnel extends for 30 ft. per caster level and always leads in a straight line. The tunnel can only be created through raw earth and cannot pass through brick, metal or stone. The dirt displaced by this spell simply vanishes forever. Only two tunnel spells can be made in any 7 day period.

U

UNDEAD WARD LEVEL 5 CLERIC

CT 1 R self D 5 rds./lvl.
SV wisdom negates SR yes Comp V, S, DF

With the casting of this spell, the cleric calls forth a gentle whirlwind, of 5 ft. radius, centered on the caster. This wind is infused with holy energy, and acts as a barrier to undead. Any undead who wish to approach the caster must succeed at a wisdom-based saving throw or they can neither touch the caster, nor can they use magics or other effects on the body of the caster for the duration of the spell.

UNLOCK ALL LEVEL 7 WIZARD

CT 1 min. R self D 1 rnd./lvl.
SV see below SR no Comp V, S, M

This spell generates a soft glow in a 10 ft. sphere around the caster. The glow expands 5 ft. per level of the caster and is able to provide dim light within the spell's area of effect. All locked portals and objects within the sphere will open and reveal themselves with a noticeable aura. This includes any hidden or secret doors or chests or other items possessing locks, even those which are invisible. Likewise, any invisible or hidden traps are also unlocked (neutralized) by this spell. Locks which were magically locked by a spell-caster of a higher level than the caster of this spell are allowed an intelligence save. A side effect of this spell is that the wizard himself will be glowing.

This spell requires a marble-sized piece of silver worth 2sp.

V

VAPOR ERUPTION LEVEL 2 CLERIC

CT 1 R 25 ft. + 5ft./lvl. D 1d4 rds.
SV wisdom negates SR yes Comp V, S

This frightening spell causes vapor to erupt from the body of a victim chosen by the caster. A victim who fails his save will drop any equipment held in his hands in surprise, in addition to suffering 2d6 damage, and being stunned for 1d4 rounds. Only intelligent creatures are entitled to a save. Creatures of limited, animal or no intelligence suffer full effects and will snap or claw at the vapor coming from their own bodies for the duration, and are unable to take any other action.

W

WALK THROUGH EARTH LEVEL 4 DRUID

CT 1 R touch D 10 min./lvl.
SV none SR no Comp V, S, DF

This spell allows the being touched by the caster, and all carried equipment, to descend below the ground, to a depth of up to 10 feet, and flow through the earth as if he was moving through air, travelling at his normal movement rate while passing through dirt or sand, at half speed through clay, and one quarter speed through stone. The being may only pass through natural, unworked material.

While the character is under the earth, he is aware of his location and possesses perfect direction sense up to 50 miles away from his point of origin. The spell lasts 10 minutes per level of the caster. When the duration of the spell expires the being is popped harmlessly out of the ground to the surface. While moving through the ground he cannot be touched by anything on the prime material plane except other creatures capable of moving through earth.

WALL OF EARTH LEVEL 5 WIZARD

CT 1 R 150 ft. D permanent
SV none SR no Comp V, S, M

This spell calls into existence a wall of dirt and earth that is tightly packed and fills an area 1 inch thick per four caster levels, and 5 feet by 5 feet per caster level. This wall of earth

appears wherever the caster wishes within 150 ft. and will fuse with existing natural earth on all sides as needed to anchor itself.

The material component for this spell is a handful of earth.

WALL OF GOLD LEVEL 5 ILLUSIONIST, 6 WIZARD

CT 2 R touch D 1 min./lvl.
SV special (see below) SR no Comp V, S, M

A wall 9 ft. tall and 9 ft. long appears with the casting of this spell. The wall is 4 in. thick and appears to be made of gold. It remains in existence for 1 minute per caster level before melting away and disintegrating entirely. The wall has structural points equal to the caster's current hit points. The wall lengthens or shrinks as needed, to its maximum dimensions, to fit the space to be blocked. Those facing the illusionist version of this spell are entitled to an intelligence save to see through the wall.

This spell requires a 15gp bar of gold.

WALL OF WATER LEVEL 4 WIZARD

CT 1 R touch D concentration
SV no SR no Comp V, S

This spell creates a large wall formed of water, looking much like a wave about to crash. This wall may change its shape to fit an area. The wall can rise to 20 ft., is 60 ft. long, and 2 ft. thick. It can increase in size by 15 ft. in length per caster level. The wall has the same hit points as the caster. The wall is only influenced by magical spells and bludgeoning weapons. Living beings can't pass through until the wall is destroyed or the caster ceases to concentrate on its existence, which also requires him to remain within line of sight.

WARDING SYMBOL LEVEL 7 WIZARD, 7 ILLUSIONIST

CT 1 min. R touch D 10 min./lvl.
SV none SR no Comp V, S, M

With the casting of this spell, a silvery symbol is created, which will float in the air around the caster's head. The ward has double the hit points of the caster and moves to constantly position itself in front of successful strikes made at the caster from the direction the caster is facing. Any attack that causes physical damage, magical or mundane, that would normally successfully affect the caster, instead damages the ward. It protects only against targeted effects; against area effects it provides no special protection, but still takes full damage. The spell can only be cast once in 48 hours and lasts 10 minutes per caster level, or until reduced to 0 hit points.

The spell requires a sphere of platinum worth 5pp.

WATER ARMOR LEVEL 2 CLERIC, 2 WIZARD, 2 ILLUSIONIST

CT 1 R touch D 1 min./lvl.
SV special (see below) SR h Comp V, S, M/DF

While casting this spell, the caster uses a cup of water from a white marble fountain and produces a spread of white bubbles which covers a touched target. The bubbles protect the recipient as though they were chain mail, providing +6 to AC, but weigh nothing and don't encumber the wearer at all.

WATER CIRCLE LEVEL 2 DRUID

54 CASTLES & CRUSADES

CT 1 R touch D see below
SV no SR no Comp V, S, M, DF

The caster uses any type of water and pours a circle around his camp then evokes the spirits of nature to guide his senses, and to guard and protect him. As long as the caster is inside the circle, he will know when anything comes into the area to attack. The circle can be as large as the caster has water to make a connected circle, at the CK's discretion.

WATER DART LEVEL 1 WIZARD

CT 1 R touch D see below
SV none SR no Comp V, S, M

The caster reaches into a container of water. The caster he may summon a number of water darts equal to his level plus one, to a maximum of ten darts at 9th level. These he can throw up to 60 ft. at a rate of one dart per round. The darts ignore mundane armor and inflict 1d4 points of damage, but require a ranged melee attack roll to hit. The darts last until the caster exhausts his supply or takes any other action besides throwing one.

WATER JAVELINS LEVEL 2 DRUID

CT 1 R touch D 1 rd.
SV no SR no Comp V, S, M, DF

In order to cast this spell, the caster must be standing with both feet in some type of water. The spell generates two javelins, both of which can be hurled, accurately, up to 300 ft. in a single round. Each javelin inflicts 2d6 in damage, has a +3 bonus to hit and may hit creatures that are only hit by magical weapons.

WATER SEARCH LEVEL 3 DRUID, 3 WIZARD

CT 1 R 1 mile./lvl. D 1 min./lvl.
SV no SR no Comp V, S, M

This spell allows the caster to search for any specific object with which he has had contact or with which he is otherwise familiar. The range of the spell is 1 mile per caster level in any direction. If the item he is searching for is in his range, he knows the direction and can see the location of the object.

The caster must use a pearl to cast this spell.

WATER SPEAR LEVEL 4 DRUID

CT 1 R touch D one battle
SV no SR no Comp V, S

This spell creates a magical spear from the moisture in the air. The spear floats above the head of the caster, striking as the caster strikes. Every time the caster makes a successful melee attack, the spear also strikes the same target for 1d6 +2 points of damage. The spear remains with the caster for the duration of one battle, or until the caster ceases to engage in melee.

WINDS EMBRACE LEVEL 2 DRUID

CT 1 R touch D 10 min./lvl.
SV strength negates SR yes Comp V

With the casting of this spell and a successful touch on an opponent, the caster may attempt to bind a foe with an invisible wind spirit. The target of the spell is allowed a strength save to resist the spirit. If the victim fails their saving throw he suffers

a -2 penalty to attacks and other action rolls for the duration of the spell, as he is partially restrained by the wind spirit. Multiple castings are not cumulative, but may reset the duration.

WITHDRAW POISON LEVEL 1 DRUID

CT 1 R touch D 1 rd.
SV none SR yes Comp V, S, M, DF

This mildly painful spell is used to draw toxins from a victim of a recent poisonous attack. The caster pierces the skin of the target with a thorn, which causes 1d3 points of damage. The thorn then acts as a leech, drawing forth and absorbing any poison which has entered the target's body in the last 10 rounds. Once all of the poison is withdrawn, the thorn falls out.

WIZARD'S AURA LEVEL 2 WIZARD

CT 1 R caster D 1rd./2 lvls.
SV charisma negates SR no Comp V

This spell causes a magical glow to flow around the body of the caster. Whenever the caster takes damage from physical blows, the aura spreads to cover the weapons that hit the caster, causing them to glow for 1d8 minutes. This glow radiates an aura of fear which frightens the wizard's foes, warning them that this spellcaster is deadly to deal with in a battle. Foes attempting to use the glowing weapons must succeed at a charisma save or suffer -1 to AC and -2 to hit for the duration of the glow.

WIZARD'S GLARE LEVEL 4 WIZARD

CT 1 R 50 ft. D 1 rd./lvl.
SV wisdom half SR yes Comp V, S

This spell causes the eyes of the caster to burn with a baleful fire. Anyone looking into the eyes of the caster must roll a wisdom save. Those that fail their save suffer 1d6 points of subdual damage per level of the wizard and are stunned for 1d4 melee rounds. If they make their save, they take half damage and are not stunned. Stunned victims are unable to take any action except to defend themselves, though they lose their dexterity bonus to AC (if any).

WIZARD'S HOMECOMING LEVEL 9 WIZARD

CT 5 R touch D instant
SV see below SR no Comp V, S

This handy spell eliminates the logistical nightmare of transporting a dragon's horde or some other vast quantity of treasure with which the fortunate wizard finds himself burdened. The wizard inscribes a circle upon the ground and places all the treasure and magical items he has collected within it. He then casts the homecoming spell and all of the collected material is teleported to his home and into any special vault or chamber he has designated for the purposes. The spell may only transport non-living materials, and intelligent magic items are allowed a save to resist transportation.

WIZARD'S LEECH LEVEL 5 WIZARD

CT 1 R touch D 1 week/lvl.
SV intelligence negates SR yes Comp V, S

This spell is a curse placed on an enemy. While the curse is active, all damage done by the target is halved. For example, if the enemy strikes with a sword or uses a *fireball* spell, all of that possible damage is cut in half. If the attack used by the accursed

individual allows a save, damage may potentially be reduced even further. The spell continues until the victim receives the benefits of a *remove curse* spell.

WIZARD'S TRAP LEVEL 6 WIZARD

CT 3 R touch D see below
SV no SR no Comp V, S, M

The spell wraps a protective field of energy around an object of any type according to the wishes of the caster. When any creature but the caster attempts to use or even touch the object upon which the trap is placed, the trap causes 5d6 points of damage to the creature. If, after the initial effect, the creature is not deterred and continues to meddle with the protected object, the trap will cause an additional 1d6 points of damage for each round tampering. The spell lasts 1 melee round per caster level, beginning the moment the trap is triggered.

The material component of this spell is a master-crafted lock.

WORD OF DOOM LEVEL 5 ILLUSIONIST

CT 2 min. R touch D see below
SV intelligence negates SR yes Comp V, S, M

This potent spell inflicts damage upon a chosen foe with the utterance of a single word. The spell may be cast up to twelve hours in advance to its actual use, with the illusionist holding back only the final, trigger word of the spell. When the caster touches a foe and speaks this final word, the magic is released, dealing 1d8 per caster level in damage. Once it is cast, the spell is considered expended, even if the trigger word is never spoken.

The material component for this spell is a diamond worth 50gp.

Y

YABIN'S CURSE LEVEL 3 ILLUSIONIST

CT 1 R touch D instant
SV intelligence negates SR yes Comp V, S, M

This spell causes one of many effects upon the chosen target, determined randomly. When cast, the enemy is allowed an intelligence saving throw. If he makes the save, the spell fails. If the victim fails the save, roll 1d6 and choose the corresponding effect from the list below:

1 – The victim is struck with a blast of fire which causes 3d6 hit points of damage.

2 – The victim is struck with a freezing wind which throws him to the ground and covers him in frost, inflicting 2d6 hit points of cold damage.

3 – The victim sprouts pungent but edible mushrooms all over his body; this effect blinds him for 1d6 melee rounds.

4 – The victim becomes nauseated and throws up for 1d6 melee rounds, during which time he is unable to attack and loses dexterity bonus to AC.

5 – An image of the victim's mother (or other appropriate maternal figure) appears and starts yelling at him for being a

bad son/daughter and never writing. The victim suffers -2 to all mental saves due to extreme embarrassment.

6 – The victim is surrounded by a round table packed with food the victim likes to eat. The food is available to everyone after the victim is captured, surrenders or is otherwise defeated.

This spell requires a 15gp bar of gold.

Z

ZEPHYR FLAIL LEVEL 3 CLERIC

CT 1 R caster D while held
SV none SR no Comp V, M

A normal quality flail is needed for the casting of this spell. With the casting, an aura of air magic flows over the weapon, granting it the ability to strike creatures which normally may only be struck by magical weapons. The flail inflicts double its normal damage as well as magically doubling its reach.

ZEPHYR SHROUD LEVEL 3 CLERIC

CT 1 R caster D 1 rnd./lvl.
SV none SR no Comp V, DF

With *zephyr's sound* the cleric evokes the power of the elemental dragons, channeled through his holy symbol, and generates a dark, cloak-like shroud around his body. The shroud prevents 1st and 2nd level spells from affecting the caster as long as the cloak is active.

ELEMENTAL MAGIC ITEMS

AIR ELEMENTAL ICON

This item is a small clear crystal, within which is contained a twisting, swirling mist. Once a week, the user of the icon can summon an air elemental, of equal hit dice as the user, as described in *Monsters and Treasure*. This elemental is extremely friendly to the summoner and will try its best to do what the summoner asks.

AIR OINTMENT

This small jar contains five applications of a magical ointment. Each application changes the face of the user to match a face that the user has seen in the last 30 days. This only changes the shape and coloration of the face; it does not replicate the voice, hair or stature of the "original". The change lasts for 10 hours.

AIRY BRACERS

These bracers generate a stiff breeze in a battle which lessen the effects of attacks upon the wearer. So long as both bracers are worn, the wearer gains damage resistance of 1 point. In addition, the breeze also keeps noxious gasses from touching the wearer so he is immune to the effects of such gasses, whether they be mundane or magical.

AMBER COIN

This coin is a trap which encases its victim in amber and holds them

in suspension. There is no saving throw; the trap automatically activates when the coin is touched. The target is trapped and remains so until released by *dispel magic*, *remove curse*, or other similar spell, during which time he cannot be hurt or influenced by other magicks, nor does he suffer any other effects (ie: suffocation, thirst, hunger) for the time he is suspended. When the trapped creature is released, the magic of the coin places the victim in a safe area with no chance of being immediately attacked. Once a creature has been trapped, it can never be trapped by such a coin again, which could allow them to freely carry the coin. The coin can function once every 7 days.

BERYL STILETTO

This weapon is a nine inch long stiletto, with a blade formed from a single gem-stone. When used to stab, it never misses and always does maximum damage (4 points) per strike. It can strike twice a melee round.

BLAZING WALLET

The magical wallet requires a special command word to open. This command word is chosen by its possessor. If anyone attempts to open the wallet without the command word, it bursts into flame and does 3d6 points of heat damage to the thief, but deals no damage to the wallet itself or the things stored inside it. It can store 300 coins of any type, 40 jewels of any type, and 10 pieces of jewelry of any size. The current owner of the wallet may transfer ownership to a new owner any time he wishes. The new owner will find a large gold coin in the wallet when first opening it. If lost or abandoned for more than 1 week, all items within return to the possession of the last owner, but the wallet remains where it is, empty save for the single gold coin.

BURNING ICON

The burning icon is a small red amulet. The amulet may be thrown at a victim, who is entitled to a dexterity-based saving throw to resist its effects. Failure means the victim takes 10d6 fire damage; the icon then returns to its wielder. Success means the icon misses the target and falls harmlessly to the floor (and can be used by its intended victim!) The fire within the icon can only be activated once every seven days.

CITRINE HOLY DEVICE

This device, made from an unshaped citrine, is worn around the neck of the possessor. It changes to match the holy symbol of the wearer's deity, or into a symbol with a nature deemed holy by the wearer. The item raises the wearer's wisdom to 18 or adds +1 to Wisdom if the wearer already has a wisdom of 18 or greater.

COIN OF RETURNING

This coin possesses the power to return elemental beings to their home dimension. The wielder throws the coin at the selected target, forcing a wisdom save. If that being does not make its saving throw, it is sent back where it came from never

to return or be summoned again. If it does make its saving throw, however, the elemental can use the coin himself, forcing the foolish creature who threw the coin at it to make his own save, the failure of which sends the original thrower to the elemental's home dimension.

CRYSTAL OF HEALING

This is a small crystal, of a size which is easily held in the palm of one's hand. For each day the crystal is held by a living creature in such a manner, it absorbs one hit point's worth of healing energy, up to a maximum of 50 points. This stored healing energy may be called upon when needed to heal a wounded character for up to 25 hit points. The crystal can be used for healing once per day.

DAGGER OF WARNING

This is a finely crafted and obviously magical dagger of great value. The blade features moving engravings of a variety of water creatures. The holder of this +3 dagger is mentally warned of any dangerous approaching water creatures (this includes creatures composed of water and those which live in water) which come within 600 ft. of the dagger, making him immune to surprise from said creature. In addition, the wielder knows what the dangerous creature is and what type of damage it can do. The dagger always inflicts maximum damage on a successful strike (for a total of 7 points) when used against a water creature.

DIAMOND HAMMER

This appears to be a dwarven-made heavy war hammer with a diamond encrusted head. When the hammer is successfully used to strike a foe, a wave of magic spreads from the hammer which automatically opens all doors and locked chests within 10 ft. of the strike. It does normal war hammer damage and is +3 to hit and damage, or +6 to dragons, giants, and undead.

DIRE COIN

This brass coin features a coiling dragon on one face and a bursting sun on the other. When the holder flips the coin, it remains suspended and turning in the air for 1d6 rounds. Any beings coming within 30 ft. of the coin take 2d6 points of fire damage with no chance of saving for each round they remain within its area of effect. The coin can only be used once in a 7 day period.

DIRE LAMP

This is a brass lamp of exotic shape, upon which are engraved stylized flames. Lighting the lamp summons a 10HD fire elemental. It freely does one task or fights one battle for the wielder of the lamp and then it roams the land looking for a volcanic region in which to make its home. If the elemental is killed in the course of obeying the command, the lamp turns to ash. An elemental can be summoned only once every thirty days. The lamp won't light unless an elemental can be summoned.

DRENCHING RING

This is a silver ring set with five pearls, each of a different size. When the ring first comes into a character's possession, it is holding the following spells: *dry* (1st level), *water armor* (2nd level), *summon lesser vapor guardian* (3rd level), *call lesser water elemental* (4th level), and *floating vapor ward* (5th level). The ring can be used by anyone, however only a wizard with knowledge of the above named spells can restore them by casting the spells into the spent storage cells (the pearls) of the ring. When recharging the ring, the wizard may replace any of the above spells with a different water themed spell of equivalent level.

ELEMENTAL CLOAK OF HIDING

This lengthy, flowing cloak is embroidered with emblems representing the four elements. The purpose of the cloak is to blend the wearer's appearance with that of a single element with which he has surrounded himself, rendering him virtually invisible. For the cloak to function the wearer must be doing one of the following: flying through the air, standing in or moving through water, walking on the sands of the desert, or standing in a normal fire.

ELEMENTAL FIGURINE – WATER, EARTH, FIRE, AND AIR

Each of these 1 ft. tall figurines is carved in roughly a humanoid shape, and engraved with symbols representative of a single element. When the proper element, the statue becomes animate and grows larger, taking the form of a 10 HD elemental of the appropriate type. It stays animated for 60 minutes and follows the mental orders of the user.

The figurine can be used once every 48 hours and must be exposed to moonlight for 60 minutes before it is used again. It regenerates all its lost hit points between transformations. If it loses all of its hit points in a summoning, the figurine turns to dust.

ELEMENTAL WIZARD'S BRACERS

This pair of light weight leather bracers are embossed with eldritch symbols and are intensely magical. They prevent the wearer from being influenced by certain magical effects. Any spell or spell-like ability which has one or more of the following effects is stopped by the magic of the bracers: turning to stone, paralysis, charming, and holding.

ELEMENTAL WIZARD'S STAFF

This ivory staff is intricately carved with symbols representing the four elements, and is magical in nature. The staff holds 25 charges, each of which may be expended to throw forth an elemental blast. The form of the blast (earth, air, fire, or water) is determined by the user at the time it is expended. The blast does 6d6 points of damage to a single target at a range of up to 300 ft. The blast never fails to strike the intended target, but the target is allowed a dexterity save for half damage.

FIRE RUBY

This large ruby contains within it a small flame, about as bright as a candle. If the owner of the ruby is ever struck by a fire type attack, such as a spell or breath weapon, for which he fails

his save, he is allowed to immediately make a second saving throw. If he also fails the second save, the ruby shatters.

FIRE SPEAR

This is an 8 ft long spear with a red steel spear head. When used in combat, it confers +2 to hit, and bursts into flame. The flame does an additional 1d6 points of fire damage to a victim successfully struck by the spear head.

GALE STAFF

This +3 quarterstaff allows the caster to expend two charges to cast *fly* as described in the **Player's Handbook**. It has 50 charges, and can only be recharged by an elemental cleric of at least 15th level. Expendng a single charge allows the staff the chance to strike for an additional 3d8 points of damage. The charge isn't used if the staff does not strike.

GOLD BAR

While in possession of the wielder, this magical device increases the monetary value of any treasure by which is taken from its previous owner (by means of theft, looting or violence) by 10%.

There is a minor curse upon this item which results in others hearing about its power and desiring it enough to risk stealing it from the owner.

GUSTING FAN

This is an ornate hand-held fan of exotic design. The fan has five charges. Using the fan to blow on a cursed item or person removes that curse with no need for a saving throw. The fan cannot be recharged but is worth 5,000 gold pieces after the final use because of the artistic nature of the designs on the fan.

JADE HELM

This steel helmet is embossed with ornately carved plates of jade. The helm magically allows the wielder to strike once at every enemy within reach of his melee weapon for a single round. The magic of the helm may be used once per day.

LAVA POT

This small, black iron kettle clearly contains molten lava and is warm (but not uncomfortably) to the touch. Once every 30 days, the pot may be activated (essentially, tipped over), at which time it pours out a 10ft x 10ft bed of lava. Touching or contacting this lava causes 5d10 points of heat damage to the victim. The lava stays hot and dangerous for 60 minutes.

MARINER'S HELM

This verdigris-covered bronze helmet features a fin-like crest and scaled neck guard. Once per day the wearer is allowed to cast *charm monster* (**Player's Handbook**), but the spell only works on sea creatures. The sea life is allowed a save at -5 to avoid being charmed. The wearer can communicate with all types of sea life. With the helm on, normally aggressive sea creatures will hesitate 1d4 melee rounds before attacking,

unless first attacked.

RING OF REVEALING

This crystalline ring appears to made of glass, but is much harder. After expending a charge, the ring must be removed from the wearer's finger and held in front of one eye (with the other eye closed) so that it may be peered through. Doing so will allow the viewer to see the location of any traps and secret doors up to 60 ft. away, for a duration of one minute. Recharging the ring requires the services of an elemental cleric, who will cover the ring in gold dust and have the wearer watch the dust blow away in a stiff breeze. The ring holds up to 25 charges.

RUBY ELEMENTAL AMULET

This amulet is a gold chain from which hangs a large, rough-cut ruby. The amulet may be used once per week to summon a large earth elemental of 10 HD. The creature tries to do one task asked by the summoner. If the elemental dies in the process, the amulet shatters.

SHIMMERING SHIELD

The surface of this shield glistens like a pool of water in the sunlight, and radiates a faint coolth. The shield puts out all non-magical fires at the command of the user within a 10 ft. radius. Also, the shield has a 1 in 4 chance to put out enchanted fires including dragon breath and fire elementals on command.

SILVER MAIL

This armor appears to be a light chain mail shirt. When donned, it expands to generate a complete suit of +3 chain mail totally covering the body of the wearer. It halves all damage done by undead or magically summoned creatures.

SMOLDERING CRYSTAL

The crystal generates a mirror image of the highest level character within 1,000 yards. This mirror draws to itself all attacks and acts as though it is a staunch ally of the user. The image has all of the statistics of the summoned character, who will know he has been duplicated and will know exactly where his duplicate is. The effect lasts for 1d6 rounds and the crystal can be used but once per month.

SPARKING WAND

This wand is carved from cooled lava and covered in stylized copper flames. Upon expending a charge, the wand generates a number of sparks equal to the level of the wielder. These sparks fly out and cluster around the head of a victim. Once each round, one spark explodes dealing 6 points of heat damage to the victim, who can save for half damage. The other sparks can be smothered or washed away before they explode. The wand holds 50 charges.

STONE AMULET

The amulet is formed of a polished stone hanging from a silver chain. It allows the wearer to cast the *locate item* spell once a

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week. It can be used by any character class.

SUNSTONE DRAGON ICON

This icon takes the shape of a dragon, carved from a single sunstone. Once every 7 days the wielder of the icon can summon a sunstone colored dragon of equal hit dice to the icon's owner. This dragon possesses all the powers and magical ability of a red dragon, with spell casting ability, but will match the user's alignment. Once summoned, the dragon tries its best to do one task for the summoner. If the dragon is killed in the process, the icon crumbles to dust.

TEMPEST COIN

This silver coin features a stone keep beneath a storm cloud on one face, and a shield bearing a stylized whirlwind on the other. The owner of the coin enjoys a +2 bonus to all saving throws while the coin is in his possession.

TIDAL ARMOR

This +2 armor is as protective as plate mail and shield, but has no weight and shrinks or grows to fit any size user. It bubbles and rolls about the user making it very easy to note the armor is highly magical.

TOPAZ MIRROR

The device appears as a normal mirror with a pale colored topaz at the top of the mirror. It is actually a luxurious, magical chamber which the holder can enter for as long as he wishes. Those knowing of the power of the mirror are able to put their hand into the pocket dimension formed by the mirror, but only those who know its command word or are invited by the owner can enter. There is fine food and drink for a week for six visitors to be found in the luxurious suite within the dimension formed by the mirror. Those using the dimension can go in and out of the mirror as they wish by touching the sides of the mirror.

VAPOROUS WAND

This long, slender wand forms a gentle spiral, and is fashioned from a pale blue metal. The wand allows the user to cast the spell *call small vapor dragon* once per day. Each use of the wand expends one charge. The wand starts loaded with 50 charges.

WATER COIN

This platinum coin features a sunbathing mermaid on one face, and a sunken treasure ship on the other. While the coin is worn in such a manner that it lies against the skin of the wearer, he can breathe safely under water and see up to 180 ft. away in all directions no matter how dark the surrounding ocean may be.

WATER OPAL

This watery blue opal may be used to summon a strange type of water elemental, with a shape similar to a stingray. The creature is designed to carry up to 10 individuals and deliver them across a body of water. The user summons the creature, which he and his allies may board. The user then points to where he wants to

go. Only one direction is allowed and the elemental continues to carry the group across any size body of water. The opal owner can also name any port or city boarding the body of water and the elemental takes them to that place. If attacks on the party are made while traveling, the elemental takes all damage and speeds away from the danger. There is no chance for passengers to be forcefully dismounted. No matter what the distance, the elemental arrives at a destination in 60 minutes. It can perform no other actions save transporting the owner and his companions.

WAVEHAMMER

This is a heavy two-handed war hammer, but with a head which appears to be made out of solidified water. The weapon is +3 or +6 versus all types of enchanted creatures, striking for 1d10 points of damage with each successful hit.

WAVE CRYSTAL

This clear, bluish crystal is about the size of a man's thumb, and emits a faint sound of surf, like that of a seashell held up to the ear. While carrying this crystal, the owner is immune to all water-based attacks both mundane and magical, including attacks from water elementals.

WIND WAND

This thick appears to be made of fogged over crystal. By expending a charge, the wielder of this wand can cast a 6th level *Heylin's Mist* spell. The wand has six charges and cannot be recharged. Only spell casters can use the wand.

WIZARD'S RING OF DAMAGE ABSORPTION

Once a day, after being struck by an attack that has done more than 5 points of damage, the ring covers the wizard in a magical glow for 60 seconds and instantly heals all the damage of that attack. This defense occurs automatically, the first time each day that the wearer is targeted by an effect inflicting enough damage to trigger its activation.

ZEPHYR CLOAK

This pale greenish cloak seems to always flutter in the breeze, even when no wind is present. While worn, the cloak stops missile weapons (not including thrown boulders or artillery type attacks) from striking the wearer, and diverts gas attacks away from the wearer. The cloak has ten uses and then requires the services of an elemental wizard and three green dragon scales to be applied to recharge the cloak.

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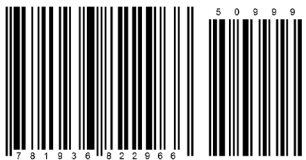
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