Matthew J. Hanson's

50 New Ways To Turn Things into Other Things

Starlanko the Magnificent's Big Book of Transmutations

Credits

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50 New Ways to Turn Things into Other Things
Transmutations

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d20 system

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Introduction

Greetings and thank you for purchasing *Fifty New Ways to Turn Things into Other Things: Starlanko the Magnificent's Book of Transmutation*. I, of course, am Starlanko the Magnificent.

This is the second book in the *Fifty New Ways to...* series. For years I sold spells one at a time. I dreamed of compiling a collection such as this, but since each wizard's arcane writings are different, such mass production was difficult. Until now. Thanks to a revolutionary spell notation system you can easily prepare spells directly from this book without transferring it to your own book. If you enjoyed this volume, you may wish to pick up a copy of my previous text, *Fifty New Ways to Blow Stuff Up*, and keep you eyes peeled for future installments.

Are Transmutations for Me?

Transmutation is probably the most flexible school of magic. It provides ways to protect you, attack your foe, make you stronger, and a whole host of basic utilities, such as *fly* and the slightly too flexible *polymorph*. Normally when something provides a little of everything, there is no area where it particularly excels. Not so with transmutation. Namely transmutation contains the most and best spells that enhance you or your allies' offensive capabilities (spells I like to refer to as "buffs"). Because transmutation is so versatile and provides such a staple of the wizard's repertoire, I think most casters are well advised to keep up on transmutations.

Since I brought up buffing spells, I think I need to mention a particular kind of spellcaster, the infamous warrior/mage, sometimes called an eldritch knight, sometimes called another word that rhymes with "dish." Of all wizard and sorcerer variations, casters on this path get the most use out of buffing spells, and they may wish to consider specializing in this school.

Tactics

Each spell herein includes specific tactics for that spell, but I thought I should discuss the all-important question: just when should you cast those attack-improving spells?

When to Buff?

Sure, we all love making ourselves stronger, faster, and smarter, but the problem is that if you are casting spells to improve your own abilities, you can't cast spells to hurt the enemy, or (if you are into that sort of thing) attack them with your sword.

This is why, if you can help it, you want to cast buff spells just before going into combat. Unfortunately you don't always know when you are going to be attacked, which is why I recommend two classes of spell: instant spells and long lasting spells.

Instant spells are a class of spell that, as the name implies, can be cast in an instant. Almost every spell has the potential for this using the Quicken Spell feat, but there are a handful of spells that can be cast instantly, even without requiring the feat (such as *expeditious charge*). The drawback of these spells is that they typically last a very short amount of time, especially the low-level instant varieties. Thus you want to cast these spells directly before you plan to take advantage of their benefits.

The other alternative is to find spells that have long durations, lasting at least tens of minutes, preferably lasting hours. This way you can cast when you think there is a remote chance you will encounter combat (such as right before you enter that dark dungeon). At higher levels you can cast these spells

Scribe Generic Spellbook
The *Fifty New Ways to…* spellbooks available to characters
use a new process for scribing that makes them easy to
understand, eliminating the need to recopy the spell into
their own book.

The Spellcraft check needed to decipher these spellbooks has
a DC of only 10 + the spell's level. Furthermore, a spellcaster
can prepare spells from these books without having the spell
in her own spellbook, and she only needs to succeed a single
Spellcraft check (DC 15 + the spell's level). Thereafter she
can prepare that spell automatically directly from the *Fifty
New Ways…* book.

Changes in Spell Format
This book contains two small variations from the core spell
listings. They include notations for costly components, and
the use of swift and immediate actions.

Costly Material Components
In the components line at the top of a spell description, spells
utilizing basic components found in a spell components
pouch are marked only with the standard "M," while those
that have a cost of 1 gp or more are marked with "M^C."

Swift and Immediate Actions
Swift and immediate actions are special types of actions. They
take the same amount of time as a free action, but represent
mental effort, and thus you can only perform one swift or
immediate action per turn (casting a quickened spell is an
example of a swift action). Swift actions can be performed
only on your turn, while immediate actions can be performed
at any time.

first thing every morning and reap the benefits all day. *Greater
magic weapon* and *overland flight* are probably the best-known
examples of such spells (along with the conjuration *mage armor*).
I of course have brought you several more of these spells,
including *self-loading bolts* and *overcompensation*.

So, if as established above, you want spells that can either be cast
instantly or that last a long time, what metamagic enhancements
would you like to add? Anybody who said Quicken Spell or
Extend Spell gets ten extra points.

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. Following the actual magical writings of each
spell are mundane writings pertaining to them. I made these
notes regarding two main points. First is a brief description of
the history of the spell, often including how it was created, or
at least how it came into my possession. The second section
gives 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 to cast ninth-level spells.

Spell List

Sorcerer/Wizard Spells

0-LEVEL SORCERER/WIZARD SPELLS
Animate Tools: Tools automatically perform simple tasks.
Balance Weapon: Weapon becomes easier to use.
Iounic Transportation: Small object orbits your head.
Pants: Removes target's pants.
Rigged Coin: Causes target coin to always land on face you choose.

1ST-LEVEL SORCERER/WIZARD SPELLS
Awesome Strike: Melee attack knocks back foe (swift).
Down and Out: Empowers you to make trip and disarm attempts (swift).
Escape Grapple: Improves grapple and Escape Artist checks (immediate).
Self-Loading Bolts: Target bolts automatically load.
Overcompensation: Weapon increases size and damage.

2ND-LEVEL SORCERER/WIZARD SPELLS
Dire Form: Target animal regresses to primitive state.
Expeditions Charge: Increases speed and ability to dodge attacks of opportunity (swift)
Exploding Critical: Target weapon gains potential to deal extra damage on critical hits.
Fall Up: Reverses gravity for target.
Flexarmor: Makes armor less restricting.
Giant Boulder: Transmutes pebbles to giant throwing rocks.
Skin of the Porcupine: Target bristles with quills.

3RD-LEVEL SORCERER/WIZARD SPELLS
Awesome Striker: One melee attack/round knocks back foes.
Corrosive Blood: Piercing and slashing weapons take acid damage.
Free Hand: Hand detaches and moves independently.
Holding the Viper: Transforms weapon into Medium viper.
Immobilize: Target object cannot move.
Intelligent Item: Item gains semblance of intelligence.
Weighty Armor: Target's armor impairs its movement.

4TH LEVEL SORCERER/WIZARD SPELLS
Brilliant Strike: Attack passes through armor and shield (swift).
Giant Lava Ball: Transmutes stone into giant lava ball.
Gruesome Appetite: Grants bite attack and swallow whole ability.
Many Arms: Target gains additional arms.
Morning Enhancements: Grants long lasting ability bonus.
Pit Trap: Floor opens up, possibly causing creatures to fall.
Telekinetic Choke: Uses force to strangle foe.

5TH LEVEL SORCERER/WIZARD SPELLS
Flatten: Target becomes two-dimensional.
Redefine the Tools of War: Changes weapons and armor into other items of same type.
Stone Plague: Magic disease turns victims to stone.
Weight of Ages: Target becomes venerable.

6TH LEVEL SORCERER/WIZARD SPELLS
Divide and Conquer: You become a swarm of Tiny duplicates.
Fearsome Familiar: Your familiar grows strong and powerful.
Ice Body: You turn into living ice.
Limbless: One category of target's limbs vanishes.
Mobile Pit Trap: As *pit trap*, plus you can move it.

7TH LEVEL SORCERER/WIZARD SPELLS
Copy Cat: Copy a spell recently cast.
Dragon's Teeth Warriors: Planted dragon's teeth grow into fierce warriors.
Iron Paper: Paper become as tough as iron.
Snake Arms: Turns your arms into poisonous snakes with reach.
Telekinetic Launch: Tosses foes through the air, battering them.
Time Slow: You can act twice per round four 1d4+1 rounds.

8TH LEVEL SORCERER/WIZARD SPELLS
Construct Form: You gain many properties of a construct.
Dweomer Nova: Your spellcasting abilities increase for a short time.
Iron Maiden: Armor impales the target inside.
Gravitational Crush: Gravity increases, possibly crushing those in the area.
Vorpal Strike: Your strike may sever an opponent's head (immediate).

9TH LEVEL SORCERER/WIZARD SPELLS
Nigh Indestructible: Target becomes very difficult to destroy.
Petrify: A wave of magic turns everything in its path to stone.

Assassin Spells

1ST-LEVEL ASSASSIN
Escape Grapple: Improves grapple and Escape Artist checks (immediate).
Self-Loading Bolts: Target bolts automatically load.

2ND-LEVEL ASSASSIN
Expeditions Charge: Increases speed and ability to dodge attacks of opportunity (swift).
Flexarmor: Armor impairs movement less.

4TH LEVEL ASSASSIN
Telekinetic Choke: Uses force to strangle foe.

Bard Spells

0-LEVEL BARD SPELLS
Animate Tools: Tools automatically perform simple tasks.
Pants: Removes target's pants.
Rigged Coin: Causes target coin to always land on face you choose.

1ST-LEVEL BARD SPELLS
Escape Grapple: Improves grapple and Escape Artist checks (immediate).

2ND-LEVEL BARD SPELLS
Expeditions Charge: Increases speed and ability to dodge attacks of opportunity (swift).
Flexarmor: Armor impairs movement less.
Intelligent Item: Item gains semblance of intelligence.

3RD-LEVEL BARD SPELLS
Free Hand: Hand detaches and moves independently.

Cleric Spells

0-LEVEL CLERIC SPELLS
Animate Tools: Tools automatically perform simple tasks.
Balance Weapon: Weapon becomes easier to use.

1ST-LEVEL CLERIC SPELLS
Self-Loading Bolts: Target bolts automatically load.

3RD-LEVEL CLERIC SPELLS
Holding the Viper: Transforms weapon into Medium viper.
Giant Boulder: Transmutes pebbles to giant throwing rocks.

5TH LEVEL CLERIC SPELLS
Giant Lava Ball: Transmutes stone into giant lava ball.

6TH LEVEL CLERIC SPELLS
Redefine the Tools of War: Changes weapons and armor into other items of same type.

Druid Spells

0-LEVEL DRUID SPELLS
Animate Tools: Tools automatically perform simple tasks.

2ND-LEVEL DRUID SPELLS
Dire Form: Target animal regresses to primitive state.
Skin of the Porcupine: Target bristles with quills.

3RD-LEVEL DRUID SPELLS
Pit Trap: Floor opens up, possibly causing creatures to fall.
Gruesome Appetite: Grants bite attack and swallow whole ability.

5TH LEVEL DRUID SPELLS
Mobile Pit Trap: As *pit trap*, plus you can move it.

6TH LEVEL DRUID SPELLS
Snake Arms: Turn your arms into poisonous snakes with reach.

Ranger Spells

1ST-LEVEL RANGER SPELLS
Self-Loading Bolts: Target bolts automatically load.

2ND-LEVEL RANGER SPELLS
Dire Form: Target animal regresses to primitive state.
Flexarmor: Armor impairs movement less.
Skin of the Porcupine: Target bristles with quills.

4TH-LEVEL RANGER SPELLS
Many Arms: Target gains additional arms.

Animate Tools

Transmutation
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One tool or one set of related tools.
Duration: 8 Hours
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The spell causes a tool — or a group of tools used together to perform a task — to animate and perform a task you designate. These tools follow your directions to the best of their abilities, but can only be used for their intended purpose. This spell allows you to complete an amount of work equivalent to a single person working for eight hours. The tools use your Craft or Profession check as appropriate. The tools may aid another. There are many other common uses of this spell that require no check, such as commanding a broom to sweep the floor or a shovel to dig a trench.

Only mundane tasks can be accomplished with this spell. It has no effect on crafting magic items. Under no circumstance can tools be used to attack a creature, though items can damage a structure if that is their intended purpose (such as a pick or an axe).

Incantation
"Let these tools get to work."
Grooshaf-ov Tillaga-Nan-il

Notes on Animate Tools

Baferton Vedril was one of the laziest wizards ever known. He grew up as the spoiled child of a wealthy and influential noble, but as the fifth child of said noble, he stood to inherit very little. Thus he was sent to a wizarding academy so he could learn a profitable trade. Unfortunately learning the art is a lot of work. Bafterton had a trying time but somehow managed to graduate eventually. After graduation he used his magecraft almost exclusively to prevent him from dealing with more taxing issues. Unseen servants ran his household and he traveled everywhere on a pony summed with the *mount* spell. He even crafted this spell, as he could only summon so many unseen servants per day.

Animate tools allows you to accomplish those pesky day–to-day activities while you are busy adventuring. So you found some raw adamantine ore and you want to make a shiny new sword, but have you seen how long it takes to forge that stuff? Maybe just set it down with some animated tools, go slay a few dragons, then come back when it's ready.

when it comes to chores... animate those puppies and take a nap like any discerning mage will tell you

Awesome Strike

Transmutation
Level: Sor/Wiz 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

You gain the potential to deliver a powerful melee strike. If you make a successful melee strike within the duration spell, the target hit by that attack must make a Reflex save, or be knocked 10 feet in a direction you choose and fall prone. You can only push the opponent in a straight line, and the opponent can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle.

Incantation
"Get back!"
Yorz-Deip-az

Awesome Striker

Transmutation
Level: Sor/Wiz 3
Components: V, S
Casing Time: 1 standard action
Range: Touch

Target: Willing creature touched
Duration 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like *awesome strike*, but you confer the power to make a powerful blow to any creature touched, and that creature may make one successful awesome strike per round.

Incantation
"You don't belong!"
Smaandan-tat Mnala-ek

Notes on Awesome Strike & Awesome Striker

Gnomes are well known for their dislike of giants, and no gnome disliked them more than Ginnigles the Giant Slayer. In addition to the fact that ogres destroyed his village, he was jealous of many giants' ability to send smaller foe flying with a single blow. Thus he developed *awesome strike* and its sequel *awesome striker* so that he could send giants flying too.

  Awesome strike is a good spell for a fighter mage who wants to shove opponents around. It's a good way to knock over your opponent without the risk of being tripped yourself, and in the right conditions (while fighting next to a lava pit, or near a tall precipice) the effects can be devastating. *Awesome striker* shares these features, but as an ally-buffing spell, can be useful for those who are not warriors themselves.

Balance Weapon

Transmutation
Level: Clr 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 hour
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell causes the weapon touched to gain an exceptional balance, bestowing a +1 enhancement bonus to attack roles. The target weapon is not considered magical for purposes of damage reduction.

Incantation
"Become the finer sword."
Yapara-Wand-sa-ov Kathitillu-ek

Notes on Balance Weapon

Lelisa the Keen began her life studying swordplay, and while she was skilled enough, she was always thinking outside the box, trying to find new ways to add a little zest to her repertoire. Thus she developed this little ditty.

  Balance weapon is useful at low levels when you do not have a lot of first level spells to spare and can't quite afford magic or masterwork weapons. In latter levels it is quickly outshone by *magic weapon*, and even more so by *greater magic weapon*.

Brilliant Strike

Transmutation
Level: Sor/Wiz 4
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

One weapon you wield briefly changes into a brilliant energy weapon. The significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects.

Incantation
"Pierce though to the flesh."
Ffiit-Vadara-fi-az

Notes on Brilliant Strike

I know what some of you may be thinking. "What's this? *Another* spell best used by wizards who like to get up close and personal? But I'm a scaredy cat who likes to hide behind friendly meatshields." I know. I'm the same way, but it turns out there has been a recent proliferation of wizards who fight and of fighters who use magic. Thus I have attempted to accommodate this new audience. Apparently it's not just for elves anymore.

  That being said, *brilliant strike* was developed by an elf, and her name was Felcian Destoro. She followed Leolus the Sun Lord, and worked tirelessly to defeat the minions of darkness. While this spell did not help much against undead minions, it was great against the evil clerics who animated said undead.

  Brilliant strike functions best against creatures that are heavily armored. If you are trained in the ways of trading your accuracy for damage dealing, using that technique in conjunction with this spell is a good tactic. If there is another reason that landing your next blow will be particularly powerful (such as if it would strike a particularly vulnerable area, or is charged with some other form of magic), this spell helps ensure the attack is a success.

Corrosive Blood

Transmutation
Level: Sor/Wiz 3
Components: V, S, M^C
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

Corrosive blood turns your blood into a powerful dissolving agent. This does not cause you any harm, but if a slashing or piercing weapon deals damage to you, a small amount of this acidic blood spills forth, dealing 2d6 points of acid damage +1

point/2 levels (maximum +10) to the weapon in question. If a slashing or piercing natural weapon injures you, the acid affects the creature directly. Either way, the weapon or the creature may reduce the damage by half with a successful Reflex save. Material Component: A flask of acid (10 gp).

Incantation
"My pain is your death."
Nyalpaara-Nashla-ivs-ek Kruda-Mnala-ivs-il Yap-un

Notes on Corrosive Blood
This spell was created by one of those crazy mages who occasionally likes to fly into a berserker rage. Graken Thunderbone grew up on the edges of civilization and learned the magic art from his tribe's aged wise person. He loved to cast buffing spells upon himself before rushing into battle screaming and swinging his axe. This spell was one of his favorite, since he seldom cared about armor and almost invited attacks upon him.

Corrosive blood only helps if you plan to be hurt, thus it defiantly is not for everybody. If you think you will get hit, this spell works pretty well, especially against creatures that have many small attacks as opposed to one single attack that deals huge amounts of damage. It also works better against foes using natural attacks than those with manufactured weapons.

Copycat
Transmutation
Level: Sor/Wiz 7
Components: V, S, see text
Casting Time: 1 round or more (see text)
Range: Personal
Target: You
Duration: Instantaneous

You can replicate any spell cast by another spellcaster since your last action. The spell must be on a spell list from which you can cast, you must be of sufficient level to cast it, and it must not be higher than 6th level. You must have identified the spell via a Spellcraft check when it was cast. If there is a costly focus or material component or experience component to the copied spell, you must provide this component or the casting of *copycat* fails. If the replicated spell has a casting time of 1 standard action or less, the casting time for *copycat* is one round, and the imitated spell comes into effect upon completion of the spell. If the replicated spell has a casting time of more than one action, the casting time for *copycat* equals the imitated spell's casting time plus one round.

For the copied version of the spell, you are considered to be the caster of the spell for all purposes. If the spell appears on more than one spell list from which you can cast, you may choose to cast it from any applicable spell list. Only the base spell is replicated by *copycat*. Metamagic feats are not replicated.

Incantation
"I can do that."
Yiip-aith Nashala-ek Dra-il

Notes on Copycat
You remember when you were young and your older brother annoyed you by repeating whatever you said? You remember when you were young and your older brother annoyed you by repeating whatever you said? Yeah, so did Scelpar the Amiable, and though the mockery stoked the rage that burned within Scelpar, it also gave him the idea for this nifty spell. Hopefully your allies won't mind when you use it. I, as you may know, was the older brother, but I would never dream of doing something so cruel as copying my younger sibling.

Copycat is a useful spell that can increase your flexibility - you do not even need to have a spell in your spell book, you just need to see it cast and realize that it is a good idea for you to cast that spell as well. As this spell provides flexibility, it gives the most benefit to those who normally lack flexibility, also known as sorcerers. A wizard and a sorcerer working together can make a particularly effective combination, the wizard preparing spells each day based on the potential threat, and the sorcerer copycatting as necessary.

Construct Form
Transmutation
Level: Sor/Wiz 8
Components: V, S, F^c
Casting Time: 1 standard action
Range: Self
Target: You
Duration: 10 minutes/level (D)

When you cast *construct form*, you turn your body into a non-living, magically-powered construct. Your soul is stored is a special gem that controls the body. You may choose to appear either as a lifelike double of your original self or as an obviously mechanical being, which has the same general size and shape as your true appearance. You retain your hit point (minus those granted by your Constitution modifier), base attack, saving throws, class features, and most other special abilities. You also retain all of your ability scores with the exception of Constitution, for which you have no score for the duration of the spell. Your type changes to construct and you gain all construct traits (see MM) except that you are not destroyed if reduced to 0 or fewer hit points. Instead you immediately return to your normal form, retaining the same hit point total.

Focus: A specially prepared gem worth a minimum of 5,000 gp, which is incorporated into the body of the construct, and which houses your soul for the duration of the spell.

Incantation
"Cast away this weak flesh."
Pivarain-az Czhachi-Nan-czhe-il

Notes of Construct Form
You probably all know the story of the construct child who wanted to be a real boy, but fewer people know the story of Grundel Stoneheart, the dwarven wizard who wanted to be a real construct. Over her career Grundel attempted several methods of transformation, such as attaching construct limbs to her dwarven frame, and researching new spells, but she never succeeded in a permanent change. The best she managed was this spell, which gives the caster many construct traits for a limited time.

This spell is a handy defensive spell, as it grants you a whole host of immunities, and lasts a reasonable span of time.

The number one reason to prepare it is if you intend to battle those pesky energy-draining undead, though it is also quite effective against rogues, enchanters, poisonous spiders and the like. (Or vampiric spider rogue/enchanters.)

Dire Form

Transmutation
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One animal or magical beat
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Dire form causes a regular animal or magical beast to change into more feral, more powerful form. The target animal, who must not have more hit dice than you, gains a +4 enhancement bonus to Strength, a +4 enhancement bonus to Constitution, and a +2 enhancement bonus to natural armor. All of the target's natural weapons improve as if it possessed the Improved Natural Attack feat. (The effect of this spell stacks with the actual feat, but not other magical sources.) This spell does not provide you with any additional way of controlling the animals affected, and indeed, it tends to make them more aggressive.
Arcane Material Component: Hair from a dire wolf.

Incantation
"Big sharp pointy teeth!"
Kathii-Kathlan-Buurd

Notes on Dire Form
This spell was first developed by a slightly mad wizard named Zagrel the Beastlord. Zagrel once studied with Mendar the Transmuter (author of the spell *multiarms* and *limbless*). After a falling out between the two wizards, Zagrel became increasingly erratic, and was accused by many of performing inhumane experiments on animals in order to test his new spells. Upon hearing of these experiments, a band of druids decided stop to Zagrel's experimentations. Permanently. Ironically the same group of druids later developed the druidic equivalent of this spell.

This is a great buffing spell, the only disadvantage of it being that it only affects animals. Some wizards have trained animals to travel with them for the purpose of using this spell, while others have utilized *charm monster* (druids often use *charm animal*) to befriend whatever animal was close at hand.

Divide and Conquer

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

This spell causes you to divide into 300 Tiny duplicates of yourself. Each duplicate resembles you exactly, and has Tiny duplicates of all your equipment. Your single mind acts as a hive mind for all the tiny bodies, and causes them to act more or less in tandem.

Taken collectively, this form made from hundreds of Tiny versions of you retains most of you basic statistics, including hit points, abilities, and armor class.

In this from you gain the traits of a swarm possessing a have mind (see MM).

The damage from your swarm attack equals the damage you would deal with a single successful hit of the weapon you currently wield, and you distract creatures in your area as normal.

Instead of using your swarm attack, you may take nearly any other action you would be able to (except a standard attack), including casting a spell, or activating a magical device. In these cases your tiny duplicates all cast the same spell or activate the same magic item, but the effect is the same as though you were not affected by *divide and conquer*. In these cases you do not deal damage with your swarm attack or distract creatures occupying your squares.
Material Components: A puzzle piece.

Incantation
"The one is many, and many are one."
Lelka-ek Tooannka-il Yap-aim. Tooaanka-ek Lelka-ilYap-aim

Notes on Divide and Conquer
This spell was developed by a halfling wizard named Leon the Red. Leon believed in several ideas that I agree with, such as co-operation, teamwork, and assisting those in need. He also believed in several ideas to which I cannot subscribe, such as the abolition of private wealth in favor of community property. Leon crafted this spell partially as a parable. Hundreds of tiny individuals working together for a common goal accomplishing what one could not hope to accomplish on one's own. That's all very nice and poetic, but I'm primarily interested in the practicality.

Divide and conquer grants the caster several advantages, both offensive and defensive. For the warrior mage it provides a swarm attack, which can be extremely useful against creatures that are difficult to hit, or against opponents who need to concentrate to utilize their full potential (spellcasters).

At the same time, it reduces most weapon damage, and provides a host of immunities, which can be valuable to any spellcaster. A rapier wielding rogue will have a lot of difficulty against a caster under the effects of *divide and conquer*.

That being said, you also gain a few vulnerabilities from this spell, most notably to area effects. Watch out for those evil evokers.

Divide and conquer can also be helpful for situations when it pays to be small (slipping through a crack in the wall), though *reduce person* and *polymorph* can accomplish the same thing at lower levels.

Dragon's Teeth Warriors

Transmutation
Level: Sor/Wiz 7
Components: V, S, M^C
Casting Time: 1 minute
Range: Touch

Spring forth and conquer.

Targets: One dragon tooth/4 levels up to a maximum of 5 teeth
Duration: 10 minutes/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

In the process of casting the spell you plant a number of dragon's teeth in the soil. At the end of the spell, these teeth change into fierce warriors who spring to the ground and serve you unquestionably. These warriors are not living creatures, but rather magical constructs. They cannot speak but they understand any language you speak. They can follow only basic commands, such as attack, guard, or lift. If you are unable to command them, they follow your last command as best as they can if possible. If left without a command, they stand inactive. They defend themselves if attacked.

Material Components: One dragon's tooth per warrior created. Smaller teeth commonly start a 50 gp, though they may cost more, depending on the rarity of dragons in the campaign.

Incantation
"Spring forth and conquer."
Bleflats-Grengraiv-im-az.

Note on Dragon's Teeth Warriors
Once upon a time there was an ancient civilization that built massive cities full of wonderful magic and large piles of treasure. Thousands of years later, these cities have fallen to ruin, but the treasure and magic still remain - at least those which have not been looted. *Dragon's teeth warriors* (as you may have guessed) fall into the "already been looted" category, and were looted (I prefer to say "rescued for the ages") by none other than Starlanko the Magnificent. My current theory is that this spell was developed during the Dragon Wars that are cryptically referred to the ancient texts. Not surprising, since there would

Dragon's Teeth Warriors
Medium-Size Construct
Hit Dice: 6d10+20 (53 hp)
Initiative: +1
Speed: 30 ft.
AC: 20 (+1 Dex, +9 natural)
Attack: Scimitar +8 melee (1d6+3/18-20)
Full Attack: 2 scimitars +8 melee (1d6+3/18-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Construct traits, damage reduction 5/magic, resistance to fire, cold, and electricity 10, perfect two-weapon fighting.
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 18, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats: Weapon Focus (scimitar)[B]

Perfect Two-Weapon Fighting (Ex): Dragon's teeth warriors suffer no penalty when fighting with two weapons.

be an abundant supply of dragon teeth at the time.

Dragon's teeth warriors is a useful spell for those of us who do not like to be on the front lines. It is especially useful when you suspect you will be fighting a large number of enemies in a fairly open setting. In close quarters they have a nasty habit of getting in the way. The warriors also prove quite useful in controlling the battlefield and hampering your enemies' ability to maneuver. Be wary of bunching up your warriors, as you do not want them all destroyed by a single area attack.

Of course the raw power of an individual warrior created by *dragon's teeth warriors* pales in comparison to monsters brought about by *summon monster VII*, but the strength of *dragon's teeth warriors* is the long duration, allowing the warriors to aid in several battles (or set off several traps).

Down and Out

Transmutation
Level: Sor/Wiz 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

The magic of this spell makes you apt at knocking things down. You receive a +10 competence bonus to either your next opposed check to disarm an opponent, or your next opposed check to trip an opponent.

Incantation
"Out of your hand and onto the earth."
Tillu-Mnala-ivs-ble Taagu-vou

Notes on Down and Out
Monks all around the world would love nothing more than to take that big two-handed sword away from the evil warrior, but have you ever tried? It's really hard.

That's why a creative monk named Durni the Ten Fingered decided to add a little arcane magic to her repertoire. The first thing she did to devise this handy spell that helped accomplish the above goal.

The tactics for *down and out* are fairly self-explanatory. Do you want to disarm somebody? Do you want to trip somebody? If yes, then cast *down and out* directly before attempting said trip or disarm, and you will have a much higher ratio of success.

Awesome strike is also good at knocking people over, but that spell depends on an enemy's weakness, rather than your strength. What to memorize depends on how strong your natural ability to knock people over is.

Dweomer Nova

Transmutation
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

When you use this power, you tap into massive amounts of arcane energy that you can use to fuel futures spells you cast, but you lose a great amount of mobility. Upon casting this spell you radiate a bright multi-colored light. You provide 40 ft. of bright illumination, and an additional 40 ft. of shadowy illumination. Your feet lift off the ground and you hover six inches in the air. For the duration of this spell, you cannot move from your spot, and you lose your Dexterity bonus to AC.

You also benefit tremendously from the spell. You gain a +8 enhancement bonus to your primary casting statistic (Intelligence for Wizards or Charisma for Sorcerers) and a +5 bonus to your caster level. You gain spell resistance equal to 10 + your (modified) caster level.

Material Component: A firefly.

Incantation
"You do not understand the power with which you deal."
Dotaamor -tat-aim Dwargola-Mnala-ko-ek-Maroof-ko-aim-il Mnala-ek

Notes on Dweomer Nova
I doubt anybody has attempted to compile a list of the most powerful elven wizards on the planet, but if they did, such a list would doubtlessly include Illglisterando, the first speaker of the ruling council of Borondia. I once saw Illglisterando in action when a trio of pit fiends attempted to tear open a portal into our plane and usher in a diabolical invasion. The ensuing battle was very short, involved lots of flashy lights, and reduced the fiends each to a single smithereen. Incidentally, he is the one that created *dweomer nova*.

Many spells out there improve your physical attacks or raise your protection level, but not nearly enough increase your ability with magic. Sure *fox's cunning* and the like help a little bit, but where's the spellcasting equivalent for *iron body*? Well here it is.

Dweomer nova works great when you cast it right before casting a whole bunch of other spells. That said there are a couple of drawbacks, the first being the opportunity cost. If you cast this spell, your opponents get a round to act before you can lob meteors at them. It also lights you up like a solstice tree, and the immobility makes life easier for those evil people who want to hurt you, especially those evil types who are good at striking especially vulnerable areas.

Escape Grapple

Transmutation
Level: Assassin 1, Brd 1, Sor/Wiz 1
Components: V
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round

The magic of this spell makes you more lithe, and imparts an instinctive knowledge of wrestling moves and breaking holds. You gain a +10 competence bonus to your next opposed grapple check or Escape Artist check.

Incantation
"I'm gone."
Nashal-ek Yap-Waal

Notes on Escape Grapple
Despite the fact that I've acquired thousands of spells penned by other spellcasters, I occasionally find a gap in my spell list that cannot be filled. Usually these gaps have to do with running away and/or screaming like a little girl. In such cases I am forced to create a spell myself, such as with *escape grapple*.

If you are a wizard and have ever been grappled, you know how little fun it can be. Unfortunately a number of bad people have learned that grappling makes life difficult for us spellcasters, and have taken to preemptive grappling as a matter of habit. Thus we have the next stage of the mage versus mage-killer arms race, a spell that is not only easy to cast while being grappled, it helps you get out of said grapple. You might also

want to prepare it if you are going up against some of those big nasty creatures that can pick you up with a single appendage.

Note that while the spell is called *escape grapple* there is nothing to prevent you from using this spell to aid your attempts to start a grapple. If you're in to that sort of thing.

Expeditious Charge

Transmutation
Level: Assassin 2, Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

You gain the abilities to move quickly and to better move past enemies. Your base land speed increase by 20 feet (this counts as an enhancement bonus). You also gain a +5 competence bonus to Tumble checks, and a +2 dodge bonus to AC against attacks of opportunity provoked by passing through another creature's threat area. While under the effects of this spell, you may attempt to Tumble, even if you have no ranks in the skill.

Incantation
"Charge!"
Volenyoorz

Notes on Expeditious Charge
"Retreat?" spoke Didania, an eldritch knight. "I don't know the meaning of the word!" It means to run away. "Ha! Only cowards would resort to such cowardly tactics!" Well, you don't have to use it to run away, they just call it that because—"Cease your dribble drabble! I'm off to craft my own spell!" And thus Didania, a very bright, but somewhat pigheaded student of magic set off craft what would eventually become *expeditious charge*. I later asked her if you had to move at least ten feet and have a clear path to the opponent to use this spell, but she didn't seem to get it.

Expeditious charge is best at helping you get to enemies quickly. Even more than that it helps you get past enemies, say if you want to flank them, or if the enemy you really want to attack is behind some other enemies that you aren't worried about. Despite the name and the intent of its creator, this spell can be used to run away, especially if you have already gotten behind enemy lines, and then realize you've bitten off more than you can chew.

Exploding Critical

Transmutation [Force]
Level: Sor/Wiz 2
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell instills the target weapon with a hidden potential. Whenever the weapon deals a successful critical hit, it deals an additional 1d8 points of force damage. If the weapon has a critical modifier of x3 it instead deals 2d8, and if the modifier is x4 it deals 3d8. Even creatures immune to critical hits suffer this damage.

Incantation
"It may not strike now, but when it does, it will strike hard."
Skortoot-Jajz-tat-oet Skortoot-Glird-un-man-patat

Notes on Exploding Critical
You know that satisfying feeling you get when you strike that particularly vulnerable area of your foe and hurt it extra good? You know that disappointing feeling you get when realize that you *would* have done some extra damage, but you wasted the attack because your foe has no discernable anatomy?

Benzel the Braggart knew that feeling well. He spent much of his adventuring career raiding ancient crypts filled with either undead or constructs (or often both). He missed that feeling, so he composed a spell to get at least a little bit of it back.

Exploding critical is an unusual buff in that it only works from time to time. Sometimes it's dull, but sometimes it's exciting! The spell works best when cast on weapons that either do critical damage often, or deal a lot of additional damage when they do. If you want something consistent, this might not be the spell for you, but if you want to get that satisfying feeling, this is a great way to get it. Also since there are so few other abilities that duplicate the power of this spell, it's always a nice bonus when you've got a second-level slot to burn.

Fall Up

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Self
Target: You
Duration: 1 minute/level (D)

After casting this spell on your person, gravity reverses for you, and all of your equipment. You fall upwards at the normal rate. You continue to fall until the duration ends, or something stops your fall (such as a ceiling, ropes, etc). You may act normally upside down. Any items that leave your possession are affected by gravity normally, and any item that enters your possession has its gravity reversed. Once the duration of the spell ends, you fall gently at a rate of 60 feet for one round and suffer no damage if you reach the ground. After that you fall normally.

Incantation
"Up and down. Down and up."
Taigul-Foar-im. Foar-Taigul-im

Notes on Fall Up
After her death, the house of Valard the Backwards became something of a tourist attraction, owing to the fact that it was constructed entirely upside down. While most people thought her only eccentric, I realized she was an eccentric genius, and thus while nobody else was looking, I scoured the upside down house for the secret resting place of her spellbook. Naturally it was under her bed (or above her bed depending on how you

look at it. Among others, I found this spell.

Fall up is a good "help you get around" sort of spell, similar to *spider climb* and *levitate*. Unlike those spell, once you get to the ceiling it's much easier to move around, and take other actions, such as casting spells or firing crossbows. It is also a little more perilous, what with the whole falling thing, but that's what *rings of feather falling* are for.

Fearsome Familiar

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Your familiar
Duration: 1 round/level (D)

With this spell you cause your familiar to transform into a powerful fighting machine.

Your familiar increases three size categories. It gains a +12 size bonus to Strength, but suffers a –4 penalty to Dexterity. It loses whatever size bonus it had to attack and AC and gains the modifier of its new size (+0 if now Medium or –1 if now Large). The familiar's natural weapons increase in damage as appropriate to its size change. If it had no natural weapons, it gains a single natural attack (bite if it has a mouth, otherwise slam), which deals damage equal to an appropriately sized club (1d6 if now Medium, 1d8 if Large). Your familiar also gains a +4 enhancement bonus to natural armor and 4 temporary hit points per caster level (maximum 80).

While under the effect of this spell your familiar cannot be reduced to below 0 hit points. If an attack would reduce it to below 0 hit points, its hit point total goes to 0 and the spell immediately ends.

Material Component: A bit of your familiar's favorite food.

Incantation
"The cute shall inherit the earth."
Morboalka-eeek Ranvon-un Deduntata-il

Notes of Fearsome Familiar
The recently revived cult of Tia (patron of magic, pretty things, and kitty cats) claims responsibility for this spell. They claim it was (divinely) inspired by legends of Tia's own familiar Mr. Pandalton, a cat who was said to transform into a dire-tiger-like monster. Some members of the cult of Tia assert that Mr. Pandalton ascended to divinity along with his master.

Fearsome familiar is not only useful in the way that all spells that add attackers to the field is, it also finally gives your familiar something to do. Further several familiar benefits, such as the abilities to share spells and to deliver touch spells gives a *fearsome familiar* advantages over the traditional summoned monster. This spell functions at its most potent for those spellcasters who have managed to acquire a familiar more powerful than the average animal (such as a pseudodragon).

Even though this spell provides a certain amount of protection to familiars entering combat, it is not a guarantee that they will escape permanent harms, as there are the occasional super evil folk who enjoy clubbing helpless kitties.

*"Bet you thought familiars were cute
and cuddly eh?"*

Flatten

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Flatten causes the target and her equipment to flatten, such that she is effectively two-dimensional, having only height and width. This enables her to fit under doors or through any opening as long as it gives her sufficient width. Despite the change the target still has the same weight and ability to manipulate objects that she normally would.

The lack of depth makes the target harder to see at certain angles. She gains a +4 bonus to AC and a +4 bonus to Hide checks. All weapon attacks, including natural weapons, are considered slashing weapons with a threat range of 18-20/x2.

Material Components: A piece of paper or parchment

Incantation
"On the edge of a knife."
Kathitpoapillu-Sslaa-ivs-pa

Notes on Flatten

Like many sorcerers, Migrof's former girlfriends accused him of being "shallow" and "one-dimensional." After the umpteenth time he suffered a rejection containing these phrases, he decided he'd show them just how one-dimensional he could be. Thus he worked really hard and finally developed *flatten*. When I purchased a scroll of *flatten* from him, he told me this story. I didn't have the heart to explain that *flatten* actually made him two-dimensional.

In addition to the cool visual, this spell adds some useful combat bonuses, such as making it more difficult for others to hit you. It also gives most weapons a bit of a boost in their potential to deliver extra dangerous hits. Plus you can use this spell to sneak under doors.

Flexarmor

Transmutation
Level: Assassin 2, Brd 2, Rgr 2, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Armor or shield touched
Duration: 1 minute/level
Saving Throw: Will negates (object, harmless)
Spell Resistance: Yes (object, harmless)

Incantation

"I cannot be hindered."
Jeitag-aith-tat Nashla-il

Flexarmor causes a single set of armor or a shield to become more malleable and less restrictive. The target's armor check penalty is reduced by 2 +1 for every five caster levels (maximum of +6 at level 20). Its maximum Dexterity bonus is increased by 1 +1 for every five caster levels (maximum increase of +5 at level 20). The arcane spell failure chance is decreased by 10% +5% for every five caster levels (maximum decrease of 30% at level 20). This spell cannot reduce the armor check penalty or spell failure chance below 0.

Notes on Flexarmor

As you may have guessed, *flexarmor* was developed by one of those crazy wizards who also liked to use a sword and armor and stuff. Specifically it was crafted by an elf named Lavinous. Apparently Lavinous was not happy with *mage armor*, and thus crafted this spell to assist him while wearing mundane armor.

Flexarmor is of course useful for armored mages, but not very useful for the rest of us. If you only want to cast one spell before charging into battle, the extra action this spell requires might be worth the risk of your spell is failing. However if you plan to cast a high number of spells in the coming battle, *flexarmor* is a good insurance policy. If you have a few rounds to prepare for battle this spell is always a good choice to this cast first, followed by a series of buffs, and the duration will probably last long enough to bring you into combat, incase you want to cast spells during the fight. At higher levels you can quicken this spell so that it is ready for that important spell you want to cast the same round.

This spell is best when combined with mithril armor.

Free Hand

Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Self
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cause one of your hands to drop from your wrist and allow it to act semi-independently. This process causes you no pain. While separated from you, your hand counts in some ways as an independent creature, and in other ways as a part of you.

Your hand is considered to be a quadrupedal creature of a size category three smaller than you. Like all creatures, your hand has a base AC of 10, to which it adds its size modifier (+8 if you are Medium or Small), plus any armor class bonus you possess other than armor or shield bonuses. The hand can take a move action and a standard action each turn; it may make a single attack each round at your highest attack bonus.

The hand can deliver touch spells that you cast by touching the intended target the same round that you cast the spell, but it cannot cast spells independently.

Your hand has 10 hit points. When you cast this spell you lose ten hit points, and when you reattach your hand you regain hit points equal to your hand's hit point total. If your hand is disabled or slain, you lose 10 hp and are stunned for one round. The hand uses your saving throws and has improved evasion. You retain the sense of touch from the severed hand and you can feel anything your hand can feel.

When acting independently, your hand can move as far from you as desired, but you must direct your hand. If the hand goes out of your sight range, it is effectively blind; if it goes out of your hearing range, it is effectively deaf.

While you are missing your hand, you cannot do anything requiring two hands (such as using two-handed weapons, holding two different weapons), and you suffer a –4 penalty to the following skills: Climb, Craft, Disable Device, Disguise, Escape Artist, Heal, Open Lock, Sleight of Hand, Swim, Tumble, and Use Rope. Despite the name, your hand is severed and does not count as free for the purpose of spells with somatic components.

You may reattach your hand as a standard action by holding it against the stump left in its absence.
Focus: A loop of string tied around your wrist.

Incantation

"Can I get a hand?"
Tillu-il Hovas-iip Valsha-ek

Notes on Free Hand

When I was but a wee little wizard studying at the Wizard Academy of Dalphithius, I became good friends with another student named Quilspire Sharshim. Quilspire has always been an irreverent prankster. He filled the dean's office with floating toads, gave the school's mascot a purple and orange checkered pattern, and made copious use of the *ventriloquism* spell. Of course the standard selection of spells was not enough for

Quilspire, so he took to crafting his own, such as this little gem. "Hello, nice to meet you. Let's shake my hands. Oh my gosh!" You get the idea. This spell eventually caused Quilspire some trouble when his hand "accidentally" wandered into a woman's bath. His hand spent the next several months in an uncomfortable iron box.

In addition to the hilarious prank value of this spell, you can use it for a number of more mundane purposes. While it is more vulnerable than *spectral hand*, there are no limits to what sort of touch spells can be delivered through a free hand. The hand is also able to make regular attacks, which might not do massive damage, but cannot hurt (you). This spell is also quite useful for manipulating objects at a distance, such as picking up the jail keys hanging on the hook across from your cell.

Giant Boulder

Transmutation
Level: Clr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: 1 stone/levels, up to 10 stones
Duration: 10 minutes/level, or until discharged
Saving Throw: None
Spell Resistance: No

With this spell you magically enhance stones, such that when you throw them, they transform into giant boulders, similar to those hurled by stone giants. You treat these as light thrown weapons with which you are proficient. These boulders deal 2d6 points of bludgeoning damage plus your Strength modifier. The boulders have a range increment of 60 ft. and can be thrown up to 5 range increments. The boulders strike as weapons, rather than spells, and are considered magic weapons for purposes of damage reduction. The stones can be enhanced with spells as though they were projectiles. Once a stone strikes (or misses) its target, the magic within it is discharged, and the stone reverts to normal.

Material component: A strand of giant hair.

Incantation
"From the smallest pebble we find strength."
Jundaar-Lipi-Poap-ssaa-vra-aim Dwargola-il Nalshaa-ek

Giant Lava Ball

Transmutation
Level: Clr 5, Sor/Wiz 4
Target: 1 stone/level, up to 15 stones

This spell functions as *giant boulder*, except that the stone turns into a giant ball of lava, which deals 2d6 points of fire damage in addition to the 2d6 points of bludgeoning damage.

Incantation
"Let the pebble burn with flames."
Lipi-ek Freer-Sharliiti-mo-ov

Notes on Giant Boulder
Halflings are well known for their throwing skills and rock

tossing is a popular game for halfling youth. Barnberry Yippleton was by far and away the best rock thrower in his hometown of Birchwood. After he completed his wizard training, Barnberry venture out in the great big world. There, he discovered that back home he had been a big fish in a small pond, but outside, he was a tiny speck in the ocean. His greatest disappointment was when he met the stone giants of Greystone peak. Now those guys knew how to hurl some rocks.

After realizing he could not compete with giants while relying only on his natural abilities, Barberry developed *giant boulder*, so he could at least be on par with a giant competitor. Later, when Barnberry fought a series of frost giants, he developed the *giant lava ball* variant to add a little extra power to the spell.

Giant boulder and its companion *giant lava ball* work best when you have limited number of spells compared to the number of encounters you think you will participate in, especially if these encounters involve enemies that will not stand up to your most powerful spells. It's the sort of spell that spreads out its damage potential over a longer range of time. It also works well to enhance the target stones with other spells, such as *greater magic weapon*.

Gravitational Crush

Transmutation
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. +40 ft./level)
Area: 40-ft radius spread
Duration: 1 round/level
Save: Fortitude half (see text)
Spell Resistance: Yes

When you cast this spell, you increase the gravitational forces in an area so much that creatures risk being crushed under their own weight.

Each round that a creature remains within the area of the spell, he must make Fortitude save or take 4d6 points of damage +1 point of damage per 2 caster levels (maximum +10). Further, all creatures (regardless of whether they saved) suffer a –10 penalty to Strength while in the area of the spell and can only move at half speed. Creatures who fly must make a DC 20 Strength check in order to remain aloft.

Incantation
"Down thou shalt bend until the earth's embrace consumes thee."
Doaraf-Krarketch-ko-un- Muumbra Taagu-ivs-ko-ek-lao-un Zjoovshala-ek

Notes on Gravitational Crush
Remember the ancient civilization that once inhabited our planet? Well it turns out that some of those guys were incredibly paranoid and liked to squirrel away caches of gold, magic items, and spellbooks. These caches were commonly referred to as "puzzle boxes," as they were typically filled with puzzles (as wells as traps, secret doors, and construct guardians) in an effort to keep out would-be thieves. Thousands of years later, all the original owners are dead and gone, thus the treasure found in

puzzle boxes counts as fair game. It was in one such puzzle box, formerly belonging to a group of wizards called the Crimson Eagles, that I discovered this spell.

This spell is a great way to make life difficult for your enemies, while also causing them to take a respectable amount of damage. This spell makes it much more difficult for fighter types to get work at the peak of their abilities, but it works best against weak opponents, such as spellcasters, who are immobilized by the weight of their own bodies, and cannot escape the crushing effects.

Gruesome Appetite

Transmutation
Level: Drd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One willing creature
Duration: 1 round/level (D)

The creature you touch gains a bite attack, improved grab, and the swallow whole ability. A Small creature deals 1d4 points of damage with this bite, a Medium creature deals 1d6 points of damage, and a Large creature deals 1d8 points of damage. If the target already has a bite attack, use whichever damage is higher. The bite attack follows all rules for a natural weapon.

The target also gains the improved grab and swallow whole abilities while using his bite (see MM for additional details). If the target successfully bites a creature of equal or lesser size, he can attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins, he establishes hold and can attempt to swallow the opponent on the next round.

If the target begins his turn with an opponent held in his mouth, it can attempt a new grapple check to swallow its prey. The opponent immediately takes bite damage, and every round thereafter takes 1d6 points of bludgeoning damage, and 1d6 points of acid damage from the target's digestive track. The victim's equipment also suffers 1d6 acid damage per round.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon, by dealing 20 points of damage against an AC of 10. Once the creature exits, the target's stomach muscles close the hole; another swallowed opponent must cut its own way out.

The target of *gruesome appetite* may hold in his stomach one creature of equal size, two creatures of one size smaller, or four creatures of two or more sizes smaller.

If this spell ends while a creature or its equipment is still in the target's stomach, the target regurgitates whatever he has swallowed into any adjacent square.

Incantation
"I will swallow the sun and moon."
Glaulg-un Mooble-Dwunto-im-il Nashla-ek

Notes on Gruesome Appetite

Grossest. Spell. Ever. I know what you're thinking. What kind of civilized spellcaster would come up with the idea to eat his enemies whole? Well I'm not sure I'd call the creator of *gruesome appetite* civilized. He was in fact an orc who lived among the barbarian hoards to the north. Yes, there are such things as orcish wizards. This particular orc was named Gafrak Braincracker. Because Grafrack was a genius among orcs, he quickly rose to the position of chief advisor, and had de facto control of one of the major orc tribes. Unfortunately he became a little too ambitious, and began raiding the more civilized lands to the south. We living in the civilized lands could not stand for this, and thus sent an expeditionary force north eliminate Grafrack and the rest of the leadership of the horde. Fortunately for me, one of the wizards on that force was an established contact of mine, and after a successful mission, he sold me the slain orc's spell book.

If you can get over the gross factor, this spell can be quite useful. It is a great way to get an opponent out of combat quickly, and continue to damage it in the process. It is of course best used against enemies who are not good at grappling, such as arcane spellcasters, halflings, and other small creatures. You may wish to combine this spell with *enlarge person* or other spells that increase ones ability to grapple.

Holding the Viper

Transmutation
Level: Clr 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 weapon
Duration: 1 round/level (D)
Save: Will negates (object)
Spell Resistance: Yes (object)

Now its a sword...now its a viper!

Holding the Viper causes one weapon to turn into a venomous snake. This snake has all the stats of a Medium viper (see MM). This snake follows your commands to the best of its ability. It always acts on your turn, and can attack beginning on the round the spell is cast.

If viper is killed, then the target weapon must make a Fortitude save. If it fails the weapon is likewise destroyed when it returns to its original form.
Material Components: Skin shed from a snake.

Incantation
"The sting of your sword."
Skaitko-Kathitillu-Mnala-ivs-ivs

Notes on Holding the Viper
I think snakes are creepy. You think snakes are creepy. But for some reason Salia the Serpentine had a partiality for snakes. She had a snake familiar, several non-magical pets, and liked to incorporate snakes into just about every spell she cast. Since she could not find enough snake-related spells already in existence, she created several snake-themed spells on her own. Like this one.

This spell is a great way to get rid of your opponent's weapon without actually destroying it. (Because you probably want keep it or at least sell it afterwards.) It has the nice extra benefit of creating another ally to attack your enemy, though it pales in comparison to the equivalent *summon monster/nature's ally*.

Ice Body

Transmutation [Cold]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

This spell transforms your body into living ice, which grants you several powerful abilities and resistances.

You gain damage reduction 5/bludgeoning and a +4 natural armor bonus. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You gain the cold subtype, and thus are immune to cold, but vulnerable to fire (+50% damage from fire).

You gain a +4 enhancement bonus to Strength, but suffer a –4 penalty to Dexterity (minimum 1), and your speed is reduced by half. Your unarmed attacks deal damage equal to a club sized for you (1d4 for a Small character, 1d6 for a Medium character), and you are considered armed when making unarmed attacks. In addition, you deal an additional 1d6 points of cold damage with natural and melee weapons.

Incantation
"Cold penetrates my form."
Ffiit-az Wiisska-yei-ek Vielo-Nashla-ivs-il

Notes on Ice Body
Sherius the Frigid lived up to her name. Not only was she a master of cold spells, she also had a lot of difficulty relating to her adventuring compatriots. Few people knew much about her history, but rumors abounded. Some said that she came from the far north and was exiled from her community for terrible crimes. Others said that she was a miniature frost giant on a mission to gather information about humanity (either a scientific mission or for strategic intelligence). My theory is that she just liked to cast cold spells.

Ice body is in a lot of ways like *iron body*, only not quite as powerful. Still the protection it offers is quite significant, especially when combating creatures whose primary form of attack depends on cold (white dragons, frost worms, winter wolves, and the like). Against fire creatures I would only recommend it if you plan to do a lot of melee attacking. While it increases the damage dealt to fire based creatures, the vulnerability to fire attacks may not be worth it.

Also, for those of you who are worried about your weight, this spell does not affect it (unlike *iron body*. Ten times! I know it's rude to say anything, but...)

Immobilize

Transmutation
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell causes the object touched to freeze in place, even defying gravity. The object can hold up to 2,000 pounds plus 600 pounds per level (the spell ends if more weight is placed on the object). Similarly, a creature can end the spell by pushing against the target object with a successful Strength check whose DC is equal to 20 + your caster level.

A creature caught within immobilized armor is entangled and immobilized until she removes the armor.

Incantation
"Don't move."
Yorz-tat-az

Notes on Immobilize
Immobilize, as you may have guessed, owes its existence to the *immovable rod*. Dedrik Destoro loved finding uses for his *immovable rod*, but after a while *immovable rods* just weren't enough. He wanted *immovable chairs*, *immovable ladders*, and *immovable wastepaper baskets*. Rather than create a new magic item for each of these variations, Dedrik created this spell to prevent just about anything from moving.

Immobilize has a host of practical applications. It can hold doors closed, make stepping-stones, and give you an anchor to tie your rope. Indeed, if you are climbing down and never want to climb up again, you can tie the rope to an immobilized object, then dismiss the spell and get your rope back.

Intelligent Item

Transmutation
Level: Brd 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One item
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You temporarily give an item the semblance of intelligence. The item is of the same alignment that you are and is considered friendly towards you. The target object can see and hear as a normal human could within a range of 60 feet, and it can speak and read any two languages you can.

If wielder of the targeted item tries to uses it against you or your allies, the wielder must make a Will save or be unable to perform the desired action. Attacks with other weapons or abilities are unaffected.

Incantation
"Let the spark exist in stone."
Dwormoro-ek Yap-Lipoona-sli-oet

Notes on Intelligent Item
Intelligent item is one of several spells I acquired while I was on an extended tour of the outer planes. I found *intelligent items* on the Plane of Law. One of the construct races that lives there often employed this spell, and used it to talk to items under construction to make sure they were building things properly.

Intelligent item has a couple practical uses. The most obvious is that you may be able to prevent a weak-willed opponent from attacking you with his favorite weapon. It also can be quite a useful way to gather information. If you cast it upon the weapon of an enemy who then flees, the weapon can give you a running commentary. Or you might cast it on an item in your possession, and the throw the item in someplace you don't want to follow. "Yep, you guys are right," said the intelligent rock, "there is an ancient red wyrm in here."

Iounic Transportation

Transmutation
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object touched, up to 1 pound/level
Duration: 1 day
Saving Throw: Will negates (object, harmless)
Spell Resistance: Yes (object, harmless)

Iounic transportation causes the object touched to orbit around your head within a three-foot radius. The item orbiting in this manner provides no special bonus or penalty, but its weight does not count towards the load you carry.

You can retrieve the item at any time as a move action. After it has been snatched, the target item can be set into orbit again as a move action, provided the spell's duration has not expired.

Others may attempt to attack or grab the item as they would any other item, though the spell provides the item with a +4 deflection bonus to its armor class, and grants you a +4 bonus to opposed disarm checks for the purpose of others trying to grab target of *iounic transportation*.

Incantation
"Round and round the planets turn."
Wudal-Dur-im-Dur-aim Deduntataa-ek

Notes on Iounic Transportation
Backer the Eclectic was a gnomish wizard who continually lost small, but important items, such as his keys, his pens, and spell component pouch. Fortunately Backer's wife, Blina the Practical (also a gnomish wizard), created *iounic transportation* so that Backer would always have important items close at hand. That is, of course, when he remembered to cast the spell.

Who doesn't like to have small objects circling around their heads? Chaotic evil people, that's who. The most obvious use of this spell is to help lighten your load if you are just a few pounds over the limit. You can also use it to keep important items within arm's reach. Lastly, for those among you into trickery and guile, if you cast this spell on a handful of mundane crystals, you may be able to convince somebody that you are far more wealthy and powerful than you actually are.

Iron Maiden

Transmutation
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature wearing armor
Duration: 1 round
Saving Throw: Fortitude half
Spell Resistance: Yes

Iron maiden causes the target's armor to grow hundreds of tiny spikes on the inside. These spikes stab the target, dealing 1d6 points of damage per level (maximum 25d6) and stunning the target for the duration of the spell. Even if the duration of the spell is increased, the spell does not deal damage more than once. A successful save does not protect against the stunning effect. Despite the name, the target creature need not be wearing armor made of iron.

Material components: A pin or needle.

Incantation
"Excellent!"
Banaassaan

Notes on Iron Maiden
Iron maiden is a nasty little spell dreamed up by duergar wizard named Agortha the Bleak. While she was quite powerful among her subterranean peers, she was not well liked, thus she came to the surface to search for more acceptance. Alas, surface dwellers also tend to frown upon looting and burning villages, thus after an epic battle against the forces of good, Agortha and her few remaining followers fled back beneath the mountains. But she's still out there, lurking, waiting to attack.

Iron maiden is a few frills offensive spell, though the

An Iron Maiden spell surprises a would-be assailant

spell's one frill (its stunning effect) is a pretty nice frill as frills go. The main drawback is that the spell is not terribly effective against creatures that do not wear armor, thus it's best prepared when you know you are combating armored foes.

Iron Paper

Transmutation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Paper, parchment, or similar substance, up to 1 square foot/level
Duration: 1 day/level (D)
Saving Thrown: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You cause paper, parchment, or similar materials to become as strong and resistant to heat as steal, while keeping most other traits, including weight. Such paper can either be shaped before using the spell with a Craft (origami) check, or it can be shaped afterwards with smithing equipment, and the appropriate craft skills.

Furthermore, if you choose to target only half as much paper as could otherwise be affected, armor, shields, or weapons you create gain a +1 magical enhancement bonus.

Incantation
"Strength come to the page."
Versh-Fidoi-fi-az Dwargola-yei-ek

Notes on Iron Paper
The *iron paper* spell was created by a mysterious assassin (with a small *a*), who combined wizardry with sneakery. This assassin was known only by his working name, The Ebony Crane. He (or she?) was notorious for sneaking into areas where weapons were not permitted, and somehow managing to slit his targets' throats. This mystery was eventually solved when a spell book was recovered, and this spell was found within. The Ebony Crane himself remains at large.

This spell can be used as the Ebony Crane did, to

supply weapons and armor where none are available. Similarly, a roll of paper can become a bridge or a ramp, enabling you to cross a gaping chasm. The light weight of paper can come in handy if you are worried about being overburdened with steel items.

Limbless

Transmutation
Level: Sor/Wiz 6
Components: V, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes the target creature to lose one category of appendages, such as arms, legs, wings, tentacles, or tails. The target loses all its appendages of the chosen type, regardless of how many it originally had.

The target loses any natural attacks provided by the missing limbs. A creature that loses its arms cannot use manufactured weapons or shields, and for the most part cannot hold items (it might be able to hold small items in its mouth). An arcane spellcaster who loses his arms cannot cast spells with somatic components. A creature that loses its arms suffers a –20 penalty to the following skills: Climb, Craft, Disable Device, Escape Artist, Forgery, Heal, Open Locks, Perform (any instruments), Sleight of Hand, Swim (unless the creature has a swim speed), Tumble, and Use Rope.

If the missing appendages provide a form of movement, the creature loses that movement type. If it has no other form of movement, the creature may squirm or drag itself five feet as a full round action that provokes an attack of opportunity (this is not the same as a five-foot step). Creatures that lose their legs suffer a –20 penalty to the following skills: Balance, Climb, Jump (and cannot make a running start), Move Silently, Ride, Swim, and Tumble.

If the creature loses all of its limbs it is unable to grapple, otherwise it suffers a –5 penalty to grapple checks.

The DM may impose other penalties on creature with missing limbs as appropriate. For example, a manticore that loses its tale would probably also lose its spikes special attack.

Items held or worn by the formerly missing appendages remain and fall to the ground in the creature's space.

Incantation
"You will be plucked like wings from a fly."
Vount-Fagara-Jandoo-ivs-mai-un Mnala-il

Notes on Limbless

Like *many arms*, *limbless* is a creation of Mendar the Tramuter. According to popular belief Mendar used this as part of an experiment to study his theory of the how different species evolved. Mendar hypothesized that increased use of certain features (such as sharp teeth) would be passed to the offspring of that creature, resulting in physical changes (such as sharper teeth). Over time these changes would create new species. Supposing the reverse was true, that not using something would cause a creature to loose it, Mendar began experimenting with rats. He magically removed their tails for several generations. Sure enough, by the sixth generation of rats were born without tails, as were all the offspring of any two tailless rats.

If satisfying your scientific curiosity is not enough, you can use this spell against your enemies. Removing either the arms or legs of an opponent severely debilitates a foe, though removing the legs of an opponent who relies on ranged attacks is not as effective as removing its arms. This spell is also great against nasty monsters. Ever see a giant spider with no legs? Trust me, its hilarious.

Many Arms

Transmutation
Level: Rgr 4, Sor/Wiz 4
Components V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched that has arms
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell causes the target creature to sprout an additional 1 arm per 3 caster levels (maximum 6 additional arms). In addition, the target's clothes and armor alter themselves to allow these new arms to function without penalty. If the target's hands ended in natural weapons such as claws, the new arms have similar natural attack forms. These additional arms allow the target to make additional attacks as part of a full round action, with all new arms allowing secondary attacks. If the target creature has the Two-Weapon Fighting feat, then it is treated as having the Multi-Weapon Fighting feat for the duration of the spell.

Material Components: A spider, of a tentacle of an octopus.

Incantation
"Like the spider, your shape shall be."
Yap-Kekora-mai-un Vielo-Mnala-ivs-ek

Note on Many Arms

Once upon a time there was an immensely powerful wizard named Mendar the Transmuter who specialized (aptly enough) in transmutation spells. Mendar spent his early years as an explorer interested in discovering new species of life, particularly if there was magic involved. He developed a fascination with the permutation of the physical form and crafted a series of spells that manipulated the living body, including *many arms*

Now, over a century after his death, rumors abound over more dramatic spells that Mendar the Transmuter may or may not have created (including one that led to the creation of the owlbear), and while these rumors may contain a kernel of truth, it is likely that they are mostly exaggeration.

Many arms is a slightly unusual buffing spell, but very effective when properly used. Unlike many buff spells it asks a fair amount from the target. Anybody can benefit from *bull's strength*, but in order to truly capitalize from *many arms,* the recipient must already be trained in wielding more than one weapon.

Additionally, you need to plan ahead and have extra weapons on hand so those new arms have something to hold. If you want all magic weapons, this can get expensive, but *greater magic weapon* makes a fine substitute. Since it is always handy to have identical weapons made from different materials (cold iron, adamantine and the like), I'd use those first in conjunction with *many arms*. Alternatively if the target has natural weapons (such as claws) this spell works exceptionally well.

Morning Enhancement

Transmutation
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target of this spell improves, either becoming stronger, faster, and more resistant to injury, or smarter, wiser and more likeable. The subject gains a +2 enhancement bonus to your choice of either his three physical abilities (Strength, Dexterity, and Constitution), or his three mental abilities (Intelligence, Wisdom, and Charisma).

Incantation
"Power up."
Dwargoolaan-az

Notes on Morning Enhancements

Back in my day, we didn't have all that character development and peaceful interaction. We just kicked down the door and slew monsters. And you know what else? When we cast *cat's grace,* we actually expected it to last. But now? Now it's just here one minute and gone the next. While most of us are inclined to sit back and reminisce about the glory days, Candessa Voliar decided to actually do something about it. Thus she developed a spell that was similar, but not quite equal to ability enhancing spells from the days of old.

The primary advantage of this spell is that it lasts far longer than *fox's cunning* and the like. It also has the bonus of granting buffs to several abilities all at once. The big drawback is that the ability boost you gain from *morning enhancements* is not as good as *platypus's enthusiasm*. Similarly, if you wear a magic item that increases your most important ability, *morning enhancements* might not do much good.

Nigh Indestructible

Transmutation
Level: Sor/Wiz 9
Components: V, S, M^C
Casting Time: 10 minutes
Range: Touch
Target: Object touched, up to a 10 ft. cube/level
Duration: 1 year/level
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell causes an object to become much harder to destroy than it normally would be. The object's hardness increases by 20 and it gains 40 hit points per inch of thickness (these increases do not stack with other magic effects that increase hardness or hitpoints). The object also repairs itself as though it had fast healing 10. If the object already has a greater hardness, hit points, or fast healing than this spell grants, then it keeps the higher amount, but gains no additional bonus. While *nigh indestructible* makes an object harder than adamantine, it does not count as adamantine for damage reduction, or any other purpose.

Material Component: 1000 gp worth of powered adamantine.

Incantation

"Bring your axes. Bring your spears. Bring your picks and rams and sledges. You shall not breach these walls."
Kathitillu-Dur-il Rimon-az. Kathitillu-Noot-il Rimon-az. Kathitillu-Dyaal-il Rimon-az. Vornok-tat Guvoo-Nan-il Mnala-ek

Notes on Nigh Indestructible

This spell was crafted by an aged dwarven wizard and siege engineer named Thandra Spellhold. During the great Red Goblin Wars, Thandra was given the task of reinforcing the stronghold of Mount Morlius. During her planning she invented this spell and used it to reinforce certain key segments of the fortress city. Even during the darkest days of that war, the fortress was never breached, thanks in part to *nigh indestructible*.

Nigh indestructible is used to protect anything that you worry about being broken: a favorite weapon, a favorite suite of armor, a door, a treasure chest containing your most treasured belongings. An associate of mine once had to deal with a lich who had cast this spell upon his phylactery. That was apparently very obnoxious.

Overcompensation

Transmutation
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 hour/level
Save: Will negates (object, harmless)
Spell Resistance Yes (object, harmless)

This spell causes the weapon touched to grow to the size that would normally be impossible to wield. The damage dealt by the weapon increases as though it were one size category larger, but the weapon can be wielded as though it were its original size.

This effect does not stack with other magic effects that increase size, such as *enlarge person* or *righteous might.*

Incantation

"Let my strong hand wield the mighty sword."
Kathitulli- Dougdrar-il Tulli-Vadun-Nashla-ivs-ek Bwenin-ov

Notes on Overcompensation

Overcompensation is a little nugget that I picked up from a dwarven fight/mage named Uldric the Stout. Uldrick, who was short even by dwarf standards, did not call this spell *overcompensation*, but rather *the sword is mightier*. Alas, when I see a four-foot tall dwarf wielding an eight-foot long sword, I cannot help but wonder.

Kidding aside, *overcompensation* is a handy spell to cast at the beginning of the day to eek out a little extra damage from all your battles. It not nearly as powerful as *enlarge person* but it does last a whole lot longer (must resist urge to make off-color comment). If you are planning to use *enlarge person* or any other spell that actually increases your size, I advise saving your spell slot for something else, since the bonuses of those spells are redundant.

Pants

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: 1 creature wearing pants
Duration: Instantaneous
Save: Will negates
Spell Resistance: Yes

You cause the target's pants to fall down to his ankles. Belts or suspenders offer no protection to the target, but armor that fully encompasses the legs, such as full plate, prevents the negative effects of this spell.

After being pantsed, the target can refasten his pants as a move action. If the subject does not pull up his pants, movement is reduce by half, and if he attempts to move more than five feet in a single round, he must make a Reflex save or fall prone.

Incantation

"I see Mazalax. I see Grance."
Mirrur Mazalax-il. Mirrur Grance-il

Notes on Pants

Children can be so cruel. Children with magic powers can be far crueler. Nobody at the Academy of Dalphithius knew exactly

A mage stops the onslaught with a Petrify spell

who created this spell, but it has been passed down from student to student since the days of old. I recorded it merely for the sake of posterity. I would never dream of casting it on a fellow scholar. In addition to the hilarity factor of the spell, it also can be used in combat, primarily to slow down a fighter or barbarian or the like.

Petrify

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time 1 standard action
Range: 40 ft.
Area: A 40-ft. spread centered on you
Duration: Instantaneous
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

A wave ripples out from you, turning everything in its path to stone, including creatures, plants, and manufactured objects. (Objects in a creature's possession turn to stone or save as the creature does, do not roll for each item separately.)

Unlike most spells, physical barriers do not protect against *petrify*; the wave merely turns the barrier to stone, then continues to petrify everything behind it. A *wall of force*, a *prismatic wall* or *sphere* or an *antimagic field* will halt the progression of the petrifying wave.

A *stone to flesh* spell restores victims of this spell to their natural states, even if they were not made of flesh (a tree for example).
Material Components: A bit of petrified wood.

Incantation
"Become the silent forest."
Ludaada-il Yapara-Shiaas-az

Notes on Petrify

The evil wizard Bargel is of course well known for his multiple attempts to conquer the world. Not quite as widely known is the evil wizard Lanex. Lanex attempted to conquer the world only once. Prior to that, he sat around planning and waiting for his seventieth birthday. You see, Lanex determined that wizards reach the peak of their mental acuity at seventy, and thus at this age his spells would be most difficult to resist. As it happens, seventy is also the peak age for physical frailty, and not long after he began his attempt to rule the world, but Lanex was slain by a well-placed arrow though the eye. During his plotting phase, Lanex developed several new spells, including *petrify*, which he would have used to devastate his enemies, if only he had been a little quicker on the uptake.

Petrify is a very powerful offensive area-effect spell. It's nice in that it passes though barriers and has no limit to the number of creatures that can be petrified. It also works well against undead and non-golem constructs, who are impervious to most instant kill type spells.

There are a few drawbacks of course. For one, it does not distinguish between enemies and allies, so you probably want to have your friends back up a bit before using this. Also, if the enemies escape the petrifying effect, they are otherwise unhindered, unlike *meteor swarm*, which defiantly deals some damage to its targets (except those darn evaders). Lastly, the effects of this spell are more easily reversed than spells that actually slay your enemies. Of course in many circumstances, this can be an advantage.

Pit Trap

Transmutation
Level: Drd 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: A 5 ft. by 5 ft. column of ground with depth of 10 ft./level, to a maximum depth of 100 ft. (see text)
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You open up hole in the ground or floor. If opened directly below a creature, the creature falls through the hole, taking 1d6 points of damage for every 10 feet it falls. Creatures that are unable to find their own way out are stuck at the bottom of the trap for the duration of the spell. Once the spell ends, the pit disappears and the creature is deposited harmlessly on the surface.

At any point during the duration of the spell other targets may be forced into this pit by means such as a bull rush.

Those creatures do not receive a saving throw.

You may choose to expand the area of the effect, but for every five feet of width and length, the depth of the effect is halved.

If this spell is used on a higher level of a multi-story building, the opening created passes through all floors until it reaches the bottom depth achievable by the spell; thus a character that can climb or fly can use the spell to travel between floors.

Incantation
"Plummet to your destiny."
Nindun-Deshtani-Mnala-ivs-fi-az

Pit Trap, Improved
Transmutation
Level: Drd 5, Sor/Wiz 6
Effect: A 5 ft. by 5 ft. column of ground with depth of 10 ft./level, to a maximum depth of 150 ft. (see text)

As *pit trap* except as noted here.
Each round on your turn you may move the effect created by this spell up to 30 feet by concentrating on it. The pit must remain with the range of this spell. Placing the pit trap directly beneath a creature will cause that creature to fall as described above (if it fails its Reflex save). Only creatures directly above the final point of the pit (in any given round) risk falling. Creatures already at the bottom of the pit trap move along with it.

Incantation
"Fall and fall and fall."
Nindun-im-Nindun-im-Nindun

Notes on Pit Trap and Mobile Pit Trap
Did you hear about the evil outsider who created this spell? He was a pit fiend. Seriously though, he was a tiefling named Zavorak. Luckily for us, Zavorak was not actually evil. Instead he was one of those tieflings who rebelled against his fiendish blood and fought on the side of righteousness. He was a quiet native outsider with a tender heart.

Pit trap is a both an effective way to deal damage to a single opponent and control the battlefield. The pit also makes it difficult for the trapped foe (especially those sword-wielding types) to contribute to the battle. Mages often have a trick that can get them out of a hole easily. As a means of controlling the battle, it is not nearly as impressive as the various wall spells, but still useful.

Keep in mind that five feet is not a difficult jump, especially when you have a running start, so you might want to make use of the option to widen the affected area at the cost of depth. On the other hand, even a five-foot wide hole prevents a character from occupying an area, so if there is a critical spot in which you do not want a foe standing, it works well to put a hole there. And even a five-foot hole becomes a difficult jump if there is a burly fighter on the other side, just waiting to push you back off a precipitous drop.

Mobile pit trap makes an even more potent offensive spell, giving you a chance of dumping one creature in the trap each round.

Redefine the Tools of War
Transmutation
Level: Clr 6, Sor/Wiz 5
Components: V, S, M^C
Casting Time: 1 hour
Range: Touch
Target: One weapon, shield, or suit of armor
Duration: Permanent
Saving Throw: Fortitude Negates (harmless, object)
Spell Resistance: Yes (harmless (object)

You transform a single weapon, shield, or suit of armor into any other type of weapon, shield, or armor. The new form's size must be within one size category of the original item, it must fall into the same general category (weapons can be turned into other weapons, but not armor), and it must be possible to make the new form from the same material as the original armor (mithral full plate cannot be turned into leather armor).

The item adopts all the base qualities of its new form, such a damage, weight, or armor class; however it is made from the same material as the original item, gains any bonuses granted from special craftsmanship (such as the masterwork quality) and retains all of its magical properties.

If the item changes into a form that is incompatible with one of its magical abilities, such as if a *keen* weapon were transformed into a bludgeoning weapon, that ability is suppressed as long as *redefine the tools of war* is in effect. If a non-double weapon is transformed into a double weapon, then only one head gains the benefits of special craftsmanship, materials, or magical enhancement. If a double weapon is transformed into a non-double weapon, you select one head's special properties to transfer to the new form, and the other head's properties are suppressed while the spell remains in effect. If you transform one double weapon into another double weapon, you may freely choose which head of the old weapon corresponds to the new weapon.

Material Components: 1,000 gp worth of diamond dust.

Incantation
"The form you once had shall be stripped away. You will be reforged by my will."
Yajam-un Vielo-Mnala-ko-ek-Yap-ko-en-il. Bardad-oom-Dwerto-Nashla-ivs-vi-un Mnala-ek

Notes on Redefine the Tools of War
I know that we don't have to worry about it too much as wizards (except for fighter/mages), but meatshields are often presented with difficult choices when it comes to magic weapons. Should she use the new *+5 keen vorpal falchion* she just found, or should she stick with the trusty axe she's focused her training on? After his party members encountered this dilemma for the four-dozenth time, Gabril the Lofty developed *redefine the tools of war* to make his compatriots' lives easier.

Redefine the tools of war has one simple but useful purpose, turning one type of weapon or armor into a more useful type. Those who spend a lot of time practicing with one type of weapon will really appreciate it.

Rigged Coin

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: 1 coin
Duration: 1 minute
Save: Will negates (object)
Spell Resistance: Yes (object)

Rigged coin causes a coin you touch to always land with the same face up when flipped. You decide which face will land up at time of casting.

Incantation
"Heads I win. Tails you lose."
Tabtu Vitan Nashla-ek. Njorse Voton Mnala-ek

Notes on Rigged Coin
My first introduction to magic was, in fact, not magic at all. It was merely a sleight of hand, where the "magician" slipped the coin from one hand to the other while I wasn't looking. Even though I learned later that this was not real magic, it left a lasting impression on me, and I have maintained my fascination with coins. Early on, I crafted this spell (along with the forthcoming *coin trick*) as a result of my love of coins.

Rigged coin serves mostly as a parlor trick. It is also a clever way to settle disputes in your favor or a quick way to earn some cash gambling. Be wary of the latter strategies, as the person on the other side of the coin might know how to *detect magic*, and will not be happy when she learns something is up.

Self-Loading Bolts

Transmutation
Level: Assassin 1, Rgr 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One crossbow and up to 50 cross bow bolts
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell causes the bolts targeted by the spell to automatically load themselves into the target crossbow. One new bolt loads itself as a free action whenever there is not one already in the crossbow. Only the target bolts will load themselves, and only into the target crossbow. If either the crossbow or the bolts are shut inside a closed container, they will lay dormant, not loading until the container is opened. They will also not load if the bolts and the crossbow are more than five feet away from each other.

Incantation
"Fly to my crossbow, then from it."
Makilal- Kathirundka-fi Kathirundka-vra-nye-az

Notes of Self-Loading Bolts
Shooting a crossbow in each hand is freaking cool. You know it. I know it. Razrax the Sharp knew it. The problem is that you get one good shot, then you have to put a crossbow down to reload while your bow-fighting friend just keeps shooting arrow after arrow. Unlike many of us who gave up on crossbows, Razrax came up with a better idea - bolts that would load themselves.

In addition to allowing you to feasibly use the double crossbow option, this spell makes using crossbows easier in almost any situation. A low-level wizard might want to invest in this spell and a heavy crossbow, and thus be able to contribute noticeable damage, even after her spells have been exhausted.

Skin of the Porcupine

Transmutation
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 1 round/level (D)
Saving Throw: No (see text)
Spell Resistance: None

Skin of the porcupine causes the target to sprout sharp spines. The target's clothing and armor adapt to make allowances for the spines, and neither the armor nor the spines are inhibited by each other.

When any creature strikes the target of this spell with a natural or handheld weapon, the attacker must make a Reflex save or take 1d6 points of damage. Weapons with reach (such as a longspear, but not creatures with natural reach), are not affected by this ability.

The target may also use the these spines to make an attack, as a natural weapon, dealing 1d6 points of damage for Medium creatures, or 1d4 points of damage for Small creatures, plus Strength modifier. After the target has successfully initiated a grapple, he may impale his grappling opponent with a grapple check, dealing damage each round as shown above.
Material Components: A porcupine quill.

Incantation
"Bristle with barbs."
Jakta-Skinza-mo-az

Notes on Skin of the Porcupine
While most of those who study both arcane and divine magics tend to be wizard/clerics, but wizard/druids are not unheard of. One such theurge was a half-elf named Rasmina. While she was raised by her human mother she attempted to follow an idealized version of her elven heritage, studying both magic and nature intensively. She invented a number of spells that were suitable to either one of her arts, such as the prickly *skin of the porcupine*.

Skin of the porcupine serves partially as a deterrent and partially as a way of weakening tougher enemies. As a deterrent, it typically works only against weak and cowardly enemies such as kobolds and goblins, and under these conditions it is a nice spell for wizards to cast upon ourselves, as we never like to be hit.

A giant on the other hand is not likely to let a few prickles keep him from mashing you, but it might provide that extra damage that could bring the brute down a round or two

earlier. In this capacity it is probably best to cast the spell on a front line fighter, since (hopefully) he will bear the brunt of the attack.

Snake Arms

Transmutation
Level: Drd 6, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You transform your arms into a slithering snake. You control these snakes and may use them to bite your opponents. When using the snake arms, your natural reach increases by 5 ft. You make attacks with the snake arms at your normal attack bonus, though you may choose to use your Dexterity modifier rather than your Strength modifier as though you possessed Weapon Finesse (but only when attacking with the snake arms). A successful hit with a snakebite deals 1d6 points of damage plus your Strength modifier, plus poison.

The snake venom deals 1d6 points of Constitution damage immediately and an additional 1d6 points of Constitution damage 1 minute later. Each instance of poison damage can be negated by a successful Fortitude save (DC 10 + 1/2 your caster level + your Int, Wis, or Cha modifier, as appropriate to your class).

Attacking with the snakes is a similar to attacking with natural weapons. You can attack with one snakehead as a standard action, or you can make multiple attacks, using the snakeheads as part of a full attack action. You are treated as having the Multiattack feat when attacking with the snakeheads. You cannot wield weapons while under the effects of the spell, though you can use other natural attacks (such as a bite or a monk's unarmed attacks) if you possess these.

The snake arms are much more unwieldy than normal hands, and while you can use the snakes' mouths to grasp objects, you lose any sense of fine motor control. You suffer a –4 circumstance penalty to any skills that involve digital precision.

Incantation

"The biting embrace. The killing kiss."
Muumbra-Kathalor-ek. Wondaamo-ek

Notes on Snake Arms

Snakes. Why did it have to be snakes? Probably because Salia the Serpentine (of *holding the viper*) crafted this spell as well. Very few people realize that Salia has an irrational fear of spiders. When I asked her why, she told me, "Spiders are gross."

Snake arms is a nice offensive buffing type of spell. The extra range of the snakes makes it easier to attack enemies before they are able to attack you, and may very well provide you with an extra attack against them. The best feature of this spell is its ability to deal potent and repeated doses of poison. Naturally, this spell works best on those most susceptible to poison, like rogues and wizards and such.

Stone Plague

Transmutation [Earth, Evil]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature Touched
Duration: Instantaneous
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Stone plague infects a target creature with a magical disease that slowly causes the target to turn to stone. If the target succeeds on the initial saving throw, she is not infected with the disease. If she fails, however, the disease takes affect immediately and deals 1d4 point of Dexterity damage, as the target begins to petrify. Every day thereafter, the victim must make another saving throw against the original DC. If she fails, she takes an additional 1d4 points of Dexterity damage.

If the subject's Dexterity is reduced to 0 by this spell, she is completely petrified, as the *flesh to stone* spell. *Stone plague* is a magical disease, similar to *mummy rot*, and a successful save does not allow the victim to recover. A *remove disease* spell stops the further progress of the disease, but does not restore damage. A *stone to flesh* spell heals the damage, but does not stop further progress of the disease. When cast one after the other, these two spells halt the progress of the disease and heal the damage.

Additionally, any creature that comes into physical contact with the subject of the spell, he must also must make a Fortitude save or become infected, suffering all the same effects as the original target.
Material Components: A pebble.

Incantation

"Slowly you grind to a halt."
Meerlip- Tooomomko-fi-Looaal-aim Mnala-ek

Notes on Stone Plague

The evil wizard Lanex (of *petrify* fame) really had a thing for turning people to stone. I'm not quite sure why. I'm sure there is some kind of anachronistic pun in there someplace, but I just can't put my finger on it. Anyway, as Lanex began his first and only campaign to dominate the planet, he cast this spell on several innocent villages as a sign of his power. Unfortunately, one of these small thorps hosted a retired band of epic adventurers, who did not take kindly to their home being assaulted, and thus came out of retirement "one more time."

I debated the inclusion of this spell, not for practical, but moral grounds. While *petrify* was created by an evil wizard and has been used for evil purposes, *stone plague* is actually Evil (with a capital *E*). "But can't it be used for good purposes too? Like turning a hoard of demons to stone?" Yes, I suppose it will do that. The problem is that it also infects anybody who comes in contact with the demons, such as a band of noble heroes. In the end, I included it because petrifaction is (relatively) easy to reverse, and there might be a few circumstances when an Evil spell can save the day (plus you can use it to counter spell other castings of this spell. That's good right?). Also if I never publish an Evil spell, I'll have some difficulty when it comes to the book on necromancy.

Stone plague works best against an enemy that you do not need to defeat this very moment. Many other spells are more immediately debilitating, but *stone plague* continues to do its work over the course of time. You could hit somebody with this spell, then run away and wait for it to do its work. As long as you promise to cure anybody you accidentally turn to stone in the process.

Telekinetic Choke

Transmutation
Level: Assassin 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid/3 levels (maximum 6 creatures) no two of which may be more than 20 feet apart.
Duration: Concentration
Saving Throw: Fortitude negates
Spell Resistance: Yes

Telekinetic choke causes a telekinetic force to grip the throat of one or more victims. Each victim immediately begins to suffocate. After failing the initial save, the target must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When a target fails one of these Constitution checks, she suffocates and makes no further saves. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she dies.

Focus: A leather glove.

Incantation
"You have displeased me."
Nashla-il Pagon-en Mnala-ek

Notes on telekinetic choke

Centuries ago, a drow princess called Deskorax earned too many enemies among her own people and fled to monster-infested lands to the north. Her plan was to raise an army of orcs, ogres, and the like, take over the surface world, raise an even bigger army, and then head back down to the under realm to regain her throne as unquestioned ruler. One trick up Deskorax's sleeve was *telekinetic choke*.

She used it often in battle, but she used it even more on minions who failed their mission or otherwise displeased her. As always, her plans of world domination fell through, partially because of meddling do-gooders, but mostly due to evil infighting.

Telekinetic choke is a low-powered instant death spell, and like most instant death spells, it works best against those who would take a long time to slay the good old fashion way. Alas, many things with a lot of health also tend to resist this type of spell, but if you are in a position where you can concentrate on this spell without much worry, you stand a decent chance of bringing down your foes sooner or later.

Telekinetic Launch in action

Telekinetic Launch

Transmutation
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

When you cast this spell, the target creature flies through the air in any direction you choose and lands 1d6x100 ft. plus 10 ft./caster level away. The target suffers a of 1d6 points of damage per caster level (maximum 20d6) from battering and a hard landing. At the end of the movement he lands prone.

Creatures do not interfere in any way with the target's flight pattern, but solid barriers, such as walls and doors might. Should the target encounter a solid barrier, the target deals damage to the wall equal to the amount of damage dealt to the target by the spell (minus its hardness). Should the damage be equal to or greater than the barrier's total hit points, the target bursts through the wall and continues on its path.

If the target succeeds on its saving throw, it is pushed only 10 ft. in the direction of choice, and falls prone, taking 1d6 points of damage.

Incantation

"The form flies through the air and crashes against the stones."

Makilal Vielo-Yuurdon-foo-im-Rrakotet-Lipoona-ba-im-ek

Notes on Telekinetic Launch

Telekinetic launch is another gem obtained from the ancient ruins of the ancient civilization that once inhabited our ancient planet. Unfortunately, I felt its effect first-hand after I sprung a *telekinetic launch* trap. While it was quite painful, it also sparked my curiosity. "How did they do that?" I wondered. Luckily, the *telekinetic launch* trap guarded a spellbook, which also contained *telekinetic launch*.

Telekinetic launch is not only a great way to hurt your enemies, it is also a great way to get them to stay far away from you. Use this spell on an armor plated warrior, then fire lesser spells at him as he charges forward. As soon is he is sixty feet or closer to you, use *telekinetic launch* again. Repeat as desired.

Time Slow

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Self

Target: You

Duration: 1d4+1 rounds relative to you (see text)

Saving Throw: None

Spell Resistance: No

This spell causes time around you to slow to one half its normal pace. To those observing, you seem to have sped up to double your normal speed.

In addition to the normal actions you take each round on your initiative, you can take an additional full round of actions (a full round action or a standard and a move action) later in the round at an initiative equal to your actual initiative minus ten. For all durations, this second round is a new round. This includes the durations of spell targeting you, as well as features that are limited to uses per round (such as attacks of opportunity, or swift actions).

For example, when combat begins you roll an initiative of 18 and your foes roll initiatives of 12 and 3. As your first action on initiative count 18, you cast *time slow*, then *expeditious charge* (a swift action) and move away from your foes. Your first foe then fires an arrow on initiative count 12. On initiative count 8 (18–10) you get to act again, but your *expeditious charge* effect expires, since it is effectively a new round for you. Finally on initiate count 3, your other opponent has a chance to act. On the next round you again act on initiative counts 18 and 8.

Spells that you cast on other targets, or spells that create effects (such as the *summon monster* spells), are not affected by this spell.

Material Components: A tiny hourglass.

Incantation

"Let the world pass you by."

Fiaf-ov Deduntata-ek Mnala-il

Notes on Time Slow

Every wizard wants to cast more than one spell per turn. When we were younger and less experienced, we hoped casting *haste* would let us do that, but then we grew up and learned there was no such luck. We have to either use swift spells, which while fun, are not ideal, or wait until we learn ninth-level spells, and can cast *time stop* or *shapechange* into a choker. Portolis the Sudden was not happy to wait until he could cast ninth-level spells, so he took maters into his own hands and crafted *time slow*.

Time slow is a great spell to cast early during combat. If you are particularly quick, you might even get a chance to cast another spell before your opponent takes her first action. The only drawbacks of this spell are its short duration and the fact that it does nothing directly to protect you or harm the opponent, and in the world of high-level wizardry, the first spell cast can end the battle (it doesn't matter how fast you move if you are disintegrated).

Vorpal Strike

Transmutation

Level: Sor/Wiz 8

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You may only cast this spell when you roll a natural twenty with a slashing melee weapon. After you cast this spell you make another attack roll as though confirming a critical. If this second attack roll succeeds, you sever the head of the creature you are attacking (if it has one). Some creatures such as zombies or golems are unaffected by losing their heads, but most die instantly.

If you miss the confirmation attack roll, the spell is wasted.

Incantation

"Snicker snack"

Klakiklak

Notes on Vorpal Strike

This spell was developed by one of the legendary elven mage knights, Tandora Leanex. Tandora was the long time arch nemesis of an orcish barbarian named Krig Deathblade. The two killed each other on countless occasions, but they both had powerful friends and an almost endless supply of diamond dust. Thus they were continually resurrected and always sought revenge against each other. The conflict finally ended when Krig died of old age. I guess sometimes it pays to be an elf.

The main advantage of this spell is that when you have the opportunity to use it, there is not a lot of that your foes can do about it. The problem is that you cannot simply use this ability at will, you have to wait for that special moment when you land that especially well-placed strike. Perhaps it's not the ideal choice if you only have a single eighth-level slot, but when you get a few more, it's very satisfying to use when you have the opportunity.

Weight of the Ages

Transmutation
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell causes the target to become old and decrepit. The target ages one age category per five caster levels (maximum three categories) and incurs the physical penalties associated with old age (middle aged characters suffer a –1 penalty to Strength, Dexterity and Constitution, old an additional –2, and venerable an additional –3). If the target ages a category past variable, he must make an additional Fortitude save of die.

If the target makes his initial saving throw, he ages only one age category.

This spell only affects the physical bodies of the creatures, not their minds, and therefore does not grant the bonuses to Intelligence, Wisdom, or Charisma that age normally confers.

Incantation
"The years weigh heavily on your brow."
Graa-ek Bonopat-Boondon-Taovan-pa-aim

Notes on Weight of Ages
Evil wizards like Lanex (of *petrify* and *stone plague*) are not the only old fogies capable of dreaming up a useful spell. *Weight of ages* was created by a good but ancient wizard ironically named Halam the Younger (his father was also named Halam).

Weight of ages is a great debilitating spell to use against those big fighter types. Believe you me, your big fighter friend will be happy. Unlike many debilitating spells, this one is not an all-or-nothing, so it is guaranteed to cause the target at least some difficulty. This spell combined with a quickened *ray of enfeeblement* can be a particularly devastating combo.

Weighty Armor

Transmutation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One set or armor
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell causes a set of armor to grow twice as heavy as it would normally be. This causes light armor to be treated as medium armor and medium armor to be treated as heavy. (Heavy armor is still treated as heavy armor.) Furthermore, the extra weight increases the spell failure chance by 10%, decreases maximum Dexterity by 2, and increases the armor check penalty by 3.

Material Components: A pinch of iron shavings

Incantation
"The tortoise moves so slowly."
Yoez-Looaal-Zaan-aim Maalool-ek

Notes on Weighty Armor
You probably already knew this, but most wizards don't like armor. No, we much prefer robes, but it seems that most other adventurers insist on wearing some form of armor to ostensibly "keep them from getting hurt." Aspiring elven transmuter, Degrel Yaft decided that if others were going to wear armor, he would exploit this tendency.

Weighty armor actually works best against opponents who are lightly armored, because if they wear light armor, they are probably worried about heavier armor impeding them. Heavily armored foes are already feeling the effects of their armor pretty significantly, so a little bit extra probably won't make a big difference

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