

3.x SPELL CONVERSIONS

LEVEL 1 ARCANES

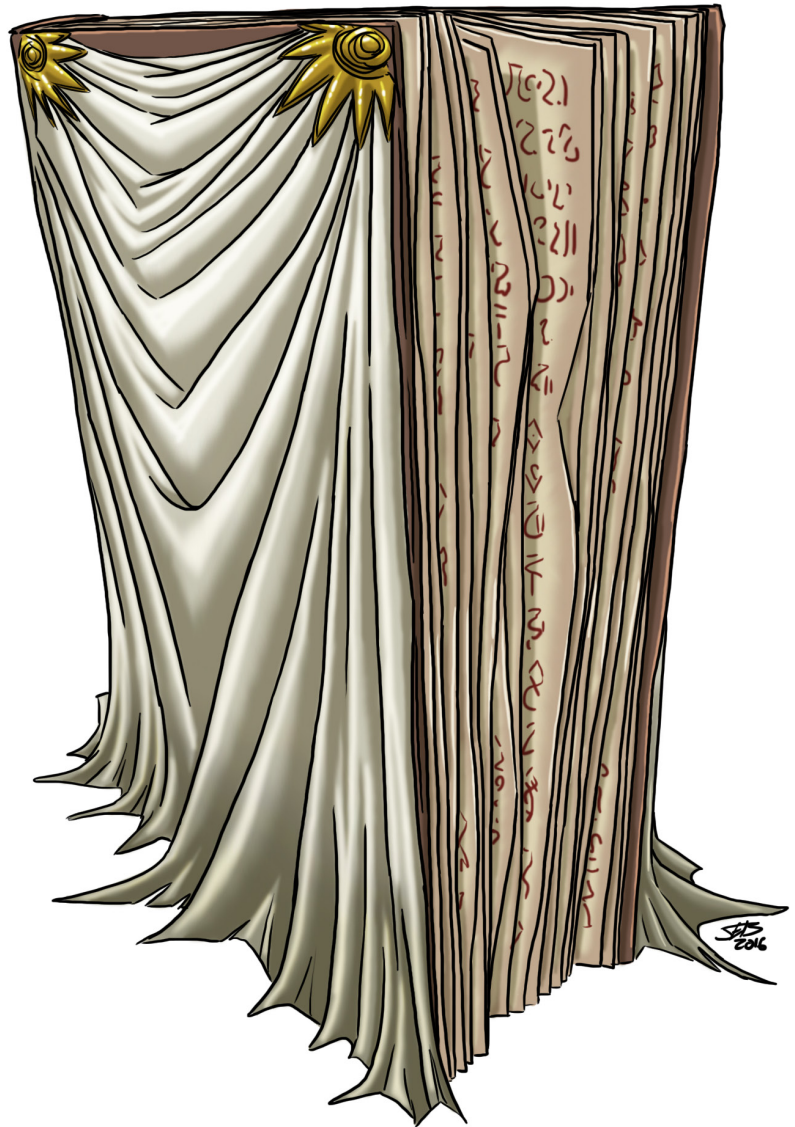
THE d20 SYSTEM FROM WHICH which we get the *D&D* 3E and 3.5 games, the *Pathfinder* RPG, and many other games) is - like WAIN - an open content system. This allows us to freely convert content from any 3.x game. In this article, you will find all 40+ 1st level arcane spells from the *d20 System Reference Document*, which covers most of those found in the core rulebooks of the above games. In this article, the d20 System and all its derived games are referred to as "3.x".

Of course, WAIN and 3.x are two different games with some different underlying premises and assumptions. For that reason, not every spell will convert exactly; these conversions are a "closest approximation" while retaining usability.

3.x games base many attributes of a spell on the wizard's caster level. The spells below have assumed a minimum caster level; they can all be boosted as normal using extra MP.

FORMAT

Some spells use the *[creature]*, *[object]*, or *[element]* secrets in square brackets. In this case, the specific secret used is chosen by the caster; in the case of *[creature]*, both *person* and *beast* are common choices. Occasionally, some rare or unusual secrets (such as *ropes*, or *doors*) can be optionally used instead; these are noted in parenthesis. While



WRITING JOHN LYNCH
COLOR ART JACOB BLACKMON
EDITING RUSS MORRISSEY

knowledge of such a secret might be unusual due to its limited scope, masters of the most obscure things certainly exist, and at least one magic-user is know to focus entirely on the supernatural use of ropes.

CONDITIONS

As with all spells, inflicted conditions (noted in *italics* for convenience) last for the duration of the spell or until they are shaken off, whichever comes first. The difficulty to shake off a condition is equal to the MAG attack roll made by the spellcaster.

ALARM

Create Sound

Cost 4 MP; **Skills** *creation 1, divination 3*

Casting Time 1 minute

Duration 8 hours

Range touch; **Target** 30' diameter

Alarm creates an audible sound when a certain condition is met; the caster can decide the condition, but typically it is set to alert others whenever a creature of size small or larger (to avoid insects and the like) enters the warded area. The alarm produces the sound of a hand bell, and can be heard clearly within 60'.

Costs 3 MP target, 3 MP duration contingency, -2 MP casting time.

ANIMATE ROPE

Move Plant (Rope)

Cost 5 MP; **Skills** *movement 1*

Casting Time 1 minute

Duration concentration

Range 50'; **Target** 1 rope

As you let out a low, soft whistle, one end of a length of hemp rope no longer than 50' begins moving and swaying, under your control, much like a charmed snake. The rope gains a **SPEED** of 5, and can be moved freely and can be tied or

untied while you concentrate. Enwrapping or restraining a creature with the rope requires a melee MAG attack, and renders the target immobilized.

The spell typically uses the *secret of plants*, and as such will affect any hemp rope, or any other rope made from plants, such as cotton, linen, and so on. However, the *secret of ropes* can affect silk ropes (as can the *secret of insects*) along with any other materials.

Costs 1 MP target, 3 MP range, 1 MP telekinesis.

BURNING HANDS

Evoke Fire

Cost 3 MP; **Skills** *evocation 2*

Casting Time 2 actions

Duration Instant

Range 5'; **Target** 20' cone

Your hands erupt in flame. As you stretch them out before, you a cone of fire gushes forth and deals 1d6 fire damage to any creatures in the area on a successful ranged MAG attack.

Costs 1 MP target, 2 MP fire damage.



CAUSE FEAR

Inflict Water

Cost 6 MP; **Skills** *affliction* 4

Casting Time 2 actions

Duration Concentration

Range 30'; **Target** 1 creature

Water is the element associated with willpower and fear. On a successful mental MAG attack, your target becomes *afraid*. On its turn, the target must spend at least one action to move away from you and cannot approach you until the condition ends.

Costs 2 MP range, 4 MP severe affliction.

CHARM PERSON

Enchant Person

Cost 6 MP; **Skills** *enchantment* 1

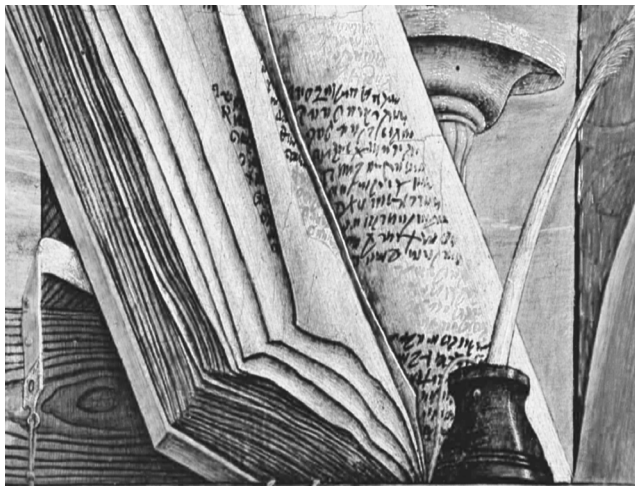
Casting Time 2 actions

Duration 1 hour

Range 30'; **Target** 1 humanoid

Your words gain a soothing tone, and on a successful mental MAG attack you are suddenly seen in a new light. The target of your spell becomes *beguiled*, and considers you to be a friend.

Costs 2 MP range, 3 MP duration, 1 MP mild charm.



Quick Conversions

When converting a 3.x spellcaster's magic use on the fly, use these very simple rules.

- **MAGIC** is equal to 4 + the spellcaster's 3.x caster level. **LOGIC** is equal to half the spellcaster's 3.x Intelligence score (round down).
- Assume the caster has the skills needed for a listed spell in its 3.x stat block.
- You can designate a number of **signature spells** (takes one action to cast) equal to the caster's LOG attribute.

CHILL TOUCH

Evoke Death/Inflict Metal

Cost 6 MP; **Skills** *evocation* 2, *affliction* 4

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

As you reach out and touch your victim with a successful melee MAG attack, the creature pales as you drain it of life and strength, dealing 1d6 necrotic damage and dealing a -1d6 penalty to STR checks for 1 minute.

Costs 2 MP necrotic damage, 4 MP drain strength.

COLOR SPRAY

Evoke Light

Cost 4 MP; **Skills** *evocation* 5

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 20' cone

A barrage of colors gush forth from your fingers, filling the visual senses of any creatures caught within the spray. On a successful mental MAG attack all creatures in the barrage take 1 point of light damage, and are *blinded* for 1 minute.

Costs 1 MP target, 3 MP elemental damage.



COMPREHEND LANGUAGES

See Self

Cost 5 MP; Skills *divination* 3

Casting Time 2 actions

Duration 10 minutes

Range self; Target self

You can understand the spoken words of creatures, or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning, nor does this spell enable you to speak or write the language.

Costs 2 MP duration, 3 MP comprehension, full.

CONFUSION, LESSER

Enchant [Creature]

Cost 6 MP; Skills *enchantment* 4

Casting Time 2 actions

Duration 1 minute

Range 30'; Target 1 creature

On a successful mental MAG attack the mind of your target grows confused. Your target becomes

insane for 1 minute. On its turn, it must roll 1d6 and act according to the result: (1) attack nearest creature; (2) flee; (3) babble incoherently; (4) switch sides; (5) become joyous; (6) become enraged.

Costs 2 MP range, 4 MP extreme charm.

DETECT SECRET DOORS

See Wood/ Stone/ Metal (Doors)

Cost 3 MP; Skills *divination* 3

Casting Time 2 actions

Duration Concentration

Range self; Target 50' diameter

Your eyes glow, allowing you to sense the presence of secret doors within a 50' cone. You are able to determine the direction to the doors, and if there are multiple portals within the area of effect, you know roughly how many there are and can concentrate on each to determine their location. The doors must be primarily made of

one of the secrets you know. However, the *secret of doors* (or *portals*) covers all materials.

Costs 2 MP target, 1 MP dowsing.

DETECT UNDEAD

See Undead

Cost 3 MP; **Skills** *divination* 1

Casting Time 2 actions

Duration Concentration

Range self; **Target** 50' diameter

Your eyes grow dim as you gain the ability to sense the presence of undead within a 50' cone emanating from you. You are able to determine the direction to the undead, and if there are multiple undead within the area of effect, you know roughly how many there are and can concentrate on each to determine their location.

Costs 2 MP target, 1 MP dowsing.

DISGUISE SELF

Illude

Cost 5 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

Your features and equipment shift as an illusion falls upon you, allowing you to change certain aspects of yourself and your equipment or to make you look like someone else entirely. This does not provide you with different mannerisms or change how you sound or feel.

Costs 2 MP duration, 3 MP average visual illusion.

ENDURE ELEMENTS

Abjure [Element]

Cost 2 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 day

Range 5'; **Target** 1 creature

Choose the *secret of fire* or *ice*. You reach out to a single creature, and as you touch them their skin takes on a slight bluish (cold) or reddish (heat) hue. They gain SOAK 1 (cold or heat) and are unaffected from the cold or heat caused by non-extreme environmental effects.

Costs 2 MP duration, 0 MP withstanding cold/heat.

ENLARGE PERSON

Transform Person

Cost 5 MP; **Skills** *transformation* 4

Casting Time 2 rounds

Duration 1 minute

Range 30'; **Target** 1 humanoid

The target grows in spits and spurts as its size increases to the next largest size category, almost doubling in size and becoming eight times as heavy. The target gains all size benefits (and penalties) for the new size.

Costs 2 MP range, 4 MP enlarge, -1 MP casting time.

ERASE

Illude

Cost 6 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 hour

Range 5'; **Target** 1 page or scroll

By touching a page or scroll the writing on it begins to fade until it disappears entirely. For the

the next hour the item looks like a blank scroll or page.

Costs 3 MP duration, 3 MP average visual illusion.

EXPEDITIOUS RETREAT

Move Self

Cost 6 MP; **Skills** *movement* 6

Casting Time 2 actions

Duration 1 minute

Range self; **Target** Self

Your step grows lighter as you gain a +6 SPEED bonus for 1 minute.

Costs 6 MP speed.

FEATHERFALL

Move Self

Cost 6 MP; **Skills** *movement* 1

Casting Time 2 actions

Duration 1 hour

Range 30'; **Target** self

A pair of faint, barely visible, phantom eagle's wings momentarily appear from your back. For 1 hour your fall speed is reduced to 60' per round, allowing you to take no damage from falling.

Costs 2 MP range, 3 MP duration, 1 MP featherfall.

FLOATING DISK

Create Force/Move Force

Cost 2 MP; **Skills** *creation* 1, *movement* 1

Casting Time 2 actions

Duration Concentration

Range 30'; **Target** 5' diameter

From your outstretched palm a floating disk of force slowly grows outward until it reaches 3' in

diameter. When you are within 30' of the object it gains a 5 SPEED and you can control where it goes as long as you concentrate. If it moves more than 30' away from you, you stop being able to move it until you are within range again. Anything on the disk when the spell ends immediately falls to the ground.

Costs 2 MP range, 0 MP create, 0 MP telekinesis.

GREASE

Transform Ooze

Cost 5 MP; **Skills** *transformation* 2

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** 10' diameter

A 10' diameter area within 30' becomes slick with grease. Creatures can move safely across slick terrain at a SPEED of 1. If they move faster than this SPEED, they must make a *Difficult* [16] AGI check or fall prone, ending their movement for that action.

Costs 2 MP slick, 2 MP range, 1 MP area.

HOLD PORTAL

Move Wood/Stone/Metal (Door)

Cost 9 MP; **Skills** *movement* 8

Casting Time 2 rounds

Duration 1 minute

Range touch; **Target** Up to 10' diameter

A single wooden door stiffens and becomes heavier as you inscribe an invisible rune on its surface. For the duration of the spell the wooden door is held shut and cannot be opened.

Costs 1 MP area, 8 MP anchor.

HYPNOTISM

Compel Person

Cost 6 MP; **Skills** *compulsion* 2

Casting Time 2 rounds

Duration 1 minute

Range 30'; **Target** 30' diameter

Your words gain a sonorous tone, causing those within 30' to become *suggestible* on a successful mental MAG attack. For the duration, the targets stop and stare blankly unless attacked.

Costs 2 MP range, 3 MP target, -1 MP casting, 2 MP moderate compulsion.

IDENTIFY

See Magic

Cost 5 MP; **Skills** *divination* 5

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** 1 object

You are able to gain an overview of the nature and history of a magical object. This spell will reveal the object's function, properties, and means of activation, but also its name, and who created it, and any other notable history.

Costs 5 MP history reading.

JUMP

Move [Creature]

Cost 4 MP; **Skills** *movement* 4

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

The target gains a 20' increase on its basic jumping distance.

Costs 4 MP jump.

MAGIC AURA

Illude

Cost 6 MP; **Skills** *illusion* 3

Casting Time 1 minute

Duration 8 hours

Range 5'; **Target** 1 object

A single magical item dulls and appears to take on a slightly lesser quality as you mask its magic aura for the duration of this spell.

Costs 5 MP duration, 3 MP aura illusion, -2 MP casting time.

MAGE ARMOR

Abjure Self

Cost 5 MP; **Skills** *abjuration* 4

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

A suit of invisible force armor surrounds you, granting you SOAK 4 for 10 minutes.

Costs 2 MP duration, 4 MP withstanding (half effect for *self* secret).

MAGIC MISSILE

Evoke Force

Cost 5 MP; **Skills** *evocation* 2

Casting Time 2 actions

Duration Instant

Range 50'; **Target** 1 creature

As you fling your hand open, a single bolt of force shoots out and, on a successful ranged MAG attack, deals 1d6 force damage. This spell deals the same amount of damage to either a corporeal or incorporeal creature, although it cannot target an object.

Costs 3 MP range, 2 MP force damage.



MAGIC WEAPON

Infuse Force

Cost 5 MP; **Skills** *evocation* 2

Casting Time 2 actions

Duration Instant

Range 1 minute; **Target** 1 weapon

As your hand passes over the weapon, it seems to grow slightly in quality. For the duration of the spell the weapon deals force damage, allowing it to harm incorporeal or intangible creatures in addition to corporeal creatures. However for the duration of the spell the weapon does not deal any damage to inanimate objects.

Costs 3 MP range, 2 MP elemental touch.

MOUNT

Summon Beast/Enchant Beast

Cost 6 MP; **Skills** *summon* 4, *enchantment* 1

Casting Time 2 rounds

Duration 4 hours

Range 30'; **Target** 1 beast

Clapping your hands together, a single beast shimmers before you. You can summon a single animal with a maximum dice pool of 4d6 or less that is suited towards being used as a mount (such as a light horse or pony) as long as you succeed on a MAG check against the creature's highest DEFENSE. The creature is predisposed towards liking you.

Costs 2 MP range, 4 MP summoning, 1 MP mild charm, -2 MP casting time.

OBSCURING MIST

Create Mist

Cost 5 MP; **Skills** *creation* 1

Casting Time 2 actions

Duration 1 minute

Range self; **Target** 50' diameter

Mist slowly emanates from you, growing thicker by the second. The mist obscures vision beyond 5 ft, while all creatures within 5 ft. have concealment (-2d6 die penalty to hit it). The mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Costs 4 MP target, 1 MP create mist.

PROTECTION FROM CHAOS

Abjure Chaos

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

Subject to a mental MAG attack, creatures with the chaos virtue cannot make a melee or mental attack against the target. This effect doesn't stop the creature from making ranged attacks.

Costs 1 MP hedging chaos.

PROTECTION FROM EVIL

Abjure Evil

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

Subject to a mental MAG attack, creatures with the evil virtue cannot make a melee or mental attack against the target. This effect doesn't stop the creature from making ranged attacks.

Costs 1 MP hedging evil.

PROTECTION FROM GOOD

Abjure Good

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

Subject to a mental MAG attack, creatures with the good virtue cannot make a melee or mental attack against the target. This effect doesn't stop the creature from making ranged attacks.

Costs 1 MP hedging good.

PROTECTION FROM LAW

Abjure Law

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range 5'; **Target** 1 creature

Subject to a mental MAG attack, creatures with the law virtue cannot make a melee or mental attack against the target. This effect doesn't stop the creature from making ranged attacks.

Costs 1 MP hedging law.

RAY OF ENFEEBLEMENT

Inflict Metal

Cost 6 MP; **Skills** *affliction* 4

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** 1 creature

A dark ray springs from your hand. On a successful ranged MAG attack the creature takes -1d6 penalty to STR checks for 1 minute.

Costs 2 MP range, 4 MP inflict.



REDUCE PERSON

Transform Person

Cost 5 MP; **Skills** *transformation* 4

Casting Time 2 rounds

Duration 1 minute

Range 30'; **Target** 1 humanoid

The target shrinks down to the next lowest size category, causing it to almost halve in size and becoming eight times lighter. The target gains all benefits and penalties associated with its new size.

Costs 2 MP range, 4 MP shrink, -1 MP casting time.

SHOCKING GRASP

Evoke Lightning

Cost 2 MP; **Skills** *evocation* 2

Casting Time 2 actions

Duration Instant

Range 5'; **Target** 1 creature

Lightning crackles from your fingertips. On a successful melee MAG attack the target, and any creature touching it, takes 1d6 lightning damage. If the creature is standing in water, then any creatures within 10' that are also in contact with the water take 1d6 lightning damage.

Costs 2 MP lightning damage.

SHIELD

Abjure Self

Cost 4 MP; **Skills** *abjuration* 4

Casting Time 2 actions

Duration 1 minute

Range self; **Target** self

An invisible floating medium shield appears before you, giving you a +4 DEFENSE bonus to physical attacks (ranged and melee).

Costs 4 MP shielding.

SILENT IMAGE

Illude

Cost 6 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration Concentration

Range 30'; **Target** 10' diameter

The image of an object or creature of your choice suddenly materialises, although it does not make any sound and cannot be touched. When within 30' of the illusion you can spend an action to make minor changes or cause it to move within the 10' area.

Costs 2 MP range, 1 MP target, 3 average visual illusion.

SLEEP

Enchant [Creature]

Cost 6 MP; **Skills** *enchantment* 2

Casting Time 2 rounds

Duration 1 minute

Range 100'; **Target** 10' diameter

A soothing lullaby begins to emanate from the target area. On a successful mental MAG attack each creature in the area begins *snoozing* for the duration of the spell. Each creature can be awakened by hearing a loud noise or taking damage.

Costs 4 MP range, 1 MP target, -1 MP casting time, 2 MP moderate charm.

SUMMON MONSTER I

Compel Beast/Summon Beast

Cost 7 MP; **Skills** *compulsion* 3, *summon* 2

Casting Time 2 rounds

Duration 1 minute

Range 10'; **Target** 1 beast

With a successful MAG attack against your chosen creature's highest DEFENSE, you conjure

a single beast with a maximum dice pool of 3d6 or less from thin air. The summoned creature will fight for you in order to protect you from harm.

Costs 1 MP range, -1 MP casting, 3 MP summoning, 3 MP moderate compulsion.

TRUE STRIKE

This spell is not required in the WOIN system. Its original intention in the 3.x game was to allow spellcasters with weak attack bonuses to hit their targets with ranged spells; however, in WOIN casters use their MAGIC attribute. However, an *Infuse Fire* spell can be used, if necessary, to grant a target +1d6 (per 4 MP) to an attack roll made within 1 minute.

UNSEEN SERVANT

Summon Elemental

Cost 6 MP; Skills *compulsion* 5, *illusion* 3, *summon* 1.

Casting Time 2 actions

Duration 1 hour

Range 30'; **Target** 1 creature

The air begins to solidify and with a successful MAG attack against an **unseen servant's** highest DEFENSE of 10, the air solidifies as the **unseen servant** is conjured forth. While it remains, the unseen servant obeys your every command.

An **unseen servant** is a weak (1d6) semi-sentient force elemental. It is naturally invisible, and naturally obedient towards those who summon it.

Costs 2 MP range, 3 MP duration, 1 MP summoning.

UNSEEN SERVANT

Medium semi-sentient elemental (1d6)

STR 2 (1d6) **AGI** 2 (1d6) **END** 2 (1d6)

INT 2 (1d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

LUC 0 (0d6) **REP** 0 (0d6)

HEALTH 10

MELEE DEFENSE 10; **RANGED DEFENSE** 10;

MENTAL DEFENSE 10

SOAK 0; **VULN** -

INITIATIVE 1d6

PERCEPTION 1d6

SPEED 2; **CLIMB** 1; **JUMP** 4'/2'

CARRY 40lb (max lift 100lb)

ACTIONS 2

NATURAL DAMAGE 1d6+1

Skills -

Gear -

Invisible. Unseen servants are always invisible.

Obedient. Unseen servants will always obey those who summon them.

VENTRILOQUISM

Illude

Cost 5 MP; Skills *illusion* 3

Casting Time 2 actions

Duration Concentration

Range 30'; **Target** point in space

Your voice escapes your lips, but you can have it come from a single point within 30'. While you concentrate, you can create a sound such as your voice speaking, a small crowd of angry people, a simple song with a few instruments or an animal growl and have it originate from the target location.

Costs 2 MP range, 3 average audible illusion.