



A d20 Modern Spellbook

urban magica 2

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



Magic is very powerful effect in a modern setting. Nothing can be more influential to a game. But can you imagine what a world would be like if the foulest, devious and violent individuals could cast magic spells? If you couldn't then this PDF is for you. This book is designed for the use of players and Game Masters (GM). Like with all d20 supplements it is the duty of the GM to determine what material is appropriate in their campaign. Player's may argue for the inclusion of some (or all) of the material in this book into their current campaign but as always the GM is the final arbiter of the rules used in his games.

convulsion

Necromancy

Level: Mage 4; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. / 2 levels); **Duration:** 1 round / 2 levels; **Target:** D4 individuals; **Components:** V, S; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell overloads an individual's nervous system causing all of their muscles to spasm uncontrollable and cramp up in extreme pain. All victims of this spell will suffer from a -4 to all rolls for the duration of the spell. During the duration of the spell they

victim not able to perform any complex actions, only free actions and any objects or weapons they may have in their hand they will drop them and can not carry them.

copycat

Conjuration (Creation)

Level: Mage 4; **Components:** V, S, M; **Casting time:** 1 action; **Range:** Touch; **Effect:** Creates a duplicate of one nonmagical object, up to 2 cu. ft./level; **Duration:** See text; **Saving throw:** Will negates (*see text*); **Spell resistance:** Yes

With his spell you are able to make an exact copy of an object that you touched recreating it in every exact detail making it indistinguishable from the original. If the object is in the possession of another creature then it is entitled to a saving throw to avoid the effect and any spell resistance applies. Items with magical writing (*such as spellbooks*) or runes upon them are considered magic items for this spell and thus may not be duplicated. The duration of this spell is equal to the Mage's INT +1 in hours.

Written by Louis Porter Jr.



FORCE TRAP

Abjuration

Level: Mage 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** Object touched; **Duration:** Permanent until discharged (D); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

Force trap creates an explosion of Force when an intruder opens the item that the trap wards. The Force trap can ward any closeable item. When casting Force trap, the caster picks a point on the item as the spell's center. When someone other than the caster opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's center. The Force blast deals 1d4 points of force damage +1 point per caster level. The item protected by the trap is not harmed by this explosion. The warded item cannot have a second closure or warding spell placed on it. An unsuccessful dispel magic spell does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves denoting a password that the caster can share with friends. A successful Search check (DC 29) finds an Force trap, and a successful Disable Device check (DC 29) safely removes it.

Material Components: Purchase DC 10.

FUNKY ASS SMELL

Conjuration (Creation)

Level: Mage 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. +5 ft./2 levels); **Effect:** Cloud that spreads to fill a 10 ft. radius, 10 ft. high; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; see text; **Spell Resistance:** Yes

Funky Ass Smell creates a bank of fog with the vapors that are stomach-turning, revolting and impossible to take and will become nauseated. This condition lasts as long as the creature is in the cloud and for 1 round after they leave it.

OIL SLICK

Conjuration (Creation)

Level: Mage 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Target or Area:** One object or a 20-ft. square; **Duration:** 1 round/level (D); **Saving Throw:** See text; **Spell Resistance:** No

An Oil Slick spell covers a solid surface with a layer of slippery oil and grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of oil at one-fourth normal speed with a DC 15 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details). This spell can not also be used to create an oily coating on an item.

NAPALM

Evocation [Fire]

Level: Mage 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A napalm spell hit is target and then explodes and deals 1d12 points of fire damage per caster level (maximum 5d12) to the targeted individual. The explosion fragments sprays out super heated napalm to all those with 20-ft.-radius spread. All those within the range of the effect of this spell must make a Reflex save or hit by the super heated napalm fragments that deal 1d8 points of fire damage per caster level (maximum 5d8). Following the initial round of damage, all effected by this spell must make a Fortitude roll for the napalm to extinguish. If an individual fails this roll, they will continue to take damage from this spell, but the damage will be reduced. For each round after the initial round; all damage is reduced by 1 dice and dice level. This will continue to the dice reaches zero or dice level goes lower than d4.

Example: If a target is hit by a napalm spell and fails their Reflex save, the initial round they will take 5d12 points of fire damage; The following round the target fails their Fortitude roll, and the target takes 4d10 points of fire damage from the effect of the spell; The next round the target fails the Fortitude again and suffers 3d8 points of fire damage; and so forth.

The napalm will set fire to combustibles and damages objects in the area.

RESIST FORCE

Abjuration

Level: Acolyte 2, Mage 2; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Individual touched; **Duration:** 10 minutes/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants an individual limited protection to damage from Force. The individual gains Force resistance 10, meaning that each time the individual is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the individual's hit points. The value of the Force resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well. Resist Force absorbs only damage. The character could still suffer unfortunate side effects.

STEPPED ON

Abjuration

Level: Acolyte 2, Mage 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

With this spell you are able to temporarily reduce the effectiveness, also known as “stepped on” in urban terms, of any spell that is currently in effect or ongoing, with in the range of this spell. A stepped on spell will reduce all effects of a spell by half, including damage and time duration and area effect. Stepped on can effect spell-like effects just as it does spells. One object, creature, or spell is the target of the stepped on spell. You make a stepped on roll ($1d20 + \text{your caster level, maximum} +10$) against the spell or against each ongoing spell currently in effect on the object, area or individual. The DC for this stepped on check is $11 + \text{the spell's caster level}$. If you succeed on a particular check, that spell is reduced by half; if you fail, that spell remains in effect. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are reduced for 1d8 rounds, after which the item recovers on its own. You automatically succeed on your stepped on check against any spell that you cast yourself.

Thicker Than Blood

Necromancy

Level: Mage 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One opponent; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

With this spell a caster will cause the target blood to coagulate, in laymen terms thicken to the consistence of thick jello, and will cause severe damage to the target. The coagulation of the blood will cause the target a number of points of damage equal to 5 times the caster's level.

Thunder Bullets

Conjuration (Creation) [Sonic]

Level: Mage 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Six Bullets; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

When casting this spell you will covert norm bullets to those made out of pure sonic energy. These bullets can be used as normal but when it strikes a target, the target takes 3d6 points of sonic energy damage. In addition, the thunder bullet leaves the target deaf for 1d6 rounds unless he succeeds at a Fortitude save.

Toss the Room

Divination

Level: Acolyte 2, Mage 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** Cone-shaped emanation; **Duration:** Concentration, up to 1 min./level (D); **Saving Throw:** None; **Spell Resistance:** No

You can detect concealed, hidden or secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are

detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of concealed, hidden or secret doors.
- **2nd Round:** Number of concealed, hidden or secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.
- **Each Additional Round:** The mechanism or trigger for one particular concealed, hidden or secret portal closely examined by you. Each round, you can turn to detect concealed, hidden or secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Ziplock

Evocation [Force]

Level: Mage 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 10-ft. cube; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell creates an immobile, transparent plastic-like material as an area of containment or prison with 10-foot cube with no way in and no way out. Solid walls of force form all of its sides. Individuals within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Dimension Door or Passwall provide a means of escape from this spell. A dispel magic spell can be used on this spell to dispel it.

Material Component: A plastic bag

Artwork: Rowan Dodds

d20 Modern™ is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. ‘d20 System’ and the d20 System logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

All text on all pages is Open Game Content as defined by the Open Gaming License. See page 4 for more information.

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Urban Magica 2, Copyright 2004, Louis Porter Jr. Design, Inc.