

Matthew J. Hanson's

50 New Ways To Blow Things Up

Starlanko the Magnificent's
Big Book of Evocations



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50 New Ways to Blow Things Up **Starlanko the Magnificent's Big Book of Evocation!**

by Matthew J. Hanson

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Abbreviations

PHB = Player's Handbook

DMG = Dungeon Master's Guide

Contents

Introduction 4

The Spells in this Book	4
Are Evocations for Me?	5
Tactics	5
How The Spells Are Organized	6
Spell List	7

Spells 8

Acid Spit	8
Arcane Feedback	8
Armor of Light	9
Blinding Light	10
Bonds of Lightning	11
Carpet of Fire	12
Cauterize	12
Chocking Darkness	13
Consuming Line of Acid	14
Crumble	15
Darkheart	15
Dim	16
Encase in Ice	16
Eternal Shadow	17
Eruption	18
Explosive Dispel	18
Freezing Wind	19
Force BeatStick	20
Force Spike	20
Ghost Bomb	21
Globe of Electricity	21
Ignition	22
Inner Explosion	23
Javelin of Light	23
Light My Fire	24
Lightning Capacitor	24
Living Lighting	25
Molten	26
Phase Explosion	26
Phase Ray	27
Pointer	27
Pressure Spray	28
Push	29
Quick Shot	29
Reciprocity	30
Resonance	30
Signal	31
Slam	31
Smart Blob	32
Smart Missile	33
Sword Shock	33
Trip Line	34
Useful Second-Level Damage Causing Spell	34
Vorpals Disk	35
Water Blast	36
Washout	37
White Noise	37
Wildspell	38

Appendix I: Bard, Cleric, Druid, & Paladin Spell Lists 40

Bard	40
Cleric	40
Druid	40
Paladin	40

Appendix II: New Feat 41

Scribe Generic Spellbook	41
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Open Gaming License 42

Your Notes 43

Introduction

Greetings and thank you for purchasing *Fifty New Ways To Blow Things Up: Starlanko the Magnificent's Book of Evocations*. I, as you may have guessed, am Starlanko the Magnificent. This book is sort of a culmination point for me. After years of selling spells on a one-to-one basis, I am finally able to reach the broad market I had always hoped to and bring you the greatest spell-related tome ever written!

Instrumental to this tome is a new technique of spell scribing developed after years of research that allows you to prepare spells directly from this book, even if you have never seen the spell before in your life.

If all goes according to plan, this spellbook will be the first in a series of *Fifty New Ways to...* spellbooks. Each will focus on a different school of magic, each one as good, if not better, than the one you hold in your hands. If you enjoy this book or find it useful, please be on the lookout for further volumes. Feel free to scribe me a letter or contact me via *sending* as I'm always eager to hear the opinions of my fans. Or better yet, tell let all of your friends about the book; word of mouth is the greatest form of advertising.

All of the flavor text in this book is written with the idea that *Fifty New Ways to Blow Things Up* is not only available to the players, but to their characters as well. Thus, it is written by Starlanko the Magnificent, a powerful wizard and experienced salesman who lives on a generic fantasy world. Details for pricing of *Fifty New Ways to Blow Things Up* can be found in the lower sidebar on this page.

The flavor text is also designed to help spark campaign ideas for adventures, and especially NPCs. The names of specific kingdoms or historical events can be easily changed to reflect your campaign. Feel free to borrow any ideas and use them in your game.

The Spells in this Book

First, I want to include a brief disclaimer. Under certain literal interpretations, the title of this book could be perceived as being not entirely accurate. There are fifty spells in this book but not every spell *literally* blows something up. I prefer to think of it as a metaphor that signifying that the spells contained within belong to the evocation school, a school that is well known for its ability to blow things up. Thus, I do not feel that the claim made by the title is intentionally misleading.

The spells contained herein are a number of evocations that I have collected over several decades of travel. These journeys took me from the to the dragon filled lands, to the elemental planes, and even to the Mage Academy of my youth. I have

Spellbooks for Sale

Fifty New Ways to Blow Things Up may be available for purchase in your campaign. The in-game version of *Fifty New Ways to Blow Things Up* contains all of the flavor text in this book as well as the magical notations common to spellbook format. The spellbooks are all scribed using the new Scribe Generic Spellbook feat (see Appendix II), so they are much easier to memorize than from a typical borrowed spellbook. (See feat description for details.)

Several options are listed below for purchasing the spells: buying them all in one set, buying them in multilevel volumes, or buying them on a level by level basis. In true salesman's fashion, the larger the quantity of spells purchased, the lower the price per spell is.

Complete Three Volume Set

Spell Levels 1-9

19620 gp

Plus comes with a free copy of *Starlanko the Magnificent's Elementary Draconic Primer!* A 500 gp value!

Volume I

Spell Levels 0-4

5500 gp

Volume II

Spell Levels 5-7

9500 gp

Volume III

Spell Levels 8-9

6800 gp

By Spell Level:

Zero 330 gp

One 550 gp

Two 880 gp

Three 1650 gp

Four 2640 gp

Five 3300 gp

Six 3300 gp

Seven 3850 gp

Eight 3520 gp

Nine 3960 gp

If you enjoyed this book, you might want to check out "The Adventures of Starlanko the Magnificent", a fiction series featuring the same Starlanko the Magnificent (albeit in his younger days). While the stories connect to each other, and events from one month affect the next, each episode is also a complete story by itself, allowing you to start reading any time you want.



assembled what I deem to be the cream of the crop of the school of evocation. Like most things in life, I have developed a general philosophy about which spells I should allow into this book, and that general philosophy is this: every spell in this book must have an aspect in which it surpasses all others. That is to say, for each spell circumstances exist where said spell is the best possible spell to use. Some of these uses are highly specialized. For example, *ghost bomb* is the best spell to use when your opponents are partially or completely located on the ethereal plane. Other spells have more general usages. *Useful second-level damage causing spell* is the best spell when you want to cast a second level spell that causes damage but does nothing else. Most of the spells herein fall somewhere in between.

I have occasionally also included a few spells based primarily on their 'cool factor,' such as *vorpal disk* (*Vorpal disk* is a disk of force that cuts people's heads off! How cool is that!) However, even these spells must be useful, even if they are not the singularly most useful spell in a given situation.

One small addition has been made to the conventional spell descriptions. For spells with costly material and focus components, a (C) has been added after the M and F, in the components line.


Are Evocations for Me?

The evocation school is one of the most popular schools of magic for a very simple reason: it allows you to blow stuff up. Allow me to elaborate. Evocations are a great school to study for the adventuring wizard, or any other spellcaster who frequently engages in combat. If you are an armchair wizard, a peacenik wizard, or a wizard who tries to stay behind the scenes, there are probably other schools you want to focus on. While the evocation school does have its fair share of handy day-to-day spells, (I am a huge fan of *what's-his-name's floating disk*) the school is really known for what it does best: dealing damage.

I firmly believe that effectively dealing damage is only half of why evocations are so popular. The other half of the equation is instant gratification. Here's what I mean: transmutation can allow you to increase your allies fighting power, thus more effectively overcoming the enemy. Conjunction could allow you to summon a celestial giant bombardier beetle to attack the enemy, also allowing you to overcome your foe. Note in both these cases, damage is being dealt to your enemy as a result of the spell but always through some intermediary. Evocation lets you shoot a ball of boiling acid into your opponent's face, burning him horribly and possibly scarring him for life. That's what I mean by instant gratification.

Tactics

Each spell herein includes specific tactics for that spell, but I also felt it wise to include some general



tactics for the evocation school of magic. Many tactics of evocation spells are obvious: if something needs to be hurt, cast evocations spells at it. Sometimes circumstances call for a slightly more strategic approach, in which case I have a few suggestions.

Area Effects

Area effect spells are great for several reasons. First of all, they hurt lots of people. While this is obvious, it is something that many people don't exploit as much as they ought to. One of the best tactics when using area effect spells is to find ways to blow things up while your friends are within the area of effect and not have to worry about damaging your comrades.

An easy method to accomplish this is to use spells that all have the same energy type and ward your friends against that energy type (i.e. *fireball* and *protection from energy (fire)*). You could also use magical items such as *rings of elemental resistance* to protect your crew. One of the disadvantages of the magic item scheme is that if you become notorious, people might hear rumors of your strategies and protect themselves from the typical energy. Using a spell allows you to constantly change the energy type, but it also requires more hassle. Magic that provides spell resistance is another good way to protect your friends.

Even if they are not magically protected, some of your allies might be okay with the possibility of getting caught in an area effect spell. For example, those monastic types might rely on their heightened reflexes to evade your *fireball* or those crazed half-orcs brought up on the edge of civilization might be happy to suck down the damage.

Regardless of what is the most tactically useful plan, I suggest you talk to your friends first before trying to blow them up.

Metamagic

When it comes to evocation, the best metamagic abilities to apply to spells are those that increase your damage potential, most notably Empower Spell, Maximize Spell, and Quicken Spell. With rare exception, these feats will end up dealing more damage than a spell equal to the level of the modified spell. I've even known wizards who only prepare metamagically influenced spells for their highest slot. If damage is your only concern, metamagic is a good way to go, although casting higher-level spells do have other benefits.

Metamagic applications can be especially effective on spells that deal damage over an extended time, as these types of spells do not increase in damage as rapidly as instant damage spells.

When it comes down to choosing between Empower and Maximize, I tend to lean Empower Spell. Empowering is slightly less taxing although Maximize

does deal more damage at an equivalent spell slot. Of course, you could always use Maximize Spell and Empower Spell in conjunction.

Quicken spell is what I consider icing on the cake. Of course, it will not do nearly as much damage as a spell of an equivalent slot. However, it allows you to get off another spell that you wouldn't be able to otherwise. If you are a big metamagic user, I recommend putting an empowered spell and a quickened spell in your highest slot, and then a seconded quickened spell in a slightly lower slot.

That's what I have to say about that. Now we move on to what you really want: the spells!

How The Spells Are Organized

The spells in this book are listed in alphabetical order. The verbal components of the spells are listed in both the Draconic and Common tongues, either of which can be used as the spellcaster prefers. Following the actual magical writings of each spell are some more mundane writings pertaining to them. These writings are notes I have made in regard to two main points. First is a brief description of the history of the spell, often including how it was created, or in the least how it came into my possession. The second main section of the descriptive text is my advice on how to best utilize the spell, when it is most effective, and what strategies to employ.

Young, impulsive wizards might be tempted to skip over this advice and just use the spells as they see fit. I would like to point out to these individuals that I have managed to survive long enough cast ninth level spells.

Spell List

0-LEVEL SORCERER/WIZARD SPELLS

Cauterize: Stabilizes but damages target.

Dim: Dims light sources within 100 feet of object touched.

Light My Fire: Starts a fire quickly.

Pointer: Shines a beam of light from your finger.

Signal: Creates a loud sound.

Trip Line: Creates a line of force, often used to trip creatures.

1ST-LEVEL SORCERER/WIZARD SPELLS

Blowtorch: Creates a flame capable of cutting through steel.

Sword Shock: Deals 1d4 damage/level, and target may drop object held.

Pressure Spray: Deals 1d6 non-lethal damage and may knock down targets.

Push: Pushes one creature or object.

White Noise: Creates a loud sound causing -20 penalty to Listen checks.

2ND-LEVEL SORCERER/WIZARD SPELLS

Force Beatstick: Beat stick made of force deals 1d6 points of damage +1/two levels.

Reciprocity: Deals 1d8/level to target and half to caster.

Slam: Slams two targets together dealing 1d6/two levels, possibly stunning targets.

Useful Second-Level Damage Causing Spell: Deals 1d6 points of damage/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Acid Spit: Spit deals 1d6 points of acid damage, and blinds target.

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Force Spike: Spikes of force deal 2d6 and pin target in place.

Molten: Melts metal object, deals damage to creatures in contact with molten metal object.

Water Blast: Wave deals 1d6 non-lethal damage per level and may knock down targets.

4TH LEVEL SORCERER/WIZARD SPELLS

Bonds of Lightning: Electricity holds target in place and may deal damage.

Blinding Light: Object sheds light bright, enough to blind nearby creatures.

Eternal Shadow: Object permanently radiates darkness.

Freezing Wind: Wind deals 1d6 cold damage per level and may knock down or blow away foes.

Ignition: Target ignites dealing 3d6 fire damage per round.

Smart Missile: Missile deals 1d6 damage per level and continually follows target.

5TH LEVEL SORCERER/WIZARD SPELLS

Carpet of Fire: Fire covers the ground, dealing 3d6 +1 per level damage per round.

Inner Explosion: Explosion deals 1d6 damage per

level to target object; 1d6 per two levels to nearby creatures.

Ghost Bomb: Bomb deals 1d6 damage per level to incorporeal and ethereal creatures.

Phase Ray: Ray passes through non-living matter, deals 1d6 damage per level.

Washout: Tidal wave deals 1d6 non-lethal damage per level.

Wildspell: Deals random amount of damage of a random energy type in a random-size area.

6TH LEVEL SORCERER/WIZARD SPELLS

Consuming Line of Acid: Acid deals 1d6 points of damage per level and damages equipment.

Darkheart: Darkness causes 1d6 points of damage per level, and target is shaken.

Javelin of Light: Light deals 1d6 points of damage per level, and target is dazzled.

Living Lightning: Creates uncontrollable creature of lightning.

Smart Blob: Deals 4d6 points of damage of random energy each round. Blob will change energy type if damage is ineffective.

7TH LEVEL SORCERER/WIZARD SPELLS

Arcane Feedback: Causes spells explode in caster's face. Deals 1d6 per spell level.

Choking Darkness: Creates impenetrable darkness and makes it hard to breathe.

Explosive Dispel: Cancels magic in explosive fashion.

Lightning Capacitor: Object stores multiple bolts of lightning each dealing 5d6 electrical damage.

Quick Shot: Quickly deals 1d6 points of damage per two levels.

8TH LEVEL SORCERER/WIZARD SPELLS

Bombard: Deals 1d8 points of damage, half fire and half concussion. Long range and long casting time.

Encase in Ice: Entraps target in block of ice.

Globe of Electricity: Electricity surrounds caster and allows caster to shoot small bolts of lightning.

Phase Explosion: Passes through non-living matter, dealing 1d6 points of damage per level.

9TH LEVEL SORCERER/WIZARD SPELLS

Crumble: Many objects or one large structure crumble to dust.

Eruption: Volcanic eruption deals 1d6 points of damage, releases fumes and lava.

Resonance: Sonic vibrations damage specific substance.

Vorpal Disk: Creates a disk of force that can sever heads.

Note: Lists for Bard, Cleric, Druid and Paladin spells can be found in the appendix. A list of ranger spells can be found in a book dedicated to rangers. What else do you expect?

Spells

Acid Spit

Evocation [Acid]
Level: Sor/Wiz 3, Drd 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 2 ft./level)
Target: 1 creature
Duration: 3 rounds
Saving Throw: Reflex partial
Spell Resistance: Yes

When you cast this spell, you spit acid in the face of one creature, dealing 1d6 points of damage per level (maximum 10d6). If the target has eyes and they are not somehow protected, the spell also causes temporary blindness. A blinded character takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. A successful saving throw reduces the damage by half and negates the blinding effect.

On the second round, the spell deals half its original damage (after save), and on the third round it deals half that again (a quarter of the original.)

If a target of this spell spends a full round washing the affected area in water (or similar liquid) the spell (including blindness) will be negated.

Incantation:

Czhetuu
"Petuey"

Notes on Acid Spit

As most of you probably know, thousands of years ago our world was inhabited by an ancient civilization. What exactly happened to that ancient civilization is unclear, but some things are certain. The civilization left behind massive ruins, large piles of treasure, and quite a number of handy magical spells. *Acid spit* is one of those spells. Beyond the fact that I found it crawling around in a dungeon, I know rather little about the spell's history.

Acid spit is a nice spell to use when you only have one opponent that you are really worried about. It has good initial damage, potentially blinds the target, and in the end will deal more damage than a *fireball*, though *fireball* affects multiple targets. The fact that *acid spit* only has a verbal component to it can also be exploited in certain circumstances, such as if you are one of those rare wizards that like to wear armor, or if you are worried about being taken prisoner. For example, you are being held in the dungeon of an evil overlord, your hands are bound, and the jailer comes in to feed you. *Acid spit* in his face. If that doesn't

take him down, it will at least do enough damage that a meat shield could take him down. Then grab the keys and run. Or if you are being interrogated, using this spell to spit in your interrogator's face adds injury to insult.

Arcane Feedback

Evocation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Area: 60-ft.-radius emanation centered on you.
Duration: Concentration, up to 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell creates a field that hampers spellcasting for the duration of the spell. Any time a creature tries to cast a spell or use a spell-like ability within the area of the emanation, you and the caster make opposed caster level checks (1d20 + caster level). If the creature wins, the spell goes off as normal. If the checks are equal, the spell fails as though it were countered. If you have the higher check, the spell not only fails but also explodes in the target's face, dealing 1d6 points of damage per spell level of the spell, up to a maximum of 9d6 damage. Thus a failed attempt to cast *delayed blast fireball* would deal a 7d6 points of damage to the caster.

Material Component: A piece of paper looped into a Mobius strip.

Incantation:

Crarkch-ad-oet-un Snanjour-ek Njorse-ek-ivs-il
"And thus the snake shall eat its tail"

Notes on Arcane Feedback

The kobolds of the northern lands are known for having a significant number of sorcerers among them, and to settle disputes these sorcerers will occasionally engage in spellcasting duels. I happened to be witness to such a duel many years ago, in which the victor cast only one spell. After she cast her spell, she watched as the loser tried to cast spell after spell, only to find that two thirds of them blew up in his face. After the battle, the victor, a kobold named Meepella, was kind enough to provide me with a scroll containing the spell she used in the duel in exchange for a useful magic item. The result is a spell that I have taken to calling *arcane feedback*.

This spell works best when you are fighting a group that includes a high percentage of spellcasters and when you have plenty of allies. This spell will keep you busy for the duration of the encounter, but if you can significantly decrease the threat level of two or more of the opponents, then the offset can be worth it. Note that despite the name of the spell, the effects are not limited to arcane magic, so that pest cleric and her *cure* spells can be neutralized as well. While *arcane feedback* does not have the blanket effect that an *anti-magic field* would, it does have the added bonus of causing the target's spells to explode.

Armor of Light

Evocation [Light]

Level: Clr 3, Pal 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes the creature touched to radiate light from every part of her body. She sheds bright light to a radius of 30 feet and shadowy light an additional 30 feet beyond that. Looking directly at the target creature is difficult, granting concealment to the target (20% miss chance) and dazzling anybody who looks directly at the target for 1d6 rounds (no save). A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks. If a creature looks at the target more than once, she will be re-dazzled. The durations of the dazzle effect do not stack but are renewed whenever the creature becomes re-dazzled. The armor of light also provides a +1 deflection bonus per four levels (maximum +5 at 20th level).

Arcane Focus: A small mirror.

Incantation:

*Mooble-ek Grarouuga-ek-ivs-il Trazjel-ov Nashla-ub
"The sun grant me his protection"*

Notes on Armor of Light

It's not often that I hang around with paladins. Don't get me wrong, I love the guys, always slaying demons or rescuing babies. It's just that we tend to run in different circles. But there is one Paladin named Sir Jimmai that I do have somewhat of a connection with. I gave him a little bit of a boost when he first started adventuring, and he has never forgotten it. Sir Jimmai first brought *armor of light* to my attention. The spell had been granted to him in a dream by Leolus the Sun Lord, and after he had successfully mastered it, a group of wizards also dedicated to Leolus had developed an arcane version of the spell.

One of the few defensive evocation spells, *armor of light* is a nice incantation to round out your spellbook. It is useful anytime you or your allies want a little extra protection. At some point, you may ask yourself whether you want to use this spell or *displacement*. From a tactical standpoint, the question is best answered by your enemy's ability to hit you. If your enemy would normally hit you pretty much no matter what, you had better go with *displacement* because the protection that *displacement* offers is essentially a crapshoot. On the other hand, if the enemy would only normally hit you a fraction of the time, *armor of light* is the way to go, because the protection it offers might just be enough to tip the scales. From a non-tactical standpoint, this spell looks totally cool.

Blowtorch

Evocation [Fire]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round action

Range: Touch

Effect: Six-inch long jet of fire

Duration Concentration, up to 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

You cause a white, hot, six-inch long beam of fire to spring from your fingertips. The primary function of this beam is for cutting through inanimate objects. The beam does not completely destroy the object, but cutting enough of it may render it useless. For example, you could cut out a hole in a locked door big enough to walk through, though the door would still be otherwise intact. The rate at which you can cut through the object depends on its hardness (see the table below). Objects with a hardness greater than ten cannot be cut using this spell. You can only make cuts up to six inches deep, thus trying to cut through a foot-thick stone wall would have little effect.

In a pinch, this spell can be used offensively. If used as such you must make a melee touch attack to hit your opponent. A successful attack deals 1d6 points of fire damage +1 additional point per caster level (maximum +10). Attempting to damage an attended object counts as using the spell offensively.

Material Component: A clove of rotten garlic.

Hardness	Inches/round
0	12
1-4	6
5-8	3
9-10	1
11+	Unable to be cut

Incantation:

Zorkuuv-az Shargoorfi-ko-ek-Czech-Makolaa-ivs-ko-il-Sklaak-aith-il

"Bring forth the fire capable of cutting even the dragon's hide in twain."

Notes on Blowtorch

Assuming you have paid attention to major events in the past few decades, you probably know the name Callan. If not, just let me assure you the minions of evil have not enslaved our planet, and Callan was among those responsible for stopping such attempts (especially the attempts of the evil wizard Bargle.) If you do know about Callan, then you probably also know that he is a personal friend of none other than myself, Starlanko the Magnificent.

Blowtorch has the honor of being the first spell ever created by Callan back when he was just a wee little spellcaster. I never learned just what motivated him to create it, but I suspect it had something to do with breaking into a well-guarded vault.

Blowtorch has the advantage over *knock* in that it is more versatile and lower in level. *Blowtorch* can break you into or out of just about anything. In addition to doors, you can cut through ropes, tables, or even through a wall given enough time. Time is, of course *knock's*, greatest advantage. If you are chasing a bad guy, and he just slammed (and locked) an iron door in your face, you won't catch up to him with *blowtorch*.

Blinding Light

Evocation [Light]

Level: Brd 4, Clr 4, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 round/level (D)

Saving Throw: Yes (see text)

Spell Resistance: No

The object you touch sheds light that not only provides light equal to *daylight* in a 60-foot radius and shadowy illumination for an additional 60 feet, but also generates a 60-foot cone of highly focused light capable of blinding those caught within it. If a creature holds the touched object, the direction of the cone can be changed with a move action.

Anyone caught in the blinding cone must make a Fortitude save. Failure indicates the creature has been permanently blinded. A blinded creature has a 50% chance to miss in combat, loses his Dexterity bonus to AC (if any), and grants a +2 bonus on attack rolls to enemies that attack him. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision. Even if the creature succeeds on his saving throw, he is still dazzled (-1 to attack, Search and Spot checks) and furthermore, must make an additional save each round that he remains within the cone.

A creature within the cone who has not yet gone blind can shield his eyes. This effectively blinds the creature but saves him from the risk of permanent blindness. Creatures who suffer penalties in bright light suffer while exposed to this magical light, even if they are not within the blinding aura. Creatures that do not have sight cannot be blinded by this effect.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed. *Blinding light* counters or dispels any *darkness* spell of equal or lower level.

Arcane Focus: A magnifying glass.

Incantation:

Paartuum-un Bnavoo-Zjovshal-ivs-ek
"Your retinas will scream!"

Notes on Blinding Light

Choosing an epithet is a crucial aspect of the wizard's career. On the one hand, you don't want a dull or cliché epithet. Yes, the first wizard to use the name "the gray" was cool, but every wizard since with that title reeks of "poser." On the other hand, if you choose a dynamic and powerful epithet, such as "the Magnificent," you had better be prepared to live up to it. While the most popular wizard using "the Magnificent" has lived up to the hype, the same cannot be said for Ashborow the Evoker. Admittedly, Ashburow is *an* evoker, but if you make the claim that you are *the* in a field of magic you had better surpass your peers in that school. (The late Mendar the Transmuter could make that claim, but this is not a book on Transmutation, so I will not elaborate more on Mendar). Alas, Ashborow has spent most of his life trying to cover up his lack of greatness and is always trying to project the image that he is a better evoker than the rest of the wizards specializing in the popular field.

That being said, Ashburow is not completely incapable of useful spell creations; if he were, I would not be including *blinding light*, penned by Ashborow's own hand (to the best of my knowledge). Unless I included the spell as a clever ploy to make fun of Ashborow. But I wouldn't do that. While I do feel it lacks the poetic elegance of, say, *resonance*, *blinding light* is a useful spell.

Blinding light is most effective when your allies are apt at fighting in formation. A v formation is quite effective; the person holding the *blinding light* enchanted object stands at the apex of the formation and the others stand just outside the edges of the cone. If you want something less complicated, simply make sure that the person on the front line has the *blinding light* object, while you yourself are raining fiery death from the back lines. The point is to make sure that you keep your opponents in the cone of blinding light, and keep your allies out of it.

Bombard

Evocation [Fire]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 minute

Range: 1000 ft. + 100 ft./level

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell sends forth a bolt of fiery destruction that massively explodes when it strikes its target. The explosion deals 1d8 points of damage per level (maximum 20d8) to all creatures and unattended objects within its area. Half of this is fire damage, but the other half is a result of the concussive force of the explosion and therefore is not subject to being

reduced by resistance to fire-based attacks. If the explosion encounters a barrier such as a wall, and the damage is enough to break through the barrier, then the area of effect continues through to the other side. Otherwise the spell's area of effect stops at the barrier. *Bombard* can set fire to comestibles within the area of effect.

Material Component: A sling bullet.

Incantation:

Faafu-Moouurg-dra-ko-ek-Peteer-un-Dravitai-ko-il-il Veflats-az. Mwei, Faafu-Dougdrar-il Yap-un Koekai-ek. Peteeras-Vairoosh-il Dravitai-ek Yap-un. Peteeras- Vairoosh-il-tat-bwa, Kowekaii-ek-Nyalgkos-il-Yap-un-nye, Yelan-Shargoorfi-vei-il-mebwa, Tearkka-to-Kaayi-il-Neif-aim-Forsa-Faafos-ek-plei, Noop-Goga-Shargoorfi-vi-tat.

"Send forth the large explosion that shall destroy my enemies. Oh, it shall be a mighty explosion indeed and my enemies shall be utterly destroyed. And if they are not utterly destroyed, they shall at least be hurt quite a bit, even if they are immune to fire, because half of the damage is dealt concussive force, and therefore not subject to being reduced by resistance to fire based attacks."

Notes on Bombard

The *bombard* spell was originally developed about a decade ago during the most recent, (and some say last) war between the human nations of Borondia and Storthus. It was first developed by the mages of Borondia and helped them win several important battles, including the siege of Madrimane. However, this advantage did not last long, and only months after the Borondian army unveiled the spell, the Storthus forces had their own version. According to the official Storthian sources, Storthus developed their version of the spell independently, but many believe that it was stolen from Borondia. There are even rumors that a certain enrapturing wizard salesman of great renown was responsible for the acquisition, to which I offer no comment.

The analogy has been made that *fireball* is to *bombard* as a sling is to a catapult, and I recommend using it as such. The long casting time makes the *bombard* almost useless in close combat, but the long range makes it ideal as a siege weapon. It can also make a valuable first strike against powerful enemies such as dragons. If you can hit the dragon with one or two *bombards* before it closes into breath weapon range, you will have a distinct advantage.

Please note that neither I nor the publishers of this book endorse the attacking of dragons, regardless of your spell selection. Doing so can have potentially negative implications to your health.

Bonds of Lightning

Evocation [Electricity]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: 1 creature



A man trapped by the bonds of lightning spell.

Duration: 1 round/level

Saving Throw: Fortitude (see text)

Spell Resistance: Yes

Bonds of lightning creates crackling arcs of electricity that bind the target to the nearest solid surface. While held by this spell, the target cannot move from his square. If the target takes no action or takes a purely mental action, she suffers no other ill effects. However, should the target take any action requiring any form of motion (including attempting to break free, talking, singing, or casting a spell with a verbal component) the lightning chains deal 1d6 points of damage per two caster levels (maximum 5d6 points of damage), and the target must make a successful Fortitude save or become unable to complete her action. A successful Fortitude save also reduces the damage by half. If the target attempts to cast a spell, she must also make a Concentration check (DC 10 + damage dealt) or lose the spell. Casting defensively is impossible while held within the bonds.

As a full round action, the target of this spell may attempt to break free from the chains. Doing so requires that the character make a successful Strength check DC 26 or an Escape Artist check DC 30. If the target is successful, she may move her full movement and must move at least five feet.

Material Components: A silkworm and a firefly.

Incantation:

Gorsh-az Kzaza-az-ek Draviit-czhe-il
 "Lightning hold my foe."

Notes on Bonds of Lightning

Bonds of Lightning was created by Zerel Thundercracker, a lightning specialist, who was a member of The Guild. (For those of you not up to speed on adventuring politics, by The Guild, I mean The Power Guild, the largest and most powerful adventuring guild on the prime material plane). Zerel crafted this spell while she was in the general pool of The Guild. Later she entered the ranks of one of The Guild's special dragon control units because of her expertise with aerial combat.

Bonds of lightning will, at very least, keep your enemies from moving towards you and thus is most effective when used against opponents that have no ranged attacks. At most, it will continually shock your enemy so badly that she will never be able to get an action off, and she will take lots of damage in the process. In that sense, it is very useful against spellcasters. Perhaps it would be wise to use against a spellcaster whose most important spells are touch spells, such as a cleric.

Carpet of Fire

Evocation [Fire]
 Level: Sor/Wiz 5
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Effect: A floor area of two 5 ft. x 5 ft. squares per level
 Duration: 1 round/level (D)
 Saving Throw: Reflex half (see text)
 Spell Resistance: Yes

This spell covers an area of the floor or ground with a carpet of fire. The caster has a good degree of control over the area at the time of casting and can create nearly any pattern; the only conditions being that the covered area has to be in a series of five by five squares and that the whole area must be contiguous. The fire deals 3d6 points of damage +1 point per level each round to any creature within it. Any creature that is within the area the round that the carpet is created is entitled to a Reflex save for half damage, but any creature that remains within the area of fire for more than one round takes damage with no save. This spell also sets fire to any combustible materials.

Material Component: A handful of sawdust

Incantation:

Bleflats-Taaguu-vra-az Sharliiti-ek
 "Flames spring forth from the ground."

Notes on Carpet of Fire

Carpet of fire was developed by a member of The Guild named Blazen Marlith. Her squad may have read the preface to this book as all of the members carried items that protected them from fire, and therefore spellcasters had no qualms about casting

fireballs and *walls of fire* left and right. *Carpet of fire* was a logical extension of their tactics.

The most fun way to use this spell is in the manner used by Marlith and companions. Ward against fire, blanket the floor with this stuff, and smack the baddies around while they're burning. You can combine *carpet of fire* with a *wall of fire* and your opponents won't have a choice but to deal with some fire. Plus, if you can find a *roof of fire*, you'll have a whole house. (Or you could create a different type of wall and just trap them in there).

Alternatively, you can use this spell as a sort of barrier. Especially if you want the sort of barrier that will allow you to use ranged attacks and cast spells at your enemy, but you don't want them to come close and hit with their sharp pointy sticks. It won't physically stop them, but it will give them something to think about, and if they do decide to cross it will soften them up a little bit.

Unless, of course, you're enemies are also proofed against fire. In which case you might just as well be casting magic missile at the darkness.

Cauterize

Evocation [Fire]
 Level: Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Creature touched
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

When cast on a disabled or dying creature, the spell deals one additional point of damage but stops the bleeding, stabilizing the target.

Cauterize can also stop wounds that continue to bleed. When cast on a creature that has seeping wounds, the spell halts the blood loss for that wound. Multiple bleeding wounds require multiple cauterizations. The spell deals one point of damage for each wound it cauterizes in this way.

Incantation:

Grosh-az Nyalgki-il
 "Hold the wound."

Notes on Cauterize

I must admit I have a nasty habit of traveling without a cleric. Yes, it's strategically foolish, but you can only minimize and maximize your life to a point. After that point, you have to take realities, such as friendship, into consideration. Plus, there are ways around clerics—for example, you can find somebody who is good at using magical devices. In my later years, I have become highly reliant on potions. I found this little number tucked in my spellbook from days when I didn't have much disposable income. And while I'm making confessions, I must also confess that I don't remember exactly where the spell came from.

In those days I hadn't realized my true calling, and thus I did not keep the meticulous records I now do. I have a lot to remember, people, and sometimes things just fall through the cracks.

Cauterize is the sort of spell that you won't have much occasion to use, but if you end up needing it, (when your allies lie bleeding to death on the dungeon floor) you'll be glad you have it. It is not nearly as handy as the cleric's *cure* spells, but you can't cast those. Even if you have a cleric you might want to keep this spell handy, because clerics are just as vulnerable to bleeding to death on the dungeon floor as anybody else.

Chocking Darkness

Evocation [Darkness]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell causes the target object to shed a 60 ft. radius of darkness so thick that even air has trouble passing through it. The darkness is impenetrable to normal, lowlight, and darkvision. It also stifles sounds, smells, and vibrations, thus blocking abilities (such as scent, tremorsense, and blindsight) that rely on any of the five senses (but not those that rely on telepathic powers, or other supernatural means).

Any creature that cannot see takes a -2 penalty to Armor Class, loses her Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the creature.

A creature that cannot hear takes a -4 penalty on Initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Additionally, the thickness of the darkness actually makes it hard to breathe. A character must take a standard action each round to focus on breathing, or she does not get enough oxygen. A character can go without proper oxygen a number of rounds equal to her Constitution times two. After this period of time, the character must make a DC 10 Constitution check in order to continue functioning without breathing. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When a character fails a Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hit points). This spell does not hamper the air enough to make death a possibility.

A character who spends a full round doing nothing but breathing refills her lungs enough so that the rounds without oxygen are discounted. A character who breathes and takes a move action does not regain any breath, but is not penalized for that round.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected by *chocking darkness*.

If *chocking darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

As a darkness spell, *chocking darkness* dispels or counters any light spell of equal or lower level.

Arcane Material Component: A garrote covered in pitch.

Incantation:

*Gorpe-Frangrildoke-ivs-ek Glaulg-un Mnala-il
"Midnight's hold shall swallow thee."*

Notes on Chocking Darkness

Chocking darkness is one of a few handy spells I managed to procure from a wizard calling himself Mange. (I later discovered Mange's real name, but I will refrain from mentioning it here out of professional respect.) Mange is one of those dark, brooding hero types. He wears lots of black, doesn't wake up before sunset, and listens to only the most angst-filled bards. Nothing says "please talk me seriously" more than the black lipstick.

The good thing about this spell is that your enemies can't see. Even though some pesky critters don't actually "see" as much as use echolocation, or scent, or whatever else they use to target you can still get through, most of your foes won't know where you are. The bad news is you won't know where they are either. All right class, what do we do when we don't know exactly where our enemies are? Anybody who said "area-effect spells" gets ten points extra credit.

Here's a fun little maneuver for you. Have one of your archer friends knock an arrow and aim it at a group of enemies. Then cast *chocking darkness* on said arrow, and as soon as you finish, have said archer release the arrow into the cluster of enemies (literally into one of them if possible). Next, set up a wall encircling the area of darkness (I'm partial to *wall of stone*), but make sure it is a circle, and not a full hemisphere. Next *fly*, and then rain down fiery death from above. Like ducks in a barrel.

Consuming Line of Acid

Evocation [Acid]

Level: Sor/Wiz 6

Components: V, S, M(C)

Casting Time: 1 standard action

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

Area: Line 5 ft. wide to medium range (100 ft + 10 ft./level)

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You spray forth a line of acid that corrodes everything in its path and deals 1d6 points of damage per caster level (maximum 15d6).

Unlike normal magic spells, this spell damages attended objects within its area. For each creature caught within the blast, 1d4 of its items are affected by the spell. For each creature within the cone, first determine the top four items the creature has likely to have affected (from table below) then roll randomly among those four to see which is affected. Remove that item from the list, add the next most likely item, and repeat the process until all effected items have been determined.

Order*	Item
1st	Shield
2nd	Armor
3rd	Magic helmet
4th	Item in hand (including weapon, wand, etc.)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

*In order of most likely to be affected.

All of the effected items each make their own saving throw. (A magic item's saving throw is equal to 2 + one half its caster level; an attended item's save is equal to its wielder's. Attended magical items use whichever bonus is greater.) If both the creature targeted and the object make their saving throws, damage to the object is reduced to one quarter. If either one made the saving throw, damage to the object is one half, and if both saves fail the object takes full damage. If the object's possessor has the benefit of either evasion or improved evasion, the object gains those benefits as well. If the possessor has acid resistance or immunity, the objects the creature carries also gain that immunity.

Material Component: A flask of acid (10 gp value).

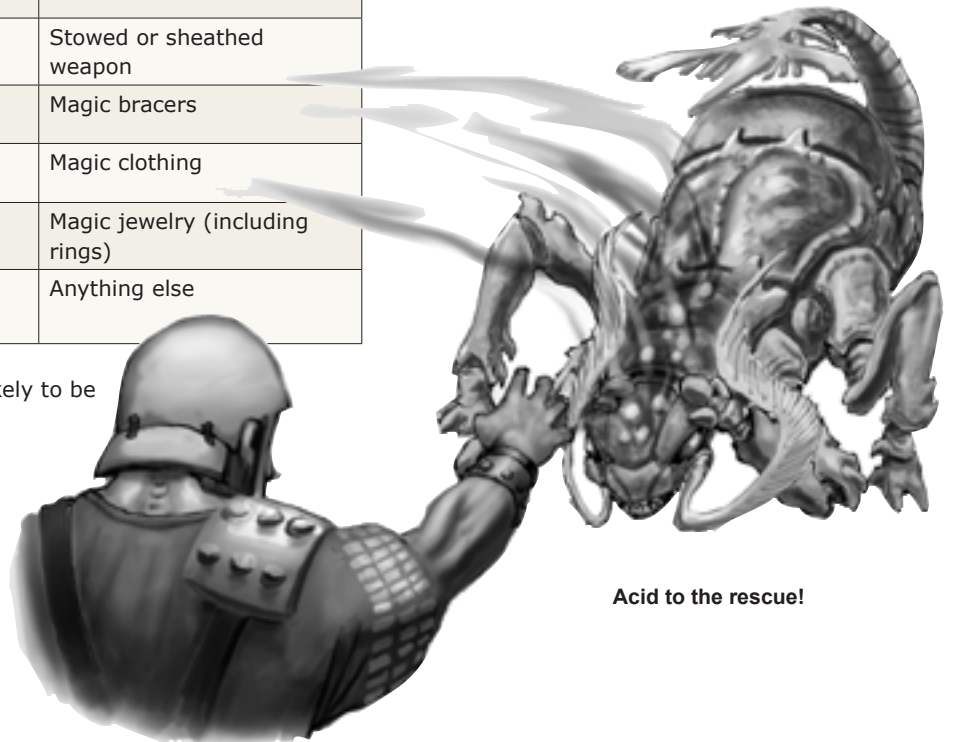
Incantation:

Yiishuuz-Shoora-Snanjore-ivs-sli-az

"Bathe in the viper's blood."

Notes on Consuming Line of Acid

Consuming line of acid was first developed nearly a hundred years ago by a wizard fighting in one of the guerilla strike teams fighting for Borondia during one of their series of wars with Storthus. The wizard in question, a man named Albion, was so protective of his spells that he did not even share them with his teammates. He even went so far as to cast his spellbook into the elemental plane of fire before his death. Fortuitously for us, he put highly protective magic on the spell book, and I, having been in many hot situations before, do not mind venturing to the fire plane.



Acid to the rescue!

The main advantage of *consuming line of acid* over most spells of similar level is *consuming line of acid* is far more likely to destroy your foe's equipment. This, of course, means *consuming line of acid* is best to use against enemies that have equipment as long as you don't want it. It works especially well if you are fighting a war of attrition. If the enemy is one that you expect to face many times, this is a good spell to use because even if the enemy escapes and heals himself completely, destroying some of his magical items will make him slightly weaker the next time you face him. After several such battles, you will have a clear advantage. Also, if the enemy has a particular magic item that he relies upon, this is a very handy spell although in such a circumstance it might be a better idea to go with a spell like *inner explosion*.

On the downside, destroying the equipment of your nemesis means that you won't be able to loot his dead body afterwards.

Crumble

Evocation

Level: Sor/Wiz 9

Components: V, S, M(C)

Casting Time: 1 standard action

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

Target: Nonliving mater within a 30 ft. radius, or a single construction of nonliving matter, up to 1000 cubic feet in volume per level

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes (object)

Crumble causes the bonds holding nonliving matter to break apart, destroying them and leaving only a pile of debris. If the objects in question succeed on a Fortitude save, they still take 10d6 points of damage. Should that be enough to destroy the object, it crumbles in the above manner. If the target is large enough that it has multiple zones of hit points (such as a wall having hit points for every five-foot section) each area takes full damage.

If the surface below a character is destroyed, the creature takes falling damage as normal (1d6 points per 10 feet; a successful Jump or Tumble check can reduce the damage.)

If a structure such as a building is destroyed while occupied, those inside it may be trapped and take damage. A character inside a heavy structure, such as a multi-level wooden structure or a stone structure takes 8d6 points of damage from falling debris and is buried (see below). A successful Reflex save reduces damage by half. Any character inside a light structure, such as a single-level wooden structure takes 3d6 points of damage (Reflex save for half) and is only buried on a failed Reflex save. Also, characters standing nearby a heavy structure (within 5 ft. per 15. ft of height) take 3d6 points of damage from falling debris (Reflex save for half). Very light structures, such as canvas tents, do not pose a substantial risk to their occupants.

Buried characters take 1d6 points of non-lethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or killed. A buried character may try to free himself by making an Escape Artist check (DC 35) or a Strength check (DC 25); however, failure results in an additional 1d6 points of non-lethal damage.

If a character is above the ground inside a multistory building, he may be subject to both falling damage and debris damage.

Material Component: A brittle precious stone worth 1,000 gp.

Incantation:

Shagris Kolo-ek

"Things fall apart."

Notes on Crumble

Crumble is another spell created by everybody's favorite world saver, Callan (Or Callan the Scholar as I like to call him). I think the aesthetic design of the spell says something about his personality. Most wizards, myself included, who want to create a spell capable of destroying a small keep would insist on some kind of explosion. Not Callan, the wizard that dresses like a peasant and refuses the use a catchy epithet. For him, things just fall apart. It's no wonder the guy writes poetry in his spare time.

Crumble has two major types of use: destroying lots of little things or destroying one big thing. Destroying lots of little things can be fun, of course. Your enemy goes from heavily clad to naked in a round or less. But as much fun as that is, I feel that the ability to destroy one really huge thing is even more fun. Most people will hide in buildings to try to avoid getting hurt, but this spell turns the tables.

Darkheart

Evocation [Darkness, Fear (see text)]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With this spell you fire a blast of pure, unadulterated darkness at a single target. You must make a ranged touch attack at the target creature; if you are successful, the darkness envelops the target and seeps into him through his pores, dealing 1d6 points of damage per level (maximum 20d6). Experiencing such concentrated darkness is traumatic to the target and causes him to be shaken for one round per caster level.

Creatures that rely on light for food, such as most surface plants, or creatures that are otherwise dependent on light take 1d8 points of damage

per caster level (maximum 20d8). Subterranean creatures, constructs, and undead take only 1d4 points of damage per level (maximum 20d4).

Creatures that are immune to fear effects cannot be shaken by this spell, but can still take damage.

Incantation:

Nyalpaara-Nashaal-ivs-il Dwormoro-Mnala-ivs-ek Knool-un.
"Thy soul shall know my pain."

Notes on Darkheart

Can anyone guess who came up with this spell? I'll give you a hint: it was Mange. Okay, that wasn't exactly a hint. If you don't know who Mange is, go back and read the flavor text for *choking darkness*.

When I first approached Mange about acquiring this spell, he was reluctant to take my offer. He didn't want to "sell out." Apparently this was Mange's "art" and "a no talent hack" like myself, "couldn't understand that." But like every suit of armor, every wizard has his weakness. I found Mange's. (Again not mentioned out of professional respect.)

The greatest tactical advantage of *darkheart* is how unprepared most people are against it. Everybody wards themselves against fire, not to mention all those monsters that have resistances to the basic energy types. Who wards themselves against darkness? Is there even a spell that protects against darkness? (The answer is yes. Haven't seen it? I don't want to make any promises but maybe when I release my collection of abjurations...) Also, *darkheart* is great if you know you're going to be fighting plant life and the like.

As much as I like to make fun of Mange and his ilk, the spell does have style. It is very intimidating to see in action.

Dim

Evocation [Darkness]
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

Dim creates an aura that hampers normal, non-magical light sources. The spell must be cast upon an object, which then radiates the dimming aura. All light sources within a 100-foot radius cast only half as much light as they normally would, reducing both the normal and shadowy light radius cast by the source by one half. This spell has no effect on magical light sources of a higher level. The effect is immobile, but it can be cast on a movable object.

A *light* or *daylight* spell of higher level counters and dispels this spell.

Incantation:

Sooter-tat-az
"Deluminate."

Notes on Dim

You know when you're spending quality time with that special someone, and you want the mood to be just right? Of course you need to lower the lights, but standing up and snuffing out half the touches is a huge distraction and can pull you out of the mood. If only somebody would make a spell that dimmed the lights with a quick word and a flick of the wrist.

Somebody has, and that somebody is Starlanko the Magnificent. Remember, I'm always looking out for you.

In addition to the most important use of this spell, it is also possible to use it while adventuring. It works best if you have the ability to see well in dark conditions (because you are a elf, dwarf, or you have cast *darkvision*), and your opponents do not (because they are halflings or lizardfolk). Anytime you have the vision advantage, the best tactic is to stay on edge of the visibility line and pelt your opponents with missile weapons. This spell just makes it easier to stay out of their vision.

Encase in Ice

Evocation [Cold]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of Large size or smaller
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You form a large block of ice around the target creature, trapping the creature inside. The ice is one inch thick per caster level (maximum 25 inches) extending outward from the target. While trapped inside the ice, the victim is helpless (though luckily for her it is difficult to perform a coup de grace); she cannot move or speak but is aware of her surroundings and can engage in purely mental activities.

Each round that the creature stays within the block of ice, she takes 1d6 points of cold damage, however, the real danger comes from suffocation. The target can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the target must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. If the target fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp). Due to the frigid nature of the spell, the target's body functions slow down and prevent a quick death. Once the victim is unconscious, she takes 1 point of cold damage every round. When she reaches -10 hit points, she is dead.

The only easy way to get a creature out of the ice block is to destroy the ice. Ice has a hardness of zero and has three hit points per inch of thickness. Ice takes double damage from fire based attacks. Attacks against the ice risk harming the creature caught inside. Any damage beyond what is needed to break the ice is transferred to the trapped creature. Rather than hacking at the ice, a character can try to break it in one blow. The ice block has a break DC of 10 + 1 per inch of thickness. This method is also dangerous to the trapped creature and deals 1d6 points of damage plus the attacker's strength modifier to the trapped character. The target encased in the ice can attempt a Strength check to break the ice from the inside, but suffers a -10 circumstance penalty due to being immobilized. If she breaks through the ice herself, she does not suffer any additional damage.

At room temperature the block of ice will melt at a rate of one inch per hour. A *shatter*, or similar spell deals double damage to the ice block and normal damage to the occupant.

Material Component: An ice cube

Incantation:

Muumbra-Klilil-Yachla-ivs-il Voorsh-az
"Feel winter's icy embrace."

Notes on Encase in Ice

Several years ago I ventured to the far reaches of the northern continent to a remote area settled the survivors of the ancient Dragon Wars. Not surprisingly, I encountered some dragons there. One was a rather pleasant brass dragon name Xeritous. Xeritous, being a clever dragon, realized that on the few occasions he got into combat, his opponents were prepared to combat a fire-breathing dragon. They almost always warded themselves against fire, thus rendering his fire-based breath weapon useless. However, they almost never protected themselves against cold, and thus he took to casting a number of cold related spells, including *encase in ice*.

Xeritous did not actually create *encase in ice*, but he is the one from whom I learned the spell. Xeritous could provide no information as to from where the spell originated, nor have I been able to make such a discovery through my own inquiries. My best guess is that it has something to do with the ancient civilization that once inhabited our world.

Encase in Ice is extremely effective when you are fighting a large group of opponents, and you want to take one (such as the healer) out quickly. The spell is both very difficult to avoid and somewhat difficult to get rid of. The only real way to escape is for the target's friends to break her out, which will probably take two or three rounds. In the worst case scenario, both the target and the ones breaking her out of the ice lose a few rounds that they could be using to beat upon you and your friends. In equally matched combat conditions, those few rounds could make all the difference. In the best-case scenario, you take an opponent out of action for the rest of combat.

Of course, if you're a bad person, you could just ice somebody and then leave her there to die.

Eternal Shadow

Evocation [Darkness]
Level: Clr 4, Sor/Wiz 4
Components: V, S, M(C)
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 60-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as those with darkvision or low-light vision) suffer the miss chance in an area shrouded in *eternal shadow*.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected by *eternal shadow*.

If *eternal shadow* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

As a darkness spell, *eternal shadow* dispels and counters any light spell of equal or lower level.

Material Components: Tiny obsidian shards worth at least 100 gp.

Incantation:

Daatirt-Jorapf-Moomoom-un Bassu-ek
Zjoovnashalaa-il
"The light shall never touch us again."

Notes on Eternal Shadow

The wizard Mange (see *choking darkness* and *darkheart*) did not come up with this spell, but he sure wishes he had.

There are several reasons why you might want this spell. While most of my clients are surface dwellers, if you happen to come from below the earth, and the sunlight is not your friend, this would be a nice spell for you. Also, if you have a spell that can penetrate the darkness (such as *true seeing*) or don't rely on vision to find your enemies (because you're a bat) then this spell can give you a tactical advantage. Or, you might want it because you're just really angsty.

Eruption

Evocation

Level: Drd 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A volcanic eruption

Duration: 1 round/level

Saving Throw: Reflex half, and/or Fortitude negates (see text)

Spell Resistance: Yes

Eruption creates a small volcanic eruption. On the round the spell is cast, the ground explodes at a point within range chosen by the caster. The explosion deals 1d6 points of damage per level (maximum 25d6) to all creatures within a thirty-foot radius. A Reflex saving throw reduces this damage by half. The explosion leaves a five-foot diameter eruption crater. This is a one-time effect.

On the second round of the spell, noxious fumes and ash fill an area within a sixty-foot radius around the eruption. Any creature that breathes the air must make a Fortitude save or be sickened. A sickened character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The cloud lasts until the spell ends, at which point it dissipates into the atmosphere.

Beginning on the third, round lava flows from the eruption crater. The lava fills a five by five foot square per round. If the spell is cast on a slope, the lava flows downhill, otherwise, it pools around eruption site. Incidental exposure to lava deals 2d6 points of damage per round. Total emersion within the occupied square deals 20d6 points of damage per round. After exposure, the victim takes half the exposure damage (1d6 or 10d6) for an additional 1d3 rounds. The flow is slow enough that a character can estimate where the lava will flow the round prior to it entering her square and has no problem moving out of the way the round before. If she chooses to remain in the square, she receives no saving throw. The lava continues to flow until the end of the spell's duration at which point the lava flow begins to cool.

This spell cannot be cast when there is no ground within range. The spell will function as long as the caster starts the spell in contact with the ground. The ground may be paved over, but an artificial floor by itself does not count as the ground.

Material Components: A pinch of ash and an obsidian needle.

Incantation:

Lauda-hra-yei Kraruka-il Forvas-ov
"Nature unleash your fury."

Notes on Eruption

Eruption probably would be Ashborow the Evoker's most impressive spell, if he actually created it. Wait, I should be fair. I don't know that Ashborow didn't create this spell. It could be that he just, by complete

coincidence, created a spell that is identical to one I found in the ruins of a vault left by the ancient civilization. It could also be a coincidence that I sold a copy of that spell to a woman named Kandril, who not only has no wizarding skills but also is a close personal friend of Ashborow the Evoker.

Eruption is a nice flashy blow-things-up sort of spell. On its own, it doesn't quite have power that *meteor swarm* can, but does meteor swarm create a river of lava that you can push your foes into? I think not. One piece of advice: if you are going to cast this spell, be sure you have some means handy to move your opponents into the lava. Perhaps a *push* spell (described in the pages herein). If you don't have that you could rely on the old fashioned meatshield to push your enemy into the lava. Or how about this little ditty: ward one of your meatshields against fire and have said her wrestle with your enemy in the lava (possibly while wearing chainmail bikinis).

Explosive Dispel

Evocation

Level: Clr 8, Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None, or Reflex half (see text)

Spell Resistance: Yes

Explosive dispel not only cancels magical effects, it does so violently, releasing a burst of magical energy. *Explosive dispel* can end ongoing spells that have been cast on a creature or object or end ongoing spells (or at least their effects) within an area and counters another spellcaster's spell. A dispelled spell ends as if its duration had expired and deals 1d6 points of damage per spell level to the target of the spell. Thus, if *explosive dispel* successfully dispelled *bulls strength* the target of that spell would suffer 2d6 points of damage. Area effects that are dispelled deal the damage to all creatures in the area but allow a Reflex save for half damage. Any spell that cannot be defeated by *dispel magic* also cannot be defeated by *explosive dispel*. *Explosive dispel* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *explosive dispel* in one of two ways: a targeted dispel, or a counterspell. Unlike *dispel magic*, you cannot use *explosive dispel* to do an area dispel.

Targeted Dispel: One object, creature, or spell is the target of the *explosive dispel*. You make a dispel check (1d20 + your caster level, maximum +15) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level.

If you succeed on a particular check, that spell is dispelled, and damage is dealt as above; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature. If somebody is holding the object, that person takes the damage. If not the damage is lost.

Unlike *dispel magic* you cannot use *explosive dispel* to suppress the abilities of a magic item. You automatically succeed on your dispel check against any spell that you cast yourself. Even your own spells explode when dispelled by *explosive dispel*.

Counterspell: When *explosive dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *explosive dispel* might not work; you must make a dispel check to counter the other spellcaster's spell. If successful the damage is dealt to the spellcaster, not the spell's target.

Incantation:

Speele-ek Brat-un Harch-un Vizli-il
"The spell shall end and shall teach a lesson."

Notes on Explosive Dispel

Like most wizards, Candessa Voliar often faced a conundrum: another wizard had cast some sort of spell that she wished to dispel, but if she did that, she would be unable to blow things up. While most wizards would be content to whine about their situation and choose the more fun option (blowing stuff up), Candessa decided she wanted to have her cake and eat it too. Thus she created *explosive dispel*; a spell that get rids of other spells and blows stuff up.

You would use *explosive dispel* any time you would otherwise use just plain *dispel magic*. If you don't want to dispel something, I'm sure you can find a better blow-stuff-up spell than this. Also, you may want to give a thought as to whether to chose this spell or *greater dispel magic*. Because *greater dispel magic* has a higher cap, you might want to use that if it something you really need to dispel. If the pesky spell is cast by a high level caster, it might be better to use *greater dispel magic* in those situations. But, come on—blow stuff up.

Freezing Wind

Evocation [Cold]

Level: Drd 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Gust of wind (10 ft. wide, 10 ft. high)

emanation centered on you to the end of the range

Duration: 1 round

Saving Throw: Fortitude partial

Spell Resistance: Yes

Freezing wind creates a blast of air that is both powerful and freezing cold. All creatures in the area of the effect take 1d6 points of damage per caster level (maximum 10d6). In addition, the wind automatically extinguishes any unprotected flames and causes protected flames (such as those of hooded lanterns) to dance wildly and have a 50% chance of extinguishing. Ranged weapon attacks and Listen checks within the area suffer a -4 penalty.

The wind has additional effects depending on creature size. Creatures of Tiny size or smaller or flying creatures of Small size may be blown away. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d4 points of non-lethal damage per 10 feet moved. Flying creatures of Small size that are blown away are blown back 2d6x10 feet and sustain 2d6 points of non-lethal damage due to being battered in the wind. Small creatures or flying creatures of Medium size may be knocked down. Creatures on the ground are forced prone by the wind. Flying creatures are instead blown back 1d6x10 feet. Medium creatures or Large flying creatures may be checked. Checked creatures on the ground merely stop. Large flying creatures are blown back 1d6x5 feet.

A successful Fortitude saving throw reduces the damage by half and negates any blow away, knock down, or checking effect. A *freezing wind* can do anything a sudden blast of wind would be expected to do.

Material component: A pinch of spearmint.

Incantation:

Kathi-kliil-Vastora-ivs-ek
"The northern wind's icy tooth."

Notes on Freezing Wind

The stereotype about ice specialists is that they are frigid, aloof, and do not play well with others. Nobody breaks this stereotype more than Jarel Burgins the crafter of *freezing wind* and one of the most jovial wizards I ever met. Jarel liked going to the pubs, was a marvelous dancer, and knew more bad jokes than a gnomish bard. I asked him once why he chose to specialize in ice spells, and he thought a better question was why didn't everybody else?

Freezing wind is nice if you don't want your enemies to get up close and personal. The damage the spell deals is quite significant, and it has the added effect of inhibiting forward movement for a round or so. The shape of the spell makes it quite handy in hallways, so it would be more beneficial to prepare if you are expecting to crawl through a subterranean dungeon than if you are just wandering around the woods.

Force Beatstick

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Effect: Club of force
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

You create a shimmering club of pure force energy to appear in your hand or in the hand of any one creature you touch. This weapon is wielded as a club (simple weapon). It deals 1d6+1 point of damage per two caster levels (maximum +10), plus the wielder's Strength modifier. If the wielder ever relinquishes hold of the force beat stick, it dematerializes and cannot be reformed. The first time it strikes a creature with spell resistance, you make a caster level check. If you overcome the resistance, the *force beat stick* works against that creature for the duration of the spell. If it fails, the beat stick dematerializes. As a force effect, this spell can affect ethereal and incorporeal creatures.

Incantation:

Noodram-Graa-Baavil-un Fataa-ek Tauko-il
"In a thousand years they will call it therapy."

Notes on Force Beatstick

This spell was made by one of the most intelligent, most handsome, most modest wizards of our age. I confess, it was I. Oh, it brings back memories. Those were back in the days when a second level spell was as high as I could cast, before I found my true calling (as a salesman extraordinaire), and I was then just a common adventurer. At the time I, along with several other adventurers, was hired to take care of a den of rust monsters. One especially burly fighter seemed to have trouble with his weapons and armor rusting, so I came up with this little concoction, a club made entirely out of force. Rust that.

Force beatstick can be quite helpful in a number of situations. As above, it can be useful when dealing with creatures that you would not want to use your own weapons against. It is also quite handy when dealing with monsters that normally shrug off weapon damage not done by particular types of weapons (magic, alignment, or special material based). Because the *force beatstick* deals damage as a spell, it is not restricted by such measly forms of damage reduction. *Force beatstick* is also nice against incorporeal creatures which are particularly vulnerable to force effects. If you ever need to get into a place and start a fight, but they don't allow weapons, your meatshields will appreciate you having this spell.

Force Spike

Evocation [Force]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 40 ft. apart
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

You create one or more shimmering spikes made purely of force, which you can hurl at your target creature. You can create one spike per two levels, up to a maximum of five spikes at 10th level. You fire all the spikes at the same time and can divide them among potential targets as you see fit. On a successful ranged touch attack, each spike deals 2d6 points of damage. You must make an attack roll for each spike separately, all at your highest attack modifier.

In addition, the spikes remain in the creature and while they do not continue to deal damage, the spikes lodge themselves into the Ethereal Plane and pin the creature in place. The creature is effectively entangled. As such, he suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. Because the spikes are anchored in place, the creature is immobile. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

A creature can escape from the spikes with a successful Strength check (DC 20 +2 per each spike imbedded after the first) however, doing so is dangerous and causes an additional 1d6 points of damage per embedded spike. Alternatively, a successful Heal check (DC 25) can free a creature from the spike without causing damage, but one such check must be made for each spike pinning the creature.

A successful saving throw negates the entanglement effect but does not reduce the damage. The DC of the Fortitude save is increased by +2 per spike embedded after the first (thus if three spikes are imbedded total, the DC increases by +4).

Material Component: One pin per spike created.

Incantation:

Gorsh-Garum-az
"Hold fast."

Notes on Force Spike

Force spike was created by none other than the vilest of all evil wizards, Bargle. He created it, of course, because you can't dominate the world if you don't have some cool spells. You also can't dominate the world if you are continually defeated by a band of noble heroes. Really evil just doesn't pay. Though sometimes evil wizards do make really cool spells. I actually got a copy of the spell from Bargle before he revealed his true evil nature. We go way back. No, really.

Force spike is quite handy if you want to both damage and immobilize your opponents. When used



Keeping enemies at bay with a globe of electricity

against foes that don't have ranged weapons, you can first immobilize them with the spikes, then follow up with other ranged spells. Hopefully, you have some friends with some bows and slings and stuff.

Ghost Bomb

Evocation [Force]

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

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

Area: 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Ghost bomb sets off an explosion on the Ethereal Plane at any location you choose within range. This explosion deals 1d6 points of damage per level (maximum 15d6) to any creatures on the Ethereal Plane or incorporeal creatures within the area. This blast does not affect most creatures dwelling on the Material Plane, but unlike most spells, it does deal damage to incorporeal creatures on the Material Plane and because it is a force effect, it does not suffer a miss chance. If a creature is both Ethereal and incorporeal such as a ghost, it does not take damage twice. *Ghost bomb* can be cast on the Ethereal Plane, but it does not work in reverse, meaning that if cast on the Ethereal Plane, it still affects the Ethereal Plane.

Arcane material component: A small strand of a phase spider's web.

Incantation:

Tiod-il-az Fiita-Kowaal-Vooranda-Totag-to-ek
"Dark shadows of former life be undone."

Notes on Ghost Bomb

Ghost bomb was first granted to the clerics of Hadarus, Shepard of the Dead and Lord of Eternal Rest, in an effort to combat the undead that defy his natural order. An arcane version of the spell was soon crafted by the wizards of the same faith. After long negotiations (because Hadarus is also the lord of lawyers) I was able to procure a copy of the spell for myself.

Ghost bomb is what I call a niche spell. It doesn't do a lot of different things but what it does do, it does extraordinarily well. What it does is combat incorporeal and ethereal creatures (either undead or not). If you were heading into an ancient temple of evilness that you expect to be crawling with ghosts, shadows, and specters then this is the spell for you.

Globe of Electricity

Evocation [Electricity]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal


Effect: A hollow sphere of electricity with a 20 ft. radius centered on the caster

Duration: 1 round/level (D)

Saving Throw: Reflex negates, or Reflex half (see text)

Spell Resistance: Yes

When you cast this spell, a globe of crackling electricity surrounds you. The inside of the sphere is hollow (there is no electricity inside), so only those creatures within five feet of the edge risk damage from the sphere. Touching the wall of the



sphere deals 8d6 points of electrical damage. Those creatures who would be caught by the edge of the sphere when it is created, or those that would be in its path when the sphere is moved (see below) are entitled to a Reflex save to negate this damage. Creatures that voluntarily pass through the sphere receive no saving throw.

The electricity making up the sphere makes it hard to see targets on the other side. Opponents on opposite sides of the sphere gain concealment from each other (20% miss chance).

You may move the sphere, by moving yourself, but doing so is a taxing process. Moving the sphere requires a full round action and requires a successful Concentration check (DC 28). If the check fails, the spell ends. If the check succeeds, you may move up to your normal movement. The sphere travels with you, keeping you at its center. Any creatures caught in the path of the sphere must make a Reflex save or take damage as described above. While the spell is in effect, you cannot move unless you move the sphere with you.

Additionally, as a standard action, you can channel a small fragment of the spell into a bolt of lightning. You can strike one creature within a range of one hundred feet plus ten feet per caster level. The bolt deals 3d6 points of electrical damage if the creature is outside of the sphere, or 6d6 points of electrical damage if the creature is inside the sphere. The bolts automatically hit, but the target may make a Reflex save for half damage.

Incantation

Kzaafaafi-ek Yap-un Jarvillu-il.
"The storm will be my shield."

Notes on Globe of Electricity

I first saw this spell used by the elven wizard Illistar, shortly before he was appointed to the ruling council of Borondia. He and I were traveling among the northern wild lands looking for some powerful arcana when we were beset by a small army of orcs. After casting a few quick area-effect spells to dwindle their numbers, Illistar created a *globe of electricity* that shielded us from the brunt of their attack. From the globe, he fired many bolts of lightning while I fired off a few spells of my own. After we had decimated a hundred or so of their numbers, the orcs felt they had committed to obliterating us, and just kept coming. Such a senseless waste of orcish life.

Globe of lightning is a handy general-use spell in that it has both offensive and defensive capabilities. The price you pay for that is that your offense is not as good as a purely offensive spell would be, and the defense is not as good as a purely defensive spell would be. I recommend the spell be used when you are going to be involved in some sort of long-term conflict, and thus you will need to use most of your prepared spells. If you are faced with superior numbers, it might be a good idea to hunker down inside the globe and force your enemy to either

damage themselves heavily by passing through the sphere, or allow you to pick them off slowly if they remain outside the sphere.

Ignition

Evocation [Fire]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

With this spell, you cause the target creature to burst into flames and continue to burn for several rounds. This fire deals 3d6 points of damage per round to the ignited creature. The fire is especially tenacious in nature and cannot be put out by normal means. Completely submerging the subject in water will temporarily douse the flames, but they will spring up again one round after the target is removed from the water for the duration of the spell.

A benefit to the target of the spell is that the he deals an additional 1d6 points of fire damage on a successful melee attack, and any time a creature makes a melee attack against the target, the attacker must make a successful Reflex save or suffer 1d6 points of fire damage. Furthermore, creatures grappling the target (including those grappled by the target) take 2d6 points of damage each round (no saving throw).

Incantation:

Freer-czhe
"Burn."

Notes on Ignition

Ignition was created by an insane and twisted wizard calling himself Surt the Pyrophile. Surt enjoyed lighting things and people on fire, and this was one of the spells he used to do it. One of his more twisted games in which he made use of *ignition* was casting it on a target while the target was near a large body of water. Surt would laugh as the victim jumped in to the water to douse the flames, only to have the fire start again after the target climbed back out.

Many years ago, Surt was brought to justice by myself and a few of my associates, at which point I relieved him of his spellbook. He now resides in the maximum-security demi-plane administered by the nation of Borondia.

The spell works great against creatures that you would like to see die but don't care when they die, as long as the die eventually. It is more useful against those that will not be engaging in melee combat than those that will. If you cast *ignition* on a fighter, who then hits you with his sword, you would get burned by your own spell. The fact that it deals damage progressively also makes it very difficult to cast spells, so spellcasters are another good choice of

targets. The ideal target is an evil sorcerer, because she fulfills all three of the above requirements.

Another possible use of this spell is to cast it on a meatshield ally of yours (warding your friend against fire first), so he can deal extra damage. Of course, there are cheaper ways to achieve the same effect, and you would probably do more damage in the end by just casting this spell against your enemy, but I thought I'd throw the idea out there.

Oh and this thing is great against trolls (or other regenerating creatures). Prepare it any time you are going through a mountain pass; there are always trolls in mountain passes.

Inner Explosion

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One object or portion of an object up to 1 cu. ft./ level (see text)

Duration: Instantaneous

Saving Throw: Fortitude partial (object) or Reflex half (see text)

Spell Resistance: Yes (object) (see text)

You cause one object to explode, potentially destroying the object and spraying debris into those nearby. The explosion deals 1d6 points of damage per level (maximum 15d6) to the target object. This damage bypasses the object's normal hardness. A successful Fortitude save reduces the damage to half and prevents the explosion from injuring bystanders. If the object fails, (non-magical unattended objects automatically fail), the explosion caused by the object deals 1d6 points of damage for every two caster levels (maximum 10d6) to all within a ten foot radius (Reflex save for half). Because the magic of the spell is affecting the object and not those caught in the blast, spell resistance does not apply to those near by.

Incantation:

Grurga-Skiil-ek Bleflats-ov

"Let the anger inside come forth."

Notes on Inner Explosion

Blaster the Mad came up with this spell after battling a powerful demon. Blaster kept firing spells at the demon, but the spells kept having no effect. Finally, in a desperate effort to escape, Blaster collapsed the roof on top of the demon. In addition to having the intended effect of trapping the demon, the collapse also had the additional benefit of slaying the demon as well. The fiend might have been able to resist Blaster's spells, but it was harder to resist the crushing rocks pummeling it from above. This gave Blaster the Mad a rather clever idea, and the result of that idea was *inner explosion*.

Inner explosion has two major uses. The first is when you want to deal damage to a creature with spell resistance. Because of the handy fact that that the magic is affecting the item you target and not the creature itself, you don't have to deal with that nasty spell resistance. This spell deals less damage than a spell that has to overcome spell resistance, so the question is whether you want a weaker sure thing or a stronger possible thing. If you are using the spell in this 'sure thing' manner, you should be sure to not target an item in someone's possession, or a magical one. Then the spell runs the risk of failure, and you are really just trading a possible strong thing for a possible weak thing.

The other major use for this spell is destroying the items used by your opponents, such as if they have a particularly nice sword or suit of armor. The spell is powerful enough that you will almost always be able to destroy the weapon, and you have a decent chance of also causing the weapon to blow up in your opponent's face, which is an added bonus.

Javelin of Light

Evocation [Light]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

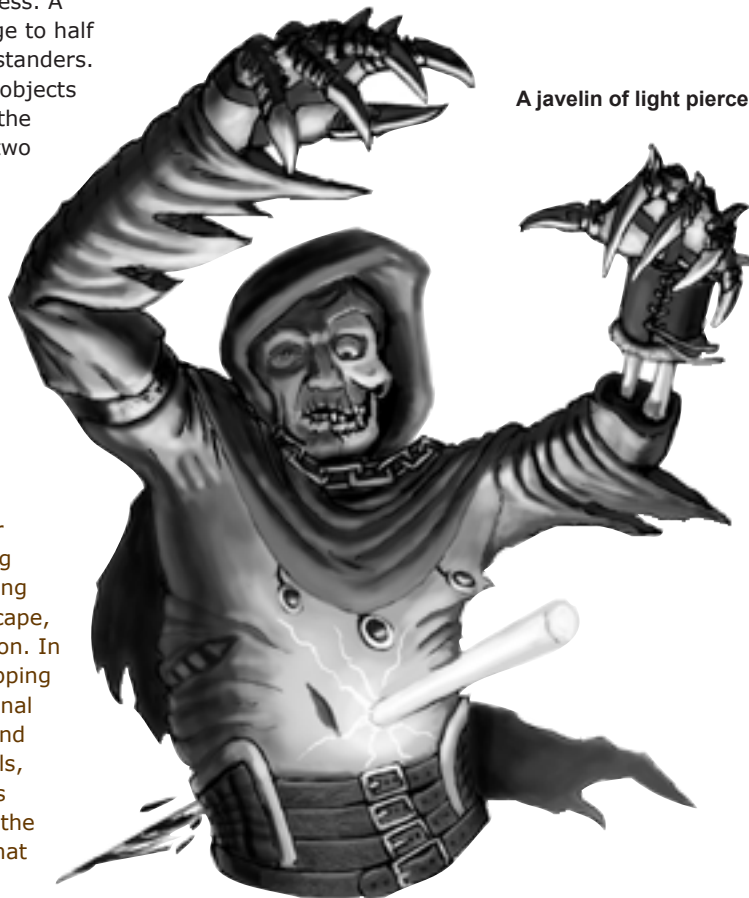
Target: One creature


Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A javelin of light pierces the enemy





This spell creates a javelin formed of pure light energy in your hand, which you then throw at your opponents by making a ranged touch attack. If you hit, the javelin pierces the creature then disappears in a bright flash, dealing 1d6 points of damage per level (maximum 20d6), and dazzling the target. (A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.) A successful Fortitude saving throw negates the dazzling and reduces the damage by half. Undead and creatures vulnerable or sensitive to light take 1d8 points of damage per level (maximum 20d8). Constructs take only 1d4 points of damage per level (maximum 20d4).

Incantation:

Ffiit-un Pauuto-ek Fraangrirlle-il
"Day shall pierce the night."

Notes on Javelin of Light

When a massive and mostly intact underground city was discovered below a portion of the Dark Woods, The Guild was called in to explore it. Vastil Caprial was among the Guild wizards involved. Like most of the explorers sent there, Vastil had no idea what she was getting into: spending months at a time in the bowels of the earth, facing terrible and previously undiscovered monsters. (And of course finding wonderful and previously undiscovered treasure.) When not active, Vastil took to crafting several new spells, often ones that somehow revolved around light. *Javelin of light* is a good example of such spells.

Javelin of light fills a nice little gap in the wizard's spell selection. While clerics have dozens of spells that use light to make attacks, wizards have very few (*sunburst* and that's about it.) *Javelin of light* gives you a decent advantage because, somewhat like *darkheart*, it uses a form of attack that most opponents will not be warded against. Also, if you expect to be facing a lot of enemies that are vulnerable to light (such as undead, dark elves, or many other subterranean creatures) this spell is a good way to go.

Light My Fire

Evocation [Fire]
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 full round action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Unattended, non-magical objects
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

With this spell you are able to start a fire with easily combustible materials, such as paper, dried kindling, or lantern oil. As a general rule, if it could be ignited with flint and steel, it can be ignited with this spell. This spell functions much faster than the normal means of starting a fire, instantly lighting a small fire roughly equivalent to the size of a torch. This spell is not powerful to deal damage directly (though fires started by it could).

Incantation:

Shargorf-oet-ov Fraangrirlle-il
"Try to set the night on fire."

Notes on Light My Fire

I first saw *Light My Fire* used by a female sorcerer named Firedance, who aptly enough, specialized in fire magic. I realized the spell's utility and was able to easily reverse engineer it. I also told the Firedance that she could light my fire any day, but she "had to wash her hair."

Light my fire is primarily a practical spell, often used when traveling through the wilderness. A small fire can also make a convenient distraction. Alighting the papers on the (evil) mayor's desk could give you the chance you need to get that book off his shelf and prove your friend's innocence. Occasionally, light my fire can be used offensively, such as when your enemy stockpiles large quantities of explosive powder, or when you fight the straw man army.

Lightning Capacitor

Evocation [Electricity]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: Will negates (object) or Reflex half (see text)
Spell Resistance: Yes (object) or yes (see text)

Lightning capacitor causes the touched object to store a vast charge of electrical energy. When a creature approaches within fifteen feet of the target object, it releases the electricity as a bolt of lightning dealing 5d6 points of damage (Reflex save for half). For every three caster levels, the object will hold bolt (up to a maximum of seven bolts stored at level 21).

The bolts discharge at a rate of one per creature per turn, so each creature in the area can only be struck by a bolt once each round, but multiple creatures within the area can be struck the same round by different bolts. For example, *lightning capacitor* cast by a thirteenth level caster would originally contain four bolts. If two creatures approached the object in the same round they would both be struck by separate bolts, draining two from the object, which would leave it with a remainder of two bolts. If the creatures did not move away from the warded object, they would get struck again next round on their turn. If the object holding the charges is destroyed while it still has bolts remaining inside it, the bolts are instantly released, all striking the nearest creature with no saving throw.

When cast, you may designate specific creatures that can come near the object without being struck by its lightning bolts. The caster can also designate whether the object targeted appears as normal or if it crackles with a visible charge of electricity.

Magic traps such as *lightning capacitor* are hard to detect and disable. A rogue (only) can use the Search skill to find the *lightning capacitor* and Disable Device to thwart them. The DC in each case is 25 + spell level, or 32 for *lightning capacitor*. If the caster chooses to make the object crackling with electricity, no Search check is required to find the *lightning capacitor*, but it is no easier to disarm.

Material Components: Two thin sheets of metal separated by a layer of mica.

Incantation:

*Grurgeczhek-Kzeikos-il Dyaa-Dra-Versh-tsa-ek Jeelin-ov. Grurgeczhekaj-Zaan-il Yap-un Fata-ek...**
"Let all that come near feel the electrical wrath. Oh it will be very wrathful..."

*Abridged to save space.

Notes on Lightning Capacitor

When Ebril Videth decided to study evocation extra hard, he decided he would give up learning about abjurations (and necromancy, but that is not important to our story). Several years later when Ebril was a wealthy and successful wizard, people realized that he did not have protective magic, and so ruffians started stealing his stuff. Well, Ebril couldn't stand for it, but he was also very prideful, so he refused to go to others for help. He tried *fire trap* but even that wasn't enough to deter the burglars. So, he took matters into his own hands and crafted *lightning capacitor*, a powerful spell that would attack anybody that came near. That did the trick.

Lightning capacitor is primarily a protective spell. You cast it on object in an area that you don't want people coming near and leave it there. The choice between having the obvious crackle or not is a matter of who you are worried about. If you want to deter some wimpy burglars, I suggest the obvious crackle because it will hopefully cause them to not bother. Powerful enemies probably have ways of getting around the trap if they know it is there, so I suggest hiding the energy in that case. The possibility for repeated damage is a nice feature of the trap, because a) it is scarier and b) more likely to deter those who stumble upon it.

Of course you could ward an object and then throw it at your enemies, but if you want to do that, why not just cast a *delayed blast fireball*?

Living Lightning

Evocation [Electricity]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: One full round action

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

Effect: One ball of living lightning

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (See text)

The spell brings into existence a large orb of crackling electricity, which attacks nearby creatures beginning the round that it appears. The living lightning attacks

indiscriminately and cannot be controlled by the caster. The orb attacks whatever creature is closest to it at the time. If two or more creatures are of equal distance away, the orb attacks the one with the greatest quantity of visible metal.

The orb attacks by shooting small bolts of lightning at a single creature. In order to hit, it must make a ranged touch attack. The living lightning's attack bonus is equal to your caster level plus your primary casting ability modifier (Intelligence for wizards, Wisdom for druids, Charisma for sorcerers.) If the target is wearing metal armor, is made of metal, or otherwise possessing large quantities of metal, the living lightning gains an additional +3 bonus to hit. The orb's attack has a range increment of 10 ft. and can fire up to five range increments. A successful hit by the orb deals 5d6 points of electricity damage (no save). *Living lightning* threatens a critical on a natural 20 and has a x2 damage multiplier.

Creatures with spell resistance can resist the attacks of the *living lightning*, but this does not dispel the *living lightning* itself. *Living lightning* can move at a rate of 50 ft and can fly with perfect maneuverability. It will only move if there is no target in range and will then always move towards the closest creature.

The orb has no hit points and is immune to all forms of damage, but can be dispelled as any normal spell, or by any effects that might repress electricity.

Material Component: An iron pellet.

Incantation:

Koekai-ek Yap-Zaan-un
"Bring it in with a bang."

Living Lightning

This spell was crafted by Algil Danger Vandor. Notice that the name Danger is not in quotes. Algil's parents graced her with the name middle name Danger when she was born. It's a lot of pressure having a name like that, but Algil managed to live up to it. She created some of the most dangerous spells while in her adventuring days. They weren't just dangerous to her enemies, but to herself as well. *Living lightning*, for example, creates a powerful lightning apparition that is capable of dealing a lot of damage to whomever it hits. Unfortunately, it might just hit whoever cast the spell in the first place.

Luckily, there are good strategies to minimize the risks of using the *living lightning* spell. Remember *living lightning* always attacks whatever is closest. Cast the spell to have the *living lightning* appear far from you, behind enemy lines if at all possible. Then keep a careful eye on where the *living lightning* is at all times and readjust yourself as necessary. If you have friends that like to get behind an enemy and stab it in the back, make sure they know about the *living lightning*. Even warding the flanking friend against electricity is less than optimal, because each attack the lightning takes against an ally is an attack it will not be making against an enemy.

Molten

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time 1 standard action

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

Target: One object made of metal weighing no more than 10 lbs/level or one metallic creature

Duration: 1 round/level or instantaneous (see text)

Saving Throw: Fortitude partial (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

When you cast this spell, you superheat the target object to its melting point, effectively destroying it. Even if the object succeeds on its saving throw it still takes 2d6 points of fire damage that ignores hardness. If the item is destroyed because of damage, it does not risk burning the wielder as described below.

If an object fails its saving throw, it immediately melts. If the object melts while in someone's possession, the wielder risks taking damage. Molten metal deals 2d6 points of fire damage for each round of exposure. Even after a creature is no longer in contact with the metal, he takes 1d6 points of fire damage for 1d3 rounds. If the object is simply held in the hands, such as a weapon, the wielder may make a Reflex save. If successful he drops the object quickly enough to negate taking any damage. Even if he fails his initial save, the wielder of a handheld item can clear his hand of molten metal as a move action. If *molten* destroys a subject's armor, the molten metal is harder to avoid. The subject is not entitled to a saving throw, and removing the molten metal requires two full round actions (not necessarily consecutively). Alternately, if another creature assists a creature in molten armor, together they can clear it each taking a full round action, but in that case the assisting creature also takes damage from exposure as described above.

At the end of the spell's duration, the effected objects instantly cool, reforming in whatever their current shape is (likely a puddle on the ground).

Molten can also be used to damage most creatures made of metal. In this case, the duration is of the spell is instantaneous. *Molten* normally deals 1d6 points of damage per level (maximum 10d6). When used against iron golems, the golem heals damage equal to one third of the damage it would receive and the golem's slam attacks to deal an additional 1d6 points of fire damage for the next 5 rounds.

Material Component: A drop of mercury.

Incantation:

Blaavlaal-Tillu-Mnala-ivs-sli-man-Booarpo-Mnala-ivs-sli-tat-aim

"Melts in your hand, not in your mouth."

Notes on Molten

Wizards have always had a love-hate relationship with heavily armored warriors. On the one hand, we

love to hide behind them while they absorb the brunt of an enemy attack. On the other hand, we hate to get stabbed by sharp pointing things that certain unfriendly warriors frequently employ against us.

It was the hate part of this relationship that prompted a pair of wizards named Masterson and Mulburry to create this spell. I think they were in a tavern drinking at the time when the idea hit them. Several days later when they had sobered up, they realized that, unlike most things they thought up while in a bar, the spell might actually be a good idea.

Molten's true purpose is to be used on the armor of those shiny (but evil) knights. Yes, it can be used on swords, shields, and the like but it is more damaging, and more importantly, more satisfying, when used on full suits of armor. Remember that the point of *molten* is really to destroy whatever you cast it on. If all you want to do is hurt your opponent, then you might just want to cast a *lightning bolt*.

Phase Explosion

Evocation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Area: 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a bolt of energy that passes through walls, doors, and other solid barriers and ends in an explosion. The explosion also bypasses non-living barriers, negating cover. Even creatures under the effects of *meld into stone* are hurt by this spell. Unlike most spells, you do not need a clear line of effect for *phase explosion*. You need only choose a direction and a distance at which you want the explosion to occur. The blast deals 1d6 points of damage per caster level (maximum 15d6), to all living creatures within the area of effect. This spell does not effect nonliving creatures such as constructs or undead.

Incantation:

Bwooka-ek Trarat-aith.

"None can hide."

Notes on Phase Explosion

This spell was created through the co-operative efforts of several wizards employed by Androthian military. It is based on the techniques of the *phase ray* spell (listed below). I've had a long-standing business relationship with the Androthian military and thus was able to pick up a complimentary copy slightly before *phase explosion* was scheduled to become declassified.

Phase explosion is even more useful than phase ray, because *phase explosion*, like all area effect spells, does not require that you actually pinpoint your

opponent. You don't have to know where the orcs are on the other side of the door, just if there are orcs on the other side of the door.

I urge caution however, because if you fire *phase explosion* into an area without knowing what's in there, you risk biting off more than you can chew. Worse, you risk catching innocents in the crossfire. A handy divination or two might be in order first.

Phase Ray

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You shoot a ray of energy at the intended target. This ray passes through walls, doors, or any other solid object in the path to the target, thus negating any cover. Unlike most spells, you do not need a line of sight for the spell to be cast. To hit the target, you must succeed at a ranged touch attack. If you are successful, you deal 1d6 points of damage per caster level (maximum 15d6). This ray does not affect nonliving creatures such as constructs or undead. This spell does not make it any easier to locate the target, (remember that, unlike a targeted spell, when using ray spells you do not have to be able to see your target) thus you may have to guess the location of the target. Even if you hit the target's square, it may still benefit from total concealment (causing a 50% miss chance).

Incantation:

Zjoovshala-yei Trarat-aith-tat.

"You cannot hide."

Notes on Phase Ray

Dresdil, an incredibly wealthy merchant who occasionally dabbled in wizardry, crafted *phase ray*. I believe that Dresdil took up the art of wizardry because he was the only person he could trust to place the magical wards around his home. To describe Dresdil as paranoid would be, I think, an understatement of titanic proportions. And that was before his heavily jewel-encrusted spellbook was stolen by one of his very own guards. After that it just got worse.

Luckily for the soldiers of Androthia, this spell somehow found its way into the general cannon before the Dresdil's book was recovered. The spell was instrumental in the kingdom's victory against the orcish stronghold of Golgath.

Phase ray is a great spell because it allows you to hit a target who almost always cannot hit you. The problem that people enjoy pointing out to me is that even though you can shoot through the wall, you still can't see anybody you want to shoot. Alas, they are

correct. If only there was some sort of wizardry that mystically imparted knowledge unto you.

Oh wait. There's a whole school like that. It's called Divination, and fortuitously I happen to be coming out with a text in the not too distant future filled with divination spells, one of which was originally designed specifically to be a companion to *phase ray*. (Of course the forthcoming spell has many other "practical" uses as well. Wink, wink, nudge, nudge.) Until it is released, there are a number of spells that can be handy to pinpoint your enemy, such as a *clairaudience/clairvoyance* or maybe do a *what's-his-name's telepathic bond* with your familiar and have it spy on the next room over for you.

Pointer

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None, or Will negates (see text)

Spell Resistance: No

Pointer causes you to emit a beam of light from the index finger of your dominant hand. This light can be any color in the visible spectrum chosen at time of casting. Unless the air has a high density of particles (such as smoke or fog) the light appears only as a dot against whatever solid surface you are pointing at.

If a feline with an intelligence score of 1 or 2 sees the dot, it must make a Will save or have an overpowering urge to hunt the dot. It will do so as if it were stalking any other creature, and may chase it rapidly or lie in wait at its own discretion. If chasing the dot poses an obvious danger, or if the feline is threatened by other dangers, the saving throw automatically succeeds. Likewise, if the feline encounters a danger while chasing the light, the effect ends.

Incantation:

Guaw-Dra-fu-az

"Look at that."

Notes on Pointer

Those who do not keep up on the latest cults of the day might not be familiar with the demigod Tia. According to my research, which might not be completely reliable, Tia was at one time a mortal of who lived during the age of the ancient civilization that once inhabited our planet. Tia was your typical little girl. She liked flowers, had a cat named Mr. Pandington, and was born with innate spell casting powers that rivaled the most powerful sorcerers (but not wizards). She only grew more powerful as she aged.

This immense power caused a number of people to build temples to Tia and worship her as a god. Of



Here kitty kitty!

course the Old Gods, being the jealous types they were in those days, couldn't stand for this, and thus destroyed Tia and her followers. They were destroyed either in a cataclysmic battle involving several fiery explosions (according to the Church of the Old Gods) or by poisoning her in her sleep (according to the Church of Tia).

Centuries later, in our own age, people have once again discovered Tia, and the church (cult) of Tia has begun promoting her as the protector of magic, cats, flowers, and pretty things.

I am telling you this because according to church doctrine the *pointer* spell was first used by none other than Tia herself. Whether this is true or not, I am fairly certain that her church is responsible for introducing the spell in its modern form.

The beam of light produced by this cantrip has a number of practical uses. It can be quite handy, for example, to signal an alley across a distance without making a noise. You could even work out a code in which you flash the light on and off by running your other hand in front of it, and a specific pattern represents letters of numbers.

In my opinion, the best uses for *pointer* are more fun than practical. If you are a cat lover you could use the spell to keep your furry friend entertained for hours chasing the dot. Or you could use the smoke from the campfire to re-enact classic scenes from that epic tale set, "long ago in a material plane far away."

Or you could always use it to point at things.

Pressure Spray

Evocation [Water]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A line of water

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a line of highly pressurized water to spring forth from your hand. You may use this line to make a ranged touch attack against a single target. If you succeed, you deal 1d6 points of non-lethal damage. Additionally, medium and small creatures that fail their Fortitude saves are knocked prone by the blast, and tiny or smaller creatures are knocked back 1d4x10 feet and knocked prone. Each round that you concentrate on the spell you can make an additional attack against either the same target or a new target.

As a standard action, you can use the water from the spell to extinguish fires. Mundane fires that cover an area of one five-foot square or less are automatically extinguished in one round. Mundane fires of a size greater than five feet are shrunk by a five-foot square each round you target them. Magic fires can also be extinguished, but to do so requires a caster check (1d20 +1 per caster level, maximum +5) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Elemental (fire) creatures or other creatures that are vulnerable to water take regular damage instead of non-lethal damage.

Material Component: An eyedropper.

Incantation:

Taut-Taigu-fi-az Laulo-yei
 "Water push him down."

Notes on Pressure Spray

Pressure spray was developed many centuries ago by the ancient civilization that once inhabited our planet. As near as I can piece together, the rulers of certain nations had minor political problems, from time to time, such as the citizens rioting in the street. Some of the more enlightened rulers felt they should avoid bloodshed, and so they developed *pressure spray*. It is a spell that is quite useful for knocking somebody down, or rendering him unconscious, but not damaging enough to be lethal. Later, it was realized that the pressure spray could be used to put out fires.

Pressure spray is best used as it was intended to be used: as a means of combating opponents against whom you want to avoid using lethal force. Examples include escaped prisoners that need to be captured alive, friends that have fallen under the mind control of an evil enchanter, and the paladin that is hunting you down for the crime you didn't commit.

It can also be quite handy in combating fire elementals or even just fires.

Push

Evocation [Force]
 Level: Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. +10 ft./level)
 Effect: Ray
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes (object)

When casting *push*, you shoot a ray of yellow light at the target. You must succeed at a ranged touch attack in order to affect the target.

If you hit, the target is treated as being the defender of a bull rush. The spell acts as a medium sized attacker with a strength equal to 15 + 1 per caster level (maximum +20). Make opposed Strength checks and resolve the spell as you would a standard bull rush (because the spell caster is not physically there, she does not risk attacks of opportunity.)

If you beat the defender's Strength check result, you push him back 5 feet, plus additional 5 feet for each 5 points by which your check result is greater than the defender's check result. Unlike a normal bull rush, there is no limit to how far you can push the defender (except the result of the check). Remember that the defender provokes attacks of opportunity if he is moved.

When used against unattended objects, the spell simply pushes the object 5 ft + the result of a Strength check (attacking an attended object counts as attack its wielder). The spell can only push objects

that a character of equal Strength could push or drag. This spell cannot be used to burst open doors or break objects apart.

Incantation:

Yourz-Rira-Lel-kea-oet Frosra-ek Zjoovshala-il
 "Force shall move you in one direction."

Notes on Push

Push was created by a classmate of mine named Quilspire Sharshim during our last year at the Mage Academy of Dalphithius. Quilspire was well known for being an irreverent prankster and thought it would be funny to see the Dean of the Academy knocked off of the podium during the graduation ceremony. Quilspire was quite successful, but soon after he was turned into a frog. When I asked Quilspire if it was worth it, he replied "ribbit." I assume that means yes.

Push, as the name implies, is used to push people or objects. At first, this might seem to have limited use, such as when you are fighting an enemy standing directly in front of a tall precipice, but with a little creativity and a little planning, you can find plenty of uses for push. For example, if your allies are positioned properly, say in two rows through which the enemy would get pushed, you can give him a sandwich beating the likes of which has not been seen since your fraternity days. Or you can set up nasty things to get pushed into, such as a *wall of fire*. You know that iron plated dwarf that always takes so long reach the combat? Well, just tell her not to resist and give her a little *push*.

Quick Shot

Evocation [Force]
 Level: Sor/Wiz 7
 Components: V
 Casting Time: 1 free action
 Range: Medium (100 ft. + 10 ft./level)
 Effect: Ray
 Duration: Instantaneous
 Saving throw: None
 Spell Resistance: Yes

With a single utterance, you can shoot a ray of force at a selected target. To hit you must make a ranged touch attack. If it is successful, you deal 1d6 points of damage to the target per two caster levels (maximum 10d6).

You can cast this spell almost instantly, quickly enough that you could interrupt another's actions (such as casting a spell). Casting *quick shot* is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell multiple times in one round, even you can cast more than one quickened spell per round. You may even cast this spell when it is not your turn.

Incantation:

Krak!
 "Ha!"

Notes on Quick Shot

Sure disrupting another spellcaster while she is casting is tons of fun, but it means not acting until your opponent about to cast. And what happens if she never casts a spell? Then you've waited a whole round for nothing. If only there was some way you could interrupt another spellcaster while they were casting and not waste your own time.

Now there is, thanks to the good people in the research department at the Mage Academy of Dalphithius (my alma matter). *Quick shot* allows you to interrupt your enemy without even batting an eye.

Quick shot is best used to interrupt an enemy spellcaster, an ability that has all kinds of benefits. It can also be handy for the wizard who has not learned how to quicken a regular spell (or sorcerer who is unable to quicken a spell).

For those who are able to cast quickened spells, a quickened *fireball*, which takes the same level slot as *quick shot*, will almost always deal more damage than *quick shot*, and *fireball* has an area affect. [Until the caster reaches 20th level, fireball will deal more damage on a die to die ratio] On a side note, I recommend learning how to quicken spells.

Reciprocity

Evocation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

When cast, this spell creates an arc of pure magical energy between you and the target. The spell deals 1d8 points of damage per level (maximum 10d8) to the target, but it also deals half that amount of damage to you. The damage dealt to you cannot be negated or reduced by any means, but the damage to the target can be negated by any means that would normally do so such as the incorporeal miss chance or spell resistance.

Incantation:

Riv-Shiish-un-tat Nashla-ek
"I will not go quietly."

Notes on Reciprocity

Reciprocity is another spell created by Algil Danger Vandor (creator of *living lightning*). Algil strove to create a spell that would maximize the damage potential to her opponents, and this is what she came up with: a spell that excessively damages the opponents but also damages the caster. Several years ago, Algil did not return from a mission into the orc-infested north. Nobody knows exactly what happened to her, but I think it's probably safe to assume she went out with a bang.

Reciprocity is the sort of spell best used by wizards who care less for self-preservation than I. If you do decide to use this spell, I suggest hit your strongest opponent and hit him fast. If you manage to take him out quickly, you might be able to justify the damage you take because the enemy might have damaged you more if he was around. Also, if you use this spell you will want to have a cleric on hand.

Resonance

Evocation [Sonic]
Level: Sor/Wiz 9
Components: V, S (see text), F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius emanation
Duration: Concentration, up to 1 round/level
Saving Throw: Fortitude half or Fortitude partial (see texts) (object)
Spell Resistance: Yes (object)

Resonance emits a high-pitched noise that is attuned to resonate with a specific type of substance, such as stone, iron, or even human flesh. The specific material is chosen at the time of casting. Within the area, only the type of material that has been selected takes damage from the spell. When used against inanimate objects, the spell simply deals 6d6 points of sonic damage per round to all objects of the chosen material that are within the area of effect. A Fortitude save (for attended or magical objects) reduces this damage by half. Regardless of the results, a new save is made every round.

When used against living tissue, this spell has varying effects, depending on the particular tissue targeted. Some of the most common types are detailed below.

Flesh: Targeting flesh causes the targets muscle tissues to tear themselves apart. This not only deals 6d6 points of sonic damage per round, but also deals 1d4 points of Strength and Constitution damage per round. A successful Fortitude save reduces the sonic damage by half, and negates the Strength and Constitution damage. Regardless of the result, a new save is made every round.

Bones: Targeting bones causes the targets bones to break and crumble. The spell deals 6d6 points of sonic damage to affected creatures per round and furthermore deals 1d4 points of Dexterity and Constitution damage per round. A successful Fortitude save reduces the sonic damage by half and negates the Dexterity and Constitution damage. Regardless of the result, a new save is made every round.

Brain: Targeting the brain tissue of a creature is especially lethal. If the creature fails its saving throw the creature takes 1d4 points of Intelligence and Wisdom damage and is dazed for one round. A dazed creature can take no actions (but defends itself normally). Furthermore, the creature must immediately make a second saving throw. If the second saving throw also fails, then the creature's

brain explodes and it dies. If the subject succeeds the initial saving throw, it has a splitting headache, but is otherwise unaffected by the spell. Regardless of the results, a new save is made each round.

Any creature that is immune to sonic damage is also immune to the effects of the spell.

This spell cannot be enhanced with the Silent Spell feat, or other effects that remove the verbal component.

Focus: A tuning fork

Incantation:

Ooooooooooooooooo
"Ooooooooooooooooo."

Notes on Resonance

Propartium Guilatus and Ashborow the Evoker have held a long time rivalry as to who can craft the finest spells. No, it wasn't really a rivalry. Rivalry implies some sort of mutual acknowledgement of the competition. Really, Ashborow was just jealous of Propartium. While nothing was ever proven, it is long believed that Ashborow went so far as to hire brigands and even bribed Propartium's pupil in efforts to get a leg up on the other wizard. In the end, Propartium just made better spells, including *resonance*.

The most obvious use of this spell is to use it against human tissue. Targeting bone or muscle has the advantage of debilitating the victims. Targeting the bone and muscle is more effective than the brain when facing meatshields or others of great fortitude who seem to easily shake off this type of spell, because the brain is all or nothing, while the bones and muscles guarantee at least some effect.

Targeting the brain is best used for those flimsy types, such as other wizards, rogues, and most of all sorcerers, because they are far less likely to resist the brain exploding power than a burly barbarian would be. Those who are of significantly lower power than you are also easy to dispatch in this manner.

Resonate can be used in a other ways. For example, you could have it resonate with metal and destroy your opponent's weapons and armor. You could have it resonate with stone and collapse the ceiling or destroy the bridge the enemy is crossing. (Indecently, never **ever** fight an enemy while you are standing on a bridge. If your enemy is on the bridge and you are not, great. But if it is the other way round, make sure you've got *feather fall* prepared.)

Note that casting this spell is somewhat akin to drawing a large bull's-eye on your chest. Because you need to concentrate on it, you had better a) have some defenses in place beforehand, b) have some friend ready and able to defend you, or c) all of the above.

Signal

Evocation [Sonic]

Level: Brd 0, Sor/Wiz 0

Components: V

Casting Time: 1 standard action

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

Effect: Loud sound

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a loud noise that can be easily heard by anybody within 1000 ft. (no Listen check required). The noise can penetrate up to two feet of stone or six inches of iron. You can decide on the general sound of the noise, but it must be short and simple. For example a bell, a sword clashing, or a scream would all be possible, but a melody, multiple sounds of battle, or intelligible speech would not be possible.

Incantation:

Booral-az
"Listen!"

Notes on Signal

Signal was developed by an elite squad of elven archer/wizards called the Shalfelor who protected the Avalos forest from undesirables. It was very common for them to split up when stalking a target and thus use this spell to alert their companions. The Shalfelor's system was based on imitating the cries of native animals, each cry having a different meaning.

The most obvious use of this spell is what the name suggests. If you are worried about getting separated from your companions, or indeed if you plan on being separated, and then having them charge in when you give the signal is the obvious choice. Other possible uses for this spell include distracting the night guard or waking up that barbarian who likes to oversleep.

Slam

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: Two medium or smaller humanoids who must be within 30 feet of each other, and have an unobstructed path between them

Duration: Instantaneous

Saving Throw: Fortitude negates or Fortitude partial (see text)

Spell Resistance: Yes (see text)

This spell propels two targets towards each other at high speeds. If both targets fail their saving throws (and do not resist the spell via Spell Resistance), they collide in midair, each taking 1d6 points of damage per two levels (maximum 5d6). Each creature also is stunned for one round. If one target makes his save (or resists), and the other fails (and does not resist), the creature who failed the save flies into the creature who made the save, each take half damage, and only the creature who failed is stunned. If both

targets succeed in their saving throw (or resist the spell), the effect is negated.

Incantation:

Nyuck nyuck nyuck
"Ha ha ha"

Notes on Slam

Slam was a spell created by a trio of wizards named Morlius, Larrious, and Kurly. While they were somewhat concerned with the damage caused by this spell, like most of the trio's spells, the point was really to make people look stupid. The spell is especially popular when used against stuffy uptight aristocrats. Guys love the spell, but for some reason women don't find it as funny.

Regardless of the trio's intent, the spell ended up being highly effective when used in combat. The damage is quite significant, and the stunning effect is even better. Ideally, you can have a friend (or two) that enjoys attacking people in a sneaky fashion stand about five feet away from the place where the targets will collide so you can maximize the benefits of the stunning.

Smart Blob

Evocation [See text]
Level: Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You hurl a blob of undefined goo at the target. In order to properly hit, you must first succeed at a ranged touch attack. Once a target has been successfully struck, the blob erupts into one of the five energy types (acid, cold, electricity, fire, or sonic) at random and deals 4d6 points of damage of the determined energy type.

On the following round the energy blob continues to deal damage. The energy type dealt by the blob will remain the same unless the target is immune to that form energy, is resistant to that form of energy, or regenerates damage dealt by that form of energy. If the target is negating the effects in any of the above fashions, then the blob changes to a different form of energy chosen randomly from the remaining choices. If the creature is also immune to, resists, or regenerates the new energy form, it once again switches next round. The type of energy continues to change every round until it finds a form that the target is not immune to, resists, or regenerates. No form will be repeated until all have been tried.

If the blob shifts through every energy type and does not find any that meet the conditions, it switches to the most effective type of energy. Damage that is not regenerated is always considered more effective, even if it has a higher resistance. Lower resistances are more effective than higher ones. Immunities are completely ineffective, and if the target is immune to all forms of energy, the spell will terminate itself after trying all energy forms.

Smart blob is considered to have the energy descriptor appropriate to the type of damage it is currently dealing. So a *smart blob* currently dealing fire damage is considered to have the fire descriptor, but if it changes to dealing acid damage the next round, it no longer has the fire descriptor and instead has the acid descriptor. It has no descriptor the instant it is being cast.

Slam! And these two thought they were going to ambush you..."



Incantation:

Shargoorfi-im-Wiisska-im-Veiliki-im-Bruugu-im-Kzaza-im.

"Fire, cold, acid, thunder, and lightning. All are mine."

Notes on Smart Blob

It was while I was exploring one of the ruins of the ancient civilization that I stumbled upon this little gem. Literally.

At the time, I happened to be fleeing from several powerful golem-like creatures the ancient civilization had created to protect their treasures. I tripped over a small chest. The bad news is that I was severely injured by the golems, but on the bright side the chest contained several spell scrolls including one of *smart blob*.

I often say that you should try to know what you're going to be up against when preparing your spells for the day, but sometimes that just isn't possible. *Smart blob* is one of those spells that is most useful when you don't know what you are going up against. Since many high-powered monsters are resistant or immune to one form of energy or another, it's easy to waste a few *fireballs* against an unknown monster only to discover that it is immune to fire. Not so with *smart blob*. *Smart blob* will find the energy type that your foe is most vulnerable to and attack it with that. Best of all, *smart blob* will reveal the enemy's weaknesses so you can be sure your other spells will work against it.

It works unless your opponent is immune to all forms of energy. In which case you'd better hope there are some meatshields close at hand.

Smart Missile

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level or until discharged

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You shoot a bolt of force at a single target, which on a failed save, deals 1d6 points of damage per level (maximum 15d6) and discharges the spell. If the subject succeeds his saving throw, he dodges the force bolt, but the spell will automatically target him again the following round. The subject will again make a saving throw. This time the DC increases by one, and failure means the spell dealt damage as above. As long as the target continues to make the saving throw, he will avoid damage, but he will continue to have to save each round until the target fails his save or the spell's duration expires. The DC continues to increase by one each round. Even traveling out of range will not deter this spell once it has been cast.

Material Components: A child's ball tied to a string.

Incantation:

Wadrass-Braftki-zji-un-tat Mnala-yei
"You shall not escape in the end."

Notes on Smart Missile

Dillian and Emberrella were two wizards that had a grudge against monks. As children they grew up near an evil monastery and were constantly harassed by the monastic students. These monks not only beat up the two children, they also depreciated the kid's self-esteem. But Dillian and Emberrella were not ones to just sit back and take it. They decided to find a way to stand up to the evil monks. Since they were both physically weak but mentally strong, they turned to wizardry.

Unfortunately, Dillian and Emberrella forgot to take into account that monks have the extraordinary ability to resist magic, even evading all damage from multiple fireballs. But they were not about to give up, so they set to work on a spell that even the monks couldn't just shirk of. The result was *smart missile*, a bolt of force that keeps coming back no matter how much you evade it (okay, within certain limitations). The monks might be able to evade once, twice, maybe even three times, but could they evade it nine times? Probably not.

The advantage of *smart missile* is that when it hits, it hits good, and deals a lot of damage, unlike many other spells that might only do a fraction of their potential if the target successfully rolls with the blast. The disadvantage is that the spell might take a while before it hits. So the question is: do you want a little damage now, or a lot of damage later? The answer really depends on your situation. For example, if you are going up against a powerful foe and several of his henchmen, it might be effective to use this spell against a henchling, especially if you think it's possible to take the henchling down in one hit. Then after that first round, even if the henchling dodges the spell's first attack, you can focus the rest of your efforts against the greater enemy.

The spell can also be useful against enemies that have a habit of avoiding spells (monks, rogues, outsiders, etc). Or, it can be useful against an enemy who is running away but can't be allowed to warn his friends back at the base.

Sword Shock

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature, plus one additional creature per 3 levels (maximum 7 creatures), no two of which may be more than 15 feet apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Sword shock causes electricity to flow from items the targets are holding to the target's hands. This

electricity deals 1d4 points of damage per caster level (maximum 5d4). The jolt also causes the creature to drop whatever it is holding which falls to the ground in the target's square. A successful Fortitude save reduces the damage by half and allows the target to keep her grip on the item. If the target has items in both hands, it risks losing both but does not suffer any greater damage. If the target is not holding any items (or has no hands) it still takes damage but of course cannot drop anything.

Incantation:

Ropier-az Kathitillu-Zjoovshala-ivs-il
"Drop your sword."

Notes on Sword Shock

Sword shock was crafted by Lelisa the Keen, a woman who divided her time between magery and fencing. Being the accomplished swordsperson, she was well aware of the value of disarming. While she could disarm people quite easily using her rapier, she felt it would not hurt to have one more trick up her sleeve.

The best time to prepare *sword shock* is when you anticipate running into opponents who are using swords (or really anything else that they need to hold onto.) As always, the best time to disarm an opponent is when you have friends standing next to him ready to beat down upon your enemy when your enemy tries to pick up his sword. The targeting aspect of this spell has both benefits and negatives. On the one hand, when you get to the ability level that you can target multiple creatures, you will be able to hit them without also hitting your allies, on the other hand, you won't get to hit multiple targets right away, like you would with *burning hands*, and by the time you get to the point where you'll be able to hit more than two people, you'll already have *fireball*. Of course *fireball* also hits innocent bystanders.

Trip Line

Evocation [Force]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One trip line of force
Duration: 1 minute (D)
Saving Throw: Reflex partial
Spell Resistance: No

You create a shimmering line of force up to ten feet long that hovers two feet off of the ground. The line is translucent and difficult to see, requiring a Spot check (DC 20) to notice. If a creature is aware of the line, she can either slow down and step over it using a move action, or she can attempt to jump over it with a successful Jump check (DC 8). A failed Jump check is the same as failing a Reflex save (described below).

Creatures who are unaware of the line must make a Reflex save when they run into the line. Those who fail fall prone and take 1d6 points of non-lethal

damage. Those that succeed do not fall but must end their movement for that round directly in front of the line. Those who are running when they encounter the line suffer a -4 penalty to their save.

Creatures Huge size or larger and those of Tiny size or smaller are unaffected by this line.

Incantation:

Meiinar-ov
"Look out."

Notes on Trip Line

You ever see these new "modern" spells and say, "You call that a spell? A monkey with a wand could make a better spell than that!" All this time, you thought you were hyperbolizing, but it turns out you were actually correct.

Trip line was created by a monkey. No, really. Okay, it was technically a chimpanzee. But for some reason saying "monkey" is more satisfying, so I will continue to do as such. You may have heard of the famed Mr. Gurble the Curious. He was once the pet of a druid named Yorla the Yellow, who awakened Mr. Gurble after the monkey saved her life by poring a potion down her unconscious throat. After gaining his new humanlike intelligence, Mr. Grumble decided to pursue wizardry. Overall Mr Grumble was a mediocre spellcaster, but he was great for a monkey. And he did come up with at least one useful spell.

Trip line works well if you want to get away from people chasing you down a narrow hallway (perhaps combined with *expeditious retreat*?) Casting the spell is a time investment, which is always important to bear in mind when you want to run away. The spell has a good chance of slowing down those heavily armed fighter types, but can be less effective with lightly armored jump around types.

Useful Second-Level Damage-Causing Spell

Evocation [Acid, Fire]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One blob of boiling acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, you fire a blob of scalding hot acid at a chosen target. To hit, you must make a ranged touch attack. The blob deals 1d6 points of damage per level (maximum 10d6). Half of this damage is acid damage, and half is fire damage.

Material Component: A pinch of sulfur.

Incantation:

Grurgeczhek-Shargoorfi-im-Veiliki-ivs-il Jeelin-az
"Feel the wrath of heat and acid combined!"



The vortal disk catches a dragon by surprise.

Notes on Useful Second-Level Damage-Causing Spell

This spell was created by a wizard named Parkavil the Alchemancer. His personal hobby was creating spells that combined two or more of the elements, and his original name for this spell was *boiling acid*. Because Parkavil was the sort of wizard who emphasizes style over substance, he failed to realize just what he had created. He made a *useful second-level damage-causing spell*.

Honestly, people. Third-level has *lightning bolt* and *fireball*. And, since the good people at Spellcasters by the Sea figured out how to pump some extra juice into *burning hands* and *shocking grasp*, *magic missile* isn't the only first-level spell I would rather have than a second-level damage-causing spell.

Not that all second-level spells are bad. *Bull's strength* and the other buffing spells are good (though for some reason they don't seem to be as good they were in the old days). I remember a time when the good people at Spellcasters by the Sea thought the buffing spells were *too good*. As evidence, they cited that most wizards chose the buffing spells above other second-level spells. I think they were looking at it backwards. *Bull's strength* wasn't too good, the others just weren't good enough.

I mean... *flaming sphere*? *What's-his-name's acid arrow*? Oh sure, they might do more damage *eventually*, but that's not instant gratification. That's not why you gave up two schools of magic to specialize in Evocation. You want your damage, and you want it *now!* Thus the gods sent us (though several friendly and reasonably priced middlemen)

useful second-level damage-causing spell.

Unlike most spells contained herein, which occupy some sort of niche, *useful second-level damage-causing spell* is what I call a "meat and potatoes" spell. The strategy is pretty simple. Find something you want to hurt and cast this spell on it.

In all fairness, there are times that *flaming sphere* and *what's-his-name's acid arrow* have their advantages. *Flaming sphere* is good against a large number of weak baddies (i.e. goblin cannon fodder), and *acid arrow* makes it hard to cast spells. But if you're up against a big baddy who doesn't need to concentrate on anything, *useful second-level damage-causing spell* is the way to go.

Oh and yes I know about *scorching ray*. But a) it was a recent addition; b) it doesn't have as cool a name; and c) it makes my argument more difficult, and thus I choose to ignore it.

Vortal Disk

Evocation [Force]

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One disk of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a razor-sharp disk of pure force. This disk attacks the opponent you desire, once per round starting on the round you cast the spell. The disk has a total attack bonus equal to your caster level plus your Intelligence or Charisma modifier (for wizards or sorcerers respectively) with a +5 enhancement

bonus. Because it is a force effect, the disk can strike ethereal and incorporeal creatures.

The disk deals 6d8+5 points of damage on a successful attack and has a threat range of 18-20 and a critical modifier of x3. On a successful critical hit, the vorpal disk severs the head of its target as a weapon with the vorpal special ability. If the target has no head or is able to survive without a head, the disk still deals x3 damage. Unlike standard weapons, the disk deals x3 damage (through magical means) even if the target is immune to critical hits.

The disk occupies a square just as a creature would and threatens an area five feet in each direction. The disk can take attacks of opportunity, but only one per round (even if the caster could take more). The disk is capable of flanking opponents, but normally requires specific instructions to do so. If left on its own, the disk will move to its target in the most direct path possible and attack it. If the target moves out of range, the disk will hover at the edge of the range and resume its attack should the target return.

As a standard action, once each round after the first, you can designate a new target for the disk, or give it a more complex attack order, such as making it flank the target. It cannot at any time have more than one target.

The disk is immune to physical attacks but can be affected by *dispel magic*, *disintegrate*, a *rod of cancellation* or similar effects. For the purpose of touch attacks, the disk has an AC of 16 (+1 size, +5 deflection).

If the disk's target has spell resistance, make the check the first time the disk attacks. If the target fails to resist, the disk affects it normally for the duration of the spell. If the target resists, the disk cannot affect that target, but it is not dispelled and the caster can designate a new target next round. Once a creature has made a resistance check, the result is used for the duration of the spell, even if the disk is changed away from the target and then back to it again.

Focus: A palm-sized disk, made of mithral, inlaid with gold and at least one diamond, worth no less than 5,000 gp.

Incantation:

Yajam-aim Koekaii-il
"Off with them."

Notes on Vorpal Disk

As I said earlier (in *force spikes*), being an evil world-dominating wizard is no fun. It causes high stress, you are inevitably defeated by the powers of good (or neutral), and chicks don't dig you. (Except those creepy evil sort of chicks, which might be all right if you're into that sort of thing.) The only real advantage of being evil is that you do get to use some really cool spells, such as a disk of force capable of decapitating your enemies in a single blow.

Vorpal Disk was also crafted by everybody's favorite, (and by favorite I of course mean least favorite) world conquering genius: Bargle. He created this one quite a while after I knew him. Being evil and all, he was quite protective of his spells, but I was able to procure a copy using methods I'd rather not go into at the moment.

I hope it goes without saying, but I'm going to say it anyway, that *vorpal disk* works best against enemies that a) have heads (i.e. not gelatinous cubes) and b) will die if you cut their heads off (i.e. not iron golems). The spell is especially useful against powerful opponents who would take a lot of hits to kill and who are likely to resist an instant death spell. Let's see them resist not having a head. It is also worth remembering that even if the *vorpal disk* does not decapitate its victims, it still deals a fair amount of damage and can be utilized quite well in this capacity. I recommended in these cases you still sick the disk on stronger opponents. Or if there are any opponents that are difficult for the party meatshields to reach, that would be a good choice for a target. Of course, casting the spell as early as possible in the combat sequence will maximize the disk's potential.

Water Blast

Evocation [Water]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (100 ft. + 10 ft./level)

Effect: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half, and Fortitude partial (see text)

When you cast the spell, a burst of water explodes at the location designated. The blast deals 1d6 points of non-lethal damage per level (maximum 10d6) to all creatures within the area. Medium and Large creatures are knocked prone, and Small or smaller creatures are pushed 1d4x10 feet away from the center of the blast and knocked prone. A successful Reflex save reduces the non-lethal damage by half, and a successful Fortitude save negates the knock down effect.

The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magic fires can be extinguished, but to do so requires a caster check (1d20 +1 per caster level, maximum +10) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Elemental (fire) creatures, or other creatures that are vulnerable to water take regular damage instead of non-lethal damage.

Material Component: A small vial of water.

Incantation:

Faifuir-aim Laiitleemii-ek
"The ocean blows apart."

Notes on Water Blast

Not many wizards specialize in water magic. Perhaps this is because there are not many water spells. But this lack of water spells didn't stop the notorious Blue Bandit, the populous outlaw of the southern seacoast. Because she apparently values human life, the Blue Bandit developed this spell, along with the *washout* spell directly below, in order to incapacitate her victims without causing them any permanent harm. I once had the pleasure of meeting the Blue Bandit and though we got off to a rather inauspicious start (she tried to rob me), she turned out to be a very pleasant woman and talented spellcaster.

Like *pressure spray* (above) and *washout* (below), *water blast* is designed for those who want to incapacitate their victims without causing serious damage. The area effect makes it very useful when you have a large number of people that you are trying to incapacitate.

Washout

Evocation [Water]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: A path 40 feet wide, extending up to the end of the spell's range

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude partial

Spell Resistance: Yes

Washout creates a massive tidal wave (even on dry land) that sweeps through the area washing away everything in its path. The wave deals 1d6 points of non-lethal damage per level (maximum 15d6) to all creatures within the area. Large and Huge creatures are knocked prone by the wave, while Medium or smaller creatures are carried to the end of the wave's path (usually the maximum range of the spell from you) and are knocked prone. A successful Reflex save reduces the non-lethal damage by half, and a successful Fortitude save negates the knock down effect.

The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magic fires can also be extinguished, but to do so requires a caster check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Elemental (fire) creatures or other creatures that are vulnerable to water take regular damage instead of non-lethal damage.

Material Component: A miniature wooden boat.

Incantation:

Gregorak Mnala-yei
"Cowabunga dude."

Notes on Washout

Washout is another spell developed by the Blue

Bandit, mostly to serve as a more powerful version of *water blast*. While I typically try to stay away printing spells that are "as *such and such spell*, but..." in this case I will make an exception because a) it is so hard to be a water specialist these days, and b) this way I get an excuse to tell you about the Blue Bandit's Boogie Board. Late in her career, the Blue Bandit used this spell to create her infamous Blue Bandit Boogie Board. It was a magical board she could stand upon and summon a massive wave. She would then use the board to ride the crest of the wave, and thus make truly spectacular entrances and exits. While riding said boogie board, she would often be heard to remark, "Cowabunga."

Everything that I said is true for *water blast* is also true for *washout*. Bigger is better.

White Noise

Evocation [Sonic]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: None

This spell causes the target object to emit loud, unspecific sound that makes hearing difficult. All Listen checks within sixty feet of the target object suffer a -20 penalty. A foot of stone or three inches iron will block the sound created by this spell. White noise also negates blindsight and blindsense abilities based on hearing. Creatures relying entirely on hearing for perception are effectively blinded.

Incantation:

Varaat-Jazj-aith-iip Mnala-ek Nashla-il
"Can you hear me now?"

Notes on White Noise

Thurbian the Secretive was the classic example of a hen-pecked husband. He married for wealth and soon became aware that his wife was used to being treated like a queen. She expected Thurbian to treat her the same. Thurbian was not assertive and knew that he would lose the small fortune he had recently gained, so he put up with his wife for many years. When he tired of his wife's incessant whining, Thurbian still could not manage to stand up to his wife, so he developed more passive aggressive methods of dealing with it including *white noise*. "What's that honey, I'm sorry I couldn't hear you."

This spell is useful when you want to obscure somebody's hearing. If you expect to be encountering monsters that use their sense of hearing to locate their enemies, this is a good spell to have. If you or an ally is invisible, or just hiding, and you do not want the enemy to hear you/her this spell can make it much more difficult, though it will give away that something is going on.

Wildspell

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

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

Area: 4d10 ft. area spread

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Wildspell is an unpredictable spell. When cast, you simply choose a point of origin within range. Then the spell explodes in a spread with a radius of 4d10 feet, rolled randomly each time (round to the nearest five feet for tactical purposes). The type of energy dealt by the spell is one or two of the five energies as determined by rolling 1d6 and consulting the table below.

1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Roll again twice. (Damaged is split between elements, not doubled, ignore further rolls of a six.)

Determining the number of damage dice is done by rolling 1d20 and adding your caster level (maximum +15) to the roll, then consulting the following table.

10	1d6
11	2d6
12	3d6
13	4d6
14	5d6
15	6d6
16	6d6
17	7d6
18	8d6
19	9d6
20	10d6
21	11d6
22	12d6

23	13d6
24	14d6
25	15d6
26	16d6
27	16d6
28	17d6
29	17d6
30	18d6
31	18d6
32	19d6
33	19d6
34	20d6
35	25d6

Incantation:

Yemkolos!

"Something!"

Notes on Wildspell

Wildspell was created by Tyrus the Gambler, a man who devoted himself to Lady Luck. He even carried a special coin made by the priests of Lady Luck that he consulted (by flipping) whenever he faced an important decision. The spell is designed to fluctuate in power, size of the blast it creates, and type of energy dealing the damage. If you ever met Tyrus at a gambling hall in the past, you would no doubt hear about the time he cast this spell and decimated a troupe of seven hill giants in one blow.

Alas, you will not be able to hear that tale any longer, as Tyrus' last casting of the spell created a slightly lesser result. Tyrus was alone against a large group of kobolds. He cast the spell and it exploded in an icy burst with a five-foot radius. The burst caught a mere two kobolds in it. Unbeknownst to Tyrus the gambler, the kobolds were the bastard children of a white dragon.

I picked up the spell when Tyrus' possessions were auctioned to pay off his large gambling debts. I'm sure whatever plane his soul is in now, it does his (metaphorical) heart good to know that some part of his legacy lives on.

Tactically, this spell is most useful when you are outclassed by your opponent. Chance favors the underdog. Look at it this way: if your opponent is likely to defeat you, and the spell functions poorly, you really are not any worse off. If on the other hand the spell does exceptionally well, you might just be able to turn the tides. Of course, when I am faced

with an opponent stronger than myself I usually run away. But I'm sure there are those among my readers who are far braver than I.

This spell is also for those who like to rely heavily on chance, or as the old saying goes, "roll a lot of dice." Some advocate using this spell when you know you will win, because then even the poorest result won't risk your chances. I would urge caution with this approach. Remember: "They're only kobolds!"



Appendix I: Bard, Cleric, Druid, & Paladin Spell Lists

Bard

0-LEVEL BARD SPELLS

Dim: Dims light sources within 100 feet of object touched.

Light My Fire: Starts a fire quickly.

Pointer: Shines a beam of light from your finger.

Signal: Creates a loud sound.

1ST-LEVEL BARD SPELLS

White Noise: Creates a loud sound causing -20 penalty to listen checks.

4TH-LEVEL BARD SPELLS

Blinding Light: Object sheds light bright enough to blind.

Cleric

0-LEVEL CLERIC SPELLS

Dim: Dims light sources within 100 feet of object touched.

Light My Fire: Starts a fire quickly.

3RD-LEVEL CLERIC SPELLS

Armor of Light: Attacks miss 20% of the time, attackers are dazzled, +1 deflection bonus.

4TH-LEVEL CLERIC SPELLS

Blinding Light: Object sheds light bright enough to blind.

Eternal Shadow: Object permanently radiates darkness.

5TH-LEVEL CLERIC SPELLS

Ghost Bomb: Deals 1d6 damage per level to incorporeal and ethereal creatures only.

7TH-LEVEL CLERIC SPELLS

Choking Darkness: Cannot be penetrated by senses and makes it hard to breath.

8TH-LEVEL CLERIC SPELLS

Explosive Dispel: Cancels magic in explosive fashion.

Druid

0-LEVEL DRUID SPELLS

Dim: Dims light sources within 100 feet of object touched.

Light My Fire: Starts a fire quickly.

3RD-LEVEL DRUID SPELLS

Acid Spit: Deals 1d6 points of acid damage and creates a blinding effect.

4TH-LEVEL DRUID SPELLS

Freezing Wind: Deals 1d6 cold damage per level and may knock down or blow away small opponents.

6TH-LEVEL DRUID SPELLS

Living Lightning: Creates uncontrollable creature of lightning.

8TH-LEVEL DRUID SPELLS

Explosive Dispel: Cancels magic in explosive fashion.

9TH-LEVEL DRUID SPELLS

Eruption: Volcanic eruption deals 1d6 points of damage, releases fumes and lava.

Paladin

3RD-LEVEL PALADIN SPELLS

Armor of Light: Attacks miss 20% of the time, attackers are dazzled, and subject gains a +1 deflection bonus.

Appendix II: New Feat

Scribe Generic Spellbook

Spells you copy into a spellbook are far easier to comprehend.

Prerequisites: The ability prepare spells from a written text (as a wizard).

Benefit: The Spellcraft check needed to decipher you spellbook has a DC of only 10 + the spell's level. Furthermore, a spellcaster can prepare spells from a book you scribed without having the spell in her own spellbook, and she only needs to succeed once at a Spellcraft check (DC 15 + the spell's level). If she succeeds she can prepare that spell automatically from then on.

Normal: Typically the DC to interpret arcane writing is 20 + the spell's level. Also, a spellcaster must succeed a Spellcraft check every time she tries to prepare a spell from a borrowed spellbook, even if she has prepared the same spell from the same book before, and may only do so if she has the spell in her own spellbook.

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50 New Ways To Blow Things Up

Starlanko the Magnificent's Big Book of Evocations

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