

# DOMAIN SPELLS 3.5E

## FOR WORLD OF KULAN

*Compiled by Robert Blezard*

### SPELLCASTER ABBREVIATIONS

Asn	Assassin	Fvs	Favored Soul
Blk	Blackguard	Hou	Houri
Brd	Bard	Pal	Paladin
Chr	Chronomancer	Rgr	Ranger
Clr	Cleric	SoL	Soldier of Light
Drd	Druid	Sor	Sorcerer
Dmn	Dimensionalist	Wmg	Warmage
Elm	Elementalist	Wiz	Wizard

### DOMAIN DETAILS

Beyond the domains in the *Player's Handbook* many of the spells listed in this document refer to domains from various official D&D sources, domains I borrowed from James Sutherland, and domains I created myself for World of Kulan.

Name	Source	Name	Source
Apathy	The Jester's Cydra	Retribution	FRCS
Art	The Jester's Cydra	Scalykind	Deities and Demigods
Authority	The Jester's Cydra	Seals	The Jester's Cydra
Beguilement	Dragon Magazine #312	Secrecy	The Jester's Cydra
Community	BoED	Seduction	Dragon Magazine #312
Construct	Hammer & Helm	Slime	FRCS
Corruption	BoVD	Spell	FRCS
Charm	FRCS	Spider	FRCS
Creation	Deities and Demigods	Spirit	Dragon Magazine #312
Darkness	BoVD	Stellar	World of Kulan
Dragon	Draconomicon	Sword	Hammer & Helm
Fate	Complete Warrior	Thought	The Jester's Cydra
Fear	The Jester's Cydra	Time	FRCS
Fortitude	Hammer & Helm	Trade	The Jester's Cydra
Greed	Draconomicon	Undeath	FRCS
Hatred	FRCS	Vermin	G G's Necropolis
Hunger	Dragon Magazine #312	Wall	Piratecat's Spira
Insect	World of Kulan	Wealth	Draconomicon
Intoxication	The Jester's Cydra	Weather	Deities and Demigods
Light	The Jester's Cydra		
Madness	Deities and Demigods		
Metal	FRCS		
Moon	FRCS		
Music	Cydra & Kulan *		
Nobility	Complete Warrior		
Nautical	World of Kulan		
Necromancy	World of Kulan		
North	World of Kulan		
Pain	BoVD		
Planning	Complete Warrior		
Pleasure	BoED		
Portal	FRCS		
Purity	The Jester's Cydra		
Rage	World of Kulan		

\* This domain was from The Jester's Cydra campaign world, but I've simply taken the concept and modified it to better fit Kulan. Thus, there are really two versions of the Music Domains – my version and James' version.

## SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

### Absorb Strength

*By James Sutherland*

Necromancy

Level: Necromancy 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium

Effect: Ray

Duration: Instantaneous ray (see text)

Saving Throw: Fort negates

Spell Resistance: Yes

You shoot a ray of dirty grey energy that coruscates between you and the target for an instant. The victim suffers 1d4 +1/3 levels temporary Strength damage (max +8) and you gain an equal enhancement bonus to your Strength. The damage heals normally; the enhancement bonus lasts 1 round/level.

### Affability

*By James Sutherland*

Transmutation

Level: Trade 8

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

For the duration you gain a +8 enhancement bonus to charisma and a +15 competence bonus to Diplomacy checks.

Material Component: A lump of sugar and a drop of honey.

### Alter Reality

*By James Sutherland*

Transmutation [see text]

Level: Chr 9, Art 9

Components: V, S, F, XP

Casting Time: 1 standard action

Range: Touch and see text

Effect: See text

Duration: Concentration plus see text

Saving Throw: See text

Spell Resistance: See text

Using a paintbrush, you alter the very nature of reality around you. You can paint creatures or objects into existence, paint objects out of existence or paint conditions onto or off of creatures or objects. You can continue to *alter*

*reality* as long as you maintain concentration on the spell.

You may paint creatures into existence. It takes one full round to make a Medium or smaller creature or object, two rounds to paint a Large creature or object, four rounds to paint a Huge creature or object, eight rounds to paint a Gargantuan creature or object and sixteen rounds to paint a Colossal creature or object. Such a creature or object has all the properties of a normal creature or object of its type, or of a specific creature (if you choose to paint a specific creature). You could, for example, paint the local high priest. Such creatures and objects are obviously magical creations but are completely functional otherwise (thus, you probably couldn't paint the local sheriff to get out of jail but you could paint him to help you fight). When you paint a creature it has only normal clothing (none of its usual gear). You may paint creatures with at most a total number of Hit Dice equal to your caster level (maximum of 30). Such creatures remain under your telepathic control at all times (changing their action requires a move-equivalent action on your part). You may paint objects worth up to your caster level x 2,000 gp. Such creatures and objects last as long as you concentrate. Alternately, you can paint a single, static object (such as a door or pit) and 'set' it in place; in this case, it will last 1 hour/level, but this is the only action that can be taken with this casting of *alter reality*.

Painting an object out of existence takes just as long as it would to paint it into existence. Non-magical objects do not receive a saving throw, but magic objects get a Will save (and SR, if appropriate) to avoid the effect. An object painted out of existence will return to exactly where it vanished at the end of this spell's duration. Alternately, you can choose to use a casting of *alter reality* to paint an object permanently out of existence, but this is the only action that can be taken with that casting of *alter reality*.

You can also paint conditions onto creatures or objects. You can paint a creature to make it paralyzed, stunned, frightened, enraged (as per a barbarian's rage), saddened (as per a crushing despair spell), happy (+1 morale bonus to attacks, saves, damage and checks) or ability damaged (any one ability of your choice suffers 2d4 points of ability damage). You can also remove any condition from a creature, such as poison, disease, fatigue, energy drain, insanity, etc- even death. Painting a condition onto or off of a creature takes a full-round action, regardless

of the size of the creature, and draws attacks of opportunity from all creatures. The change in the creature's condition lasts until the *alter reality* ends. Alternately, you can use a casting of *alter reality* to permanently add or remove a condition to a creature, but this is the only action that can be taken with that casting of *alter reality*. Though you must have part of the body to return a creature to life permanently through *alter reality*, it otherwise functions as a true resurrection.

*Focus:* A paintbrush. XP cost: 5000 (if permanently restoring a creature to life only).

### Analyze Balance

*By James Sutherland*

Divination

Level: Balance 1, Chr 1, Sor/Wiz 1, Tenets  
Druid/Ranger 1

As *detect evil*, but instead of evil you detect how far out of balance something is. "In balance" is defined as true neutral; "moderate" is one neutral alignment component (lawful neutral, for example); and "extreme" is a completely non-neutral alignment.

### Armor of Light

*By James Sutherland*

Evocation [Light]

Level: Light 3, SoL 2, Sun 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level plus see text

Saving Throw: See text

Spell Resistance: No

You suffuse yourself with a radiant armor which enemies find difficult to look directly at. Any hostile creatures looking at you must make a Fort save or be blinded for as long as they look at you and for 1d4 rounds thereafter. Furthermore, the victim is dazzled (-1 to attack rolls) for one day. Attackers not looking directly at you give you concealment (20% miss chance) but avoid being blinded or dazzled.

### Aura of Balance

*By James Sutherland*

Abjuration

Level: Balance 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft. radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A green aura of pacific energy springs into being around the subjects, protecting them from attacks, granting spell resistance to spells cast by extreme creatures, and causing extremist creatures to become stunned when they strike the subject. (An extremist creature is wholly non-neutral, i.e. LG, LE, CG or CE.) This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. These bonuses apply against all attacks.

Second, each warded creature gains SR 25 against spells cast by extremist creatures or extreme spells. (An extremist spell is one that has two alignment descriptors.)

Third, the abjuration blocks possession and mental influence, just as *protection from extremism* does.

Finally, if an extremist creature succeeds on a melee attack against a warded creature, the offending attacker is stunned for 1d3 rounds unless he makes a successful Fort save against *aura of balance's* save DC.

*Focus:* A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500 gp.

### Becalm Sails

*By James Sutherland*

Transmutation

Level: Drd 2, Elm (Air) 3, Nautical 2

Components: V, S

Casting Time: 1 round

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

Target: One ship

Duration: 1 round/level

Saving Throw: Will negates (object; the ship uses the pilot's saving throw bonus)

Spell Resistance: Yes (object)

You becalm a ship's sails, taking the wind out of them. If the ship can move under oar power it can still move, but if it depends on its sails, it's in serious trouble. For the duration, it cannot move or turn and is a sitting duck.

### Black Pearl Eye

*By Robert Blezard*

Transmutation

Level: Nautical 8, Sor/Wiz 8

Components: V, S, F/DF, Ritual, Shipboard

Casting Time: 1 hour (see text)

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Fort partial

Spell Resistance: Yes

The *black pearl eye* spell is a powerful nautical spell, which must be cast on board a sailing ship. This spell causes the target creature to gain the following benefits: Darkvision 60 ft., low-light vision, and *freedom of movement*. These abilities are considered permanent supernatural abilities when the target is on the sailing ship or within 1 mile of the ship out at sea (including underwater). However, the *black pearl eye* does not grant the target these benefits while on land.

In order to receive the benefit of this spell, the target and caster must spend one month aboard the ship to be attuned to the spell, as part of a ritual, never leaving the ship for any reason. After this time has elapsed, the spellcaster casts the spell, which takes 1 hour of time to prepare the focus of the spell. At the end of the casting time the caster hands the focus to the target whom must then forcibly pull out one eye and place the *black pearl eye* in the bleeding eye socket.

The power of the spell takes over fusing the focus with the empty eye socket. This is an extremely painful process, which forces the target creature to make a Fortitude saving throw or take 2d6 points of permanent physical damage and 2 points of permanent Charisma loss. Even if the save is successful the target creature still takes 2d6 points of normal physical damage and 1 point of permanent Charisma loss.

As noted above, the *black pearl eye* doesn't function on land becoming an inert pearl, which looks like a blackened glass eye. While the eye is functioning it gives off an eerie incandescent glow, which is noticeable to all casual observers.

This spell is well known amongst the pirates of the Wakuna Sea, as well as the populace of Freeport of the Serpent's Teeth (located in the region known as the Serpent Waters). It is rarer amongst the Island Kingdoms of Merria of the Traders' Sea and the continent of Triadora. It is very rare everywhere else, although any cleric who has access to the Nautical Domain has access to the spell.

Nothing short of *wish*, *miracle*, or *greater paradox* will remove a black pearl eye from the targeted creature's eye socket. The black pearl eye can be forcibly removed from the targeted creature but this always forces another Fortitude saving throw. If the save is successful

then the target takes damage as if it had failed its original save. If the save fails then the target dies. As a result, those who have had the spell cast for them are very protective of the *black pearl eye*.

*Focus:* A black pearl worth at least 5,000 gp. This pearl is permanently affixed to the target of the spell and cannot be reused even if it is somehow removed from the target's eye socket.

### **Black Visions**

*By James Sutherland*

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Intoxication 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target violent hallucinations of extraordinary vividness and intensity. They are incredibly disturbing to the victim, who suffers a -10 competence penalty to Listen, Search and Spot checks, and a -4 competence penalty on attack rolls, skill checks (other than as noted above) and ability checks. The victim is allowed a new saving throw each round to throw off the spell's disorienting effects.

Victims who are attacked will defend themselves but unless already in a violent state will be caught flat-footed.

*Material Component:* A stalk of hemlock.

### **Brainkill**

*By James Sutherland*

Necromancy [Mind-Affecting]

Level: Clr/Fvs 6, Necromancy 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You can permanently burn from the memory of one creature all knowledge of either a specific place or person or a time period of up to one year (you choose). The spell works only on creatures of Int 3 or higher. It destroys part of the subject's brain, dealing 1d6 hp as it excises the chosen memory (this is in the form of a terrific headache).

*Brainkill* only affects the victim's ability to recall factual information such as names, places, traits, etc. It has no effects on skills or experience (so a character who learned to swim and had the memory of it excised through this spell would still know how to swim but wouldn't remember the lessons, teacher, places where he swam, etc.)

Lost memories can be relearned or regained through a *greater restoration*, *heal* or similar powerful magic (*wish*, etc.)

### **Captivating Art**

*By James Sutherland*

Enchantment (Compulsion) [Mind-affecting]

Level: Art 7, Beguilement 8

Components: V, S, M, DF

Casting Time: 1 standard action

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

Effect: Emanation in a 20-ft. radius from one work of art

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: See text

You cause one work of art, such as a book, painting, sculpture, etc. to captivate any creatures that approach it. Any creature entering the emanation may check SR and make a Will save; failure indicates that it stops to examine the work of art for the duration. If a creature is attacked, the spell is broken for that creature.

### **Control Light**

*From Relics & Rituals (pg. 60)*

Transmutation [Darkness, Light]

Level: Clr 4, Stellar 5

Components: S, F, DF

Casting Time: 1 action

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

Area: 5 ft. / level emanation centered on a creature, object or point in space

Duration: 2 rounds / level (D)

Saving Throw: None

Spell Resistance: No

Within the area of effect, the caster may vary the light from full daylight to complete darkness.

Each round, beginning with the round *control light* is cast, the caster may take one free action to adjust the level of light by 25%. So, it would require four rounds and four free actions to adjust the level of light from full daylight to darkness.

Other spells that affect light within the area of the spell do not completely function. These include *light*, *darkness* and *daylight*. Each such spell will affect the quality of the light in

the affected area and cause a shift of 50%. For example, a 50% shadowy area can be turned completely dark by a *darkness* spell, although the caster of *control light* could begin to readjust the lighting level with his next action.

*Control light* can counterspell *light*, *darkness* and *daylight*.

*Focus*: A ring of white gold and black adamantine fashioned into a spiraled double helix. The total cost of the item is at least 5,000gp.

### **Control Ship**

*By James Sutherland*

Transmutation

Level: Nautical 4

Components: V, S

Casting Time: 1 round

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

Target: One ship, up to 10-ft. long/level

Duration: Concentration, up to 1 minute/level

Saving Throw: Will negates (object or pilot)

Spell Resistance: Yes (object)

You gain control of the target ship's movement. It moves in the direction and at the speed at which you desire (up to its normal maximum speed) as long as the oars are manned or the sails are furled.

### **Control Vermin**

*By James Sutherland*

Enchantment (Compulsion)

Level: Drd 3, Insect 3, Vermin 2

Components: V, S

Casting Time: 1 standard action

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

Target or Targets: One or more vermin, no two of which are more than 20 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell works by controlling the bodies and primitive nervous systems of vermin, not their minds (as they have none). You can affect a maximum of up to your level in HD. You may command the vermin with hand gestures as a move-equivalent action, as if redirecting a spell, and the vermin will do anything not immediately self-destructive at your command. Self-destructive commands will be ignored.

Vermin with minds (e.g. puppeteers) cannot be affected by this spell.

### **Crushing Walls**

*By James Sutherland*

Transmutation

Level: Seals 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One room, up to six 5-ft. squares/level

Duration: Permanent until activated, then 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You enchant the walls of a chamber so that they crush intruders. When you cast the spell, you may specify as many individuals as you like as exempt from the spell's effects. Any other creature entering the room triggers the effect. The walls react to invisible creatures but not to ethereal creatures. 1d4 rounds after intruders enter the chamber, all doors and windows are *divine locked* and the set of walls with the narrower gap start moving inexorably together at a rate of 5' (each) per round. It requires a strength check with a DC equal to 20 + your caster level to stop a wall's progress for one round. The walls can be destroyed normally or braced with a strong object; but any brace must survive the crushing damage the walls inflict to keep them from destroying it. Additionally, a successful *dispel magic* will cause the walls to resume their original configuration.

If the walls meet, all hapless creatures and objects of above Fine size squished between them suffer 5d10 hit points of crushing damage per round. Upon the spell's expiration, the walls retract to their original position.

*Material Component:* A 1" iron cube and a walnut shell.

### **Disbelief**

*By James Sutherland*

Abjuration

Level: Beguilement 7, Thought 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

You convince yourself that any or all objects in an area up to a 10-ft cube or as many as four creatures do not actually exist. While this spell lasts, these objects cannot harm you, and you can pass through them as if they didn't exist. Of course, if you take any action against them you acknowledge their existence and this spell ends. You disbelieve the same creatures or objects for the duration of the spell.

Disbelieving a creature includes all its gear and treasure carried. *Disbelief* is not automatic; to successfully disbelieve you must make a Will save against the DC of your own spell.

### **Dispel Extremism**

*By James Sutherland*

Abjuration

Level: Balance 6

As *dispel evil*, except that it functions against creatures of extreme alignment (LG, LE, CG, CE).

### **Distill Sunlight**

*By James Sutherland*

Transmutation

Level: Light 4, SoL 3, Sun 4

Components: V, S, M, DF

Casting Time: 3 hours

Range: Special

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This ritual allows you to distill sunlight into a thin volatile fluid. One flask is created per two caster levels. This spell must be cast under the sun in a cloudless sky, making it hard to cast in many places and seasons. Further, distilled sunlight evaporates within 2d4 hours unless sealed (in which case it lasts up to the caster's level in days).

The spell distills the sunlight into previously prepared holy water. As a liquid, sunlight has the following properties:

-It radiates a 60' glow akin to daylight.

-It is warm to the touch. Drinking a flask of sunlight will heal 1d8 points of cold damage take in the last hour. Also, it will dry up to 4 square feet of wet surface per flask.

-It acts as double-strength holy water.

-It is extremely flammable. If lit it will burn in only a single round but a vial will cause 3d4 damage.

*Material Components:* In addition to the required holy water, this spell requires 200 gp in incense and herbs plus 50 gp/vial to be distilled.

### **Echolocation**

*By Jacob Driscoll*

Transmutation

Level: Ocean 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Touched creature  
Duration: 1 round/level  
Saving Throw: Fort negates (harmless)  
Spell Resistance: Yes (harmless)

This spell allows you to use sound in place of sight. This has many advantages, such as being able to see through transparent objects, finding invisible creatures, and other such deceptions.

Mechanically, echolocation allows you to "sense" sound waves that you emit as they bounce back to you. While the spell is in effect, you emit a slight, high-pitched click. You hear the echo of this click very clearly, and you get a clear picture of the solid objects within 60 ft. of you. This is as good as sight, and it renders insubstantial objects, such as most illusions, mists, and clouds, transparent (negating penalties and effects of them for the target). It also reveals objects that are solid, but hidden from sight, such as things that are invisible. (Within 60 feet, you have blindsight, basically.)

### **Famish**

*By James Sutherland*

Necromancy  
Level: Hunger 2, Necromancy 2, Sor/Wiz 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray

Duration: 1 round/level  
Saving Throw: Fortitude negates  
Spell Resistance: Yes  
Every round that passes is like a day without food for the poor victim. See the DMG, pg. 86. Note that after four rounds the hapless dolt is fatigued.

### **Far Strike**

*By James Sutherland*

Transmutation  
Level: Rage 4, Sor/Wiz 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: One weapon  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No

When you cast this spell the target weapon can be used to strike at opponents within Close range (25'+5'/2 levels). The weapon still only threatens adjacent areas normally and cannot contribute to flanking. All of the wielder's normal attack and damage bonuses apply,

although those limited to 30' range still only apply within 30' (such as specialization, etc).

### **Fear Made Flesh**

*By James Sutherland*

Necromancy [Fear]  
Level: Fear 8  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: See text  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: No

This spell pulls fear from a subject's mind and turns it into the physical form of a horrible beast resembling the subject's worst fears and most deadly enemies. This beast has 6 hp per caster level, an AC of 25 (-2 Huge, +1 Dex, +16 natural), and DR 10/magic. Its base attack bonus is equal to yours, and it receives an overall modifier of +5 (-2 size, +7 Str). It prefers to attack the creature from whom it was summoned but will do your bidding (though you must direct it verbally). If it hits, it inflicts 2d6+10 hit points of damage and the victim must make a Will save to recognize that it is only partially real; if this fails, a Fort save is required, or the creature dies of fright.

### **Feedback**

*By James Sutherland*

Abjuration  
Level: Seals 4, Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: One magic item or in-place effect  
Duration: Until triggered  
Saving Throw: Will negates (object) and Fort negates (creature) (see text)  
Spell Resistance: Yes (see text)  
*Feedback* piggybacks onto an existing magical aura. When a *detect magic*, *detect psionics* or *identify* spell is cast upon the object or area bearing the aura, *feedback* triggers, surges and discharges, dealing 1d4/level hp of force damage (maximum 10d4) to the caster of the detect or *identify* spell. The magic hosting the *feedback* spell is not harmed by the discharge, but the divination that triggered it is effectively dispelled by *feedback*. *Feedback* is not triggered by *true sight*, *arcane sight*, or by similar effects.

A *shield* spell, *brooch of shielding* or similar magic will protect an individual from *feedback*.

### **Flexible Wall**

*By Dorian Hart/Kevin Kulp*

Evocation [Force]

Level: Sor/Wiz 6, Wall 6

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell is similar to a *wall of force*, but it can be of any shape the caster desires, as long as the total surface area does not exceed 100 square feet per caster level. Also, it will interpenetrate any non-living matter, and "form-fit" any living plant matter, allowing it to be cast in a dense jungle, under water, etc. If any obstructions present at the time of casting are subsequently removed, it will create corresponding gaps in the wall.

The *flexible wall* must be continuous.

*Material Component:* A pinch of powder made from a clear gem.

### **Flood**

*By Jacob Driscoll*

Evocation

Level: Drd 9, Elm (Water) 9, Ocean 9

Components: V, S, DF

Casting Time: 1 minute

Range: Personal

Area: 100 feet + 10 feet/level

Duration: 1 hour/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell causes dams to burst and water to pour onto the land.

Mechanically, after casting, this produces an immense torrent of water that just keeps coming. In effect, this creates a *flood* of fast-moving water 10 feet deep per caster level. This water continues to rush for the duration, including all the effects of fast-moving water that are environmental (property damage, things being swept away, people swept under, etc.).

The spell's effect is centered on the caster, causing the area of the spell to arise with the caster at the center (the caster better be well equipped to deal with the *flood* condition)!

The *flood* waters, other than sweeping those who fail their saves along, may deal drowning damage after a time. The Reflex save

mentioned avoids originally being washed away by high waves and waters.

This force of nature takes the entire casting time to accumulate, during which the waters are flowing in, causing the save or be washed away effect. This does not include the non-magical damage, of course, of drowning, bludgeoning, and having, say, trees fall on top of you.

### **Frost Aura**

*By James Sutherland*

Abjuration

Level: Elm (Air/Water) 9, North 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Up to a 20-ft. radius emanation centered on you

Duration: 1 minute/level (D)

Saving Throw: See text

Spell Resistance: No

You gain an aura of frost that is shockingly cold. Creatures in the area of effect suffer 4d6 hp cold damage per round within the emanation. You, on the other hand, gain cold immunity.

Furthermore, fire spells cast into your *frost aura* fail to work if you beat their caster in an opposed level check. Any weapons that strike you (including magic weapons but not including natural weaponry) must make a Fortitude save or shatter, dealing no damage.

You set the size of the emanation when you cast *frost aura*, but you can contract or expand it within the limits of the effect throughout the duration.

*Material Component:* An icicle.

### **Great Secret**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Secrecy 9

Components: V, S, M, XP

Casting Time: 10 minutes

Range: See text

Effect: See text

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You choose one fact or piece of information to keep secret, such as the fact that the king has a bastard child. Upon casting this spell, all knowledge of the chosen fact is completely forgotten by all creatures on the plane upon which you cast this spell.



If there is obvious evidence that the *great secret* exists, it is possible that creatures may be able to puzzle it out. For instance, if the bastard child's birth was recorded in a book and notations about his true heritage were made before this spell was cast, anyone seeing the notations will have some evidence about the *great secret*. This spell is generally most successful when cast to further obscure something that is already hidden knowledge.

*Material Component:* A diamond worth at least 50,000 gp, which is crushed during the spell's casting.

*XP Cost:* 5,000 xp.

### **Hearty Greeting**

*By James Sutherland*

Divination

Level: Brd 1, Trade 1

Components: V, S

Casting Time: 1 free action

Range: Personal

Target: You

Duration: Instantaneous

A *hearty greeting* and a firm handshake are the only components for this spell; its casting can only be detected on a Spellcraft check (DC 16). You gain a +5 insight bonus on your Diplomacy check on the individual you are greeting.

### **Hideous Hallucinations**

*By James Sutherland*

Illusion (Phantasm) [Mind-Affecting]

Level: Intoxication 6, Sor/Wiz 7

As *black visions*, except as follows. The subject is considered blind and deaf and cannot see or hear her real environment. The penalty on Listen, Search and Spot checks is -40, and the penalty on everything else is -10. The creature will make a move in a random direction each round.

### **Ice Web**

*By James Sutherland*

Conjuration (Creation) [Cold]

Level: Elm (Water) 5, North 4, Sor/Wiz 5

As *web*, except the webs are shimmering blue and very cold to the touch. All creatures caught in the *ice web* are immobilized and coated in ice, rather than being entangled, as in a *web* spell. These unfortunates suffer 5d6 hp of damage. Those making their saves suffer half damage and are not immobilized, moving at half speed through the *ice web*.

To break a victim free, one must penetrate the *ice web* and shatter the ice around them (AC 14, 80 hp, hardness 6). Fire ignores the ice's hardness.

*Material Component:* A bit of spider web and a piece of ice.

### **Impending Permission**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting, Language-Dependant]

Level: Authority 5, Nobility 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces the target to ask your permission before doing anything other than talking and involuntary actions (such as breathing). Asking permission for one thing is a free action; for two things is a move-equivalent; for three things is a standard action; and for four things is a full round action.

Giving or denying permission is not an action and may be done on the turn of the spell's target. Doing neither gives consent on the spell's victim's next turn.

### **Intoxicate**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Hou 0, Intoxication 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to become intoxicated. For the duration they suffer a -2 circumstance penalty to attacks, skill checks and Reflex saves.

*Material Component:* A drop of wine.

### **Ironheart**

*From Relics & Rituals (pg. 87 to 88)*

Abjuration

Level: Clr 4, Pal 4, Protection 4, Rage 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Area: NA

Duration: See text

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell receives a +5 resistance bonus that can be distributed among any desired Fortitude or Will saving throws. The recipient may, for example, choose to add +1 to his next five saving throws, or +2 then +3 to two rolls, or +5 to a particular critical roll.

The player declares what amount of the bonus is being used prior to rolling the saving throw. The bonus lasts until the recipient uses it up -- that is to say until the entire +5 bonus has been expended, even if the bonus isn't used for days or weeks. A recipient can have only one *ironheart* spell cast on him at any one time.

### **Lockbox**

*By James Sutherland*

Abjuration (see text)

Level: Clr/Fvs 5, Sor/Wiz 5, Trade 5, Wealth 5

Components: V, S, M, F

Casting Time: 1 hour

Range: Touch

Target: One box, up to 1 cubic foot/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cast this spell on a box and it has several effects. For the duration, only you can see it (this effect is a glamor). It is virtually weightless, weighing only 2 lbs. regardless of how much is in it. Finally, it is arcane locked and only you can open it without taking special measures. While the *lockbox* spell lasts, the box gains a +4 enhancement bonus to its hardness.

### **Lust**

*By Jacob Driscoll*

Enchantment (Charm) [Mind-Affecting]

Level: Drd 6, Hou 4, Seduction 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell uses the reproductive urges inherent in any creature, and causes them to go haywire.

A creature affected by this spell suddenly wants to mate with the first thing they see (often the mage, but not always), and will advance upon them.

Their mind clouded with hormones, they don't exactly think straight. They leave themselves open for hits (-4 penalty to AC), will not be distracted from their target (move towards the first thing of similar type they see until the duration expires). They become easy to sway (-4 to their Will saves), especially by their target (the thing they're moving toward gets an additional +4 bonus to checks involving Charisma).

This *lust* is suicidal in nature. The target will do anything to embrace and mate with the first thing of its type it sees, often resulting in it walking off of cliffs, impaling itself on weapons, and generally being a nuisance.

*Material Component:* This spell takes a bit of powdered pheromone, to be thrown at the target.

### **Lust, Mass**

*By Jacob Driscoll*

Enchantment (Charm) [Mind-Affecting]

Level: Drd 9, Seduction 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft. cube per level

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

*Mass lust* is a version of the *lust* spell that inspires reproductive urges in a span of creatures. It is a key ingredient in many ritual orgies, as the target of the victim's lust is the first person it sees who is of the same type -- often others affected by the spell. This can distract entire armies for hours while they drop whatever they do to satisfy their urges.

This spell is also more potent than the *lust* spell, inflicting double the penalties to the victim, and imparting double the bonuses to those who are their targets.

*Mass lust* affects all in the area of the spell, as long as the maximum HD of creatures affected is less than or equal to double the HD of the caster.

### **Magic Circle against Extremism**

*By James Sutherland*

Abjuration

Level: Balance 3, Tenets Druid/Ranger 3

This spell functions like *magic circle against evil*, except that it functions against creatures of any extreme alignment (LG, LE, CG, CE).

### **Mirrored Wall**

*By Dorian Hart/Kevin Kulp*

Evocation [Force]

Level: Sor/Wiz 5, Wall 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a hemisphere with a radius of up to 1-ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell is identical to a *wall of force*, except that one side (typically the side facing away from the caster) is mirrored, such that creatures cannot see through it. Viewed from the other side, the mirrored wall is transparent.

*Material Component:* A pinch of finely ground powder made from a mirror.

### **Moon Rune**

*By James Sutherland*

Illusion (Figment)

Level: Asn 2, Brd 2, Clr/Fvs 2, Drd 2, Moon 1,

Rgr 2, Secrecy 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Invisible rune, up to 1 sq. foot

Duration: Permanent (D)

Saving Throw: Will disbelief (harmless)

Spell Resistance: No

You create up to seven invisible marks, runes or characters on any surface (not on a creature).

The mark(s) remain invisible until conditions you specify at the time of casting are met. For example you could specify that the runes are solely visible under the light of a moon, when viewed by an elf, at sunrise, when you are present, and so on, using visual cues. A moon rune cannot transcribe magical runes. *Moon runes* are permanent and will appear whenever their conditions are met. In addition, a *detect magic*, *see invisibility*, *illuminate text*, *true sight* or similar magic will reveal a *moon rune*. Moon runes are subject to an *erase* spell.

*Material Component:* A special mixture of pigments including mithral filings or powder worth 100 gp.

### **Music of the Spheres**

*By James Sutherland*

Enchantment (Compulsion) [Sonic] [Mind-Affecting]

Level: Beguilement 9, Music 9

Components: V, S, F, DF

Casting Time: 1 standard action

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

Area: 60-ft. radius spread

Duration: 1 minute/level

Saving Throw: Will partial

Spell Resistance: Yes

You cause an area to fill with the *music of the spheres* – literally, the sounds of the planes as they move through their celestial orbits. The music is loud enough to be heard as far away as 1000 ft. from the edge of the area of effect. All creatures that hear the music find it to be so magnificently beautiful, yet so utterly unlike anything they've ever heard before, that they are touched with the memory of the *music of the spheres* for the rest of their lives. The *music of the spheres* spell dispels all *silence* effects in its area of effect.

Any creature that actually enters the area of the effect must make a Will save or stop, enraptured, unable to move or act. If such a creature is damaged, moved or forced to make a saving throw, it may attempt another saving throw to react. Otherwise, it will remain passive through the duration of the spell. Within the area of the spell creatures cannot hear anything other than the music, rendering them effectively deaf (though spell resistance will negate this effect as well). A character that fails its saving throw and is removed from the area of effect while still enraptured is dazed for 1d4 rounds after emerging.

*Focus:* A musical instrument of any kind.

### **Nightingale**

*By James Sutherland*

Transmutation

Level: Brd 2, Hou 2, Music 1, Pleasure 2,

Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bestows upon the recipient an extraordinarily beautiful voice, giving the recipient's singing an unearthly sweetness. All perform checks with a vocal component gain a competence bonus of +2 per caster level (maximum +15).

### **Paint Memory**

*By James Sutherland*

Illusion (Figment)

Level: Art 1, Brd 1, Chr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25' + 5'/2 levels)

Effect: Visual figment up to 10' on a side

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell creates a silent image of something you've seen in perfect detail as you saw it (even if you hadn't noticed some details). Thus you can use this spell to try to identify someone you only caught a fleeting glimpse of, read a message later if you only caught a glimpse of it, etc.

*Material Component:* A small paintbrush.

### **Perfect Negotiator**

*By James Sutherland*

Transmutation

Level: Trade 9

Duration: 1 minute/level

As per *affability*, except that your competence bonus also applies to Bluff, Sense Motive and Intimidate checks and it is +20 instead of +15. You are also immune to effects that read your mind or aura, including *detect evil*, *detect thoughts*, *true seeing*, etc. You also gain a +5 resistance bonus to saving throws against charms and compulsions.

### **Programmed Amnesia**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Chr 9, Thought 9

Components: V, S

Casting Time: See text

Range: Touch

Target: One creature

Duration: Permanent, see text (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can selectively delete, edit, or add memories to the target. You can perform simple or complex changes and can even program in behavior. The more extreme the changes, the longer it takes to cast this spell.

You can delete any or all memories possessed by the target, including all memory of a specific person, place or event. This is a simple change. Conversely, you can add false memories of things, as you desire. Imaginary friends, events that never happened, betrayals by friends

or the friendship of an enemy can be implanted. Implanting memories is a moderately complex change.

You can attempt to cut off access to the character's skill ranks. This is moderately complex. You can affect any or all skills you desire. You can also choose to cut off access to specific feats (but not all feats; the creature must always be left with one, two if human), spellcasting ability or supernatural or exceptional class features. This can never affect racial abilities.

Combining the ability to delete and implant memories, you can attempt to perform highly complex mental operations, replacing the current persona completely with a new one, changing him into a new 1<sup>st</sup>-level character and choosing his class and alignment.

Another highly complex operation is to program a target to undergo a preprogrammed amnesia effect when a certain event takes place. You can also program a target's memories to return when a trigger event happens.

The casting time is one minute for simple operations, one hour for moderately complex operations, or one day for highly complex operations.

### **Protection from Extremism**

*By James Sutherland*

Abjuration

Level: Balance 2, Tenets Druid/Ranger 2

This spell functions like *protection from evil*, except that it works against all extreme alignments (LG, LE, CG, CE) rather than any evil creatures.

### **Radiance**

*By James Sutherland*

Evocation [Light]

Level: Light 2, SoL 1, Sun 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: 20-ft. emanation

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You radiate a holy light. Enemies looking at you and failing their save are blinded, while allies receive a +1 morale bonus on attacks and saves vs. fear effects. Any creature that leaves the emanation is no longer effected.

## **Raise Volcano**

*By James Jacobs*

Conjuration (Creation) [Earth, Fire]

Level: Drd 9, Elm (Earth/Fire) 9

Components: V, S, M, DF, XP

Casting Time: 1 round

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

Effect: One volcano (see text)

Duration: Concentration

Saving Throw: Reflex partial, see text

Spell Resistance: No

The potent *raise volcano* spell opens a fissure deep in the earth that leads down to an underlying pool of magma and causes it to explode upward, creating a relatively small (but still quite devastating) artificial volcano.

You select a point to be the center of the volcano you create. Immediately, the ground in a 10-foot radius around that point swells into a cone 10 feet high, with a small vent at the peak. Every creature in this area must make a Reflex save or fall to the base of the cone, taking 1d6 points of damage. Structures in the area take 8d6 points of damage.

One round after the vent appears, an 80-foot-radius area around the center of the spell's effect is struck with a terrific tremor that duplicates the effect of an *earthquake* spell. At the same time, gouts of lava and ash blast from the central cone. Any creature inside of the cone (falling or flying up) takes 20d6 fire damage each round they remain inside the cone with no saving throw. Creatures and objects directly above the cone's rim (to a height of 10 feet per caster level) and within 10 feet of the cone's rim also suffer this fire damage, but they can make Reflex saving throws each round they remain in the danger zone to take half damage.

Each round you concentrate, the radius of cone and the radius of the *earthquake* effect grows by 5 feet, and the top of cone rises 10 feet.

Starting on round 4, the *earthquake* zone is pelted with burning chunks of molten rock, and all creatures and objects in this area take 2d6 points of fire damage per round (with a successful Reflex save negating the damage).

Starting on round 8, the entire earthquake zone is blanketed in a thick cloud of ash and smoke to a height of 5 feet per caster level; all creatures in this area suffer as if caught within a *wall of smoke* spell.

The volcano ceases to grow once it reaches its maximum radius of 5 feet per caster level. The *earthquake* zone ceases to grow once it reaches its maximum radius of 80 feet per caster level. The volcano's growth also ends if

the spell's magic is dispelled or you cease concentrating on the spell. Once the spell's duration ends, the volcano stops erupting, and the cone collapses into a pit as deep and wide as the cone. One round later the pit closes up; anything inside the pit when it closes is crushed. Those inside the pit take 20d6 points of damage and become entombed in the ground; if they cannot escape via magic or burrowing, they remain there until they suffocate, die of thirst or hunger, or are rescued by outside forces.

*Material Component:* A block of obsidian that has been magically shaped into a miniature volcano, the caldera of which must be filled with rubies totaling no less than 5,000 gp.

*XP Cost:* 5,000 XP.

## **Resist Poison**

*By James Sutherland*

Abjuration

Level: Clr/Fvs 2, Drd 2, Pal 1, Purity 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature plus one/4 levels (max. four targets)

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

While this spell affects a creature, it gains a +3 resistance bonus to all saving throws it makes vs. poison. Protected creatures also gain a special form of damage reduction that eliminates the first two points of damage (whether hit points, non-lethal damage or ability damage or drain) each time the subject takes poison damage.

## **Searing Orb**

*By James Sutherland*

Evocation

Level: Light 6, Elm (Fire) 7, Wmg 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 30-ft burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell changes the material component into a glowing orb of brilliant hot energy, which you throw as part of the casting. Make a touch attack at your target, and if you miss use the rules for grenade-like missiles to determine where the *searing orb* hits. When it hits the orb bursts with a brilliant searing flash.

Any creature actually struck by the orb suffers 1d6 hp/level fire damage (maximum of 20d6) and is blinded for 1 day (Fort save halves the damage and reduces the blindness to a dazzled condition). All other creatures in the burst suffer 10d6 hp of fire damage and are dazzled for 1d4 hours (Reflex save for half damage and no dazzling; for evasion purposes treat this as a Reflex half save).

*Material Component:* A topaz worth at least 500 gp.

### **Solipsism**

*By James Sutherland*

Illusion (Shadow)

Level: Thought 5

Components: V, S, M

Saving Throw: See text

This spell creates a strange reverse illusion. This is the same as a *silent image*, except texture is included in the illusion and you are the only one who believes in it automatically. All other creatures can plainly see that it is illusory. However, to those who believe the illusion it is real, it can deal real damage, you can cross a chasm on a solipsistic bridge, and so forth.

If another creature wishes to believe in your *solipsism*, it must make a Will saving throw. Attempting to do so is a standard action.

*Material Component:* A lotus blossom and a bit of fleece. The lotus blossom is swallowed as part of the spellcasting.

### **Sovereign Wall**

*By Dorian Hart/Kevin Kulp*

Evocation [Force]

Level: Sor/Wiz 9, Wall 9

Components: V, S, M/DF, XP (optional)

As per *flexible wall*, with the following differences:

- The area is up to 20' square per caster level
- It cannot be affected by a *disintegrate* spell
- It lasts for 2 hours per caster level, and during that time can only be removed by *Mordenkainen's disjunction*, *wish*, or a sphere of annihilation
- If any physical obstructions or creatures occupy the space of the *sovereign wall* when it is cast, and are subsequently removed, it will "fill itself in"
- If the *sovereign wall* is used to completely seal off an area, that area cannot be entered via *teleport*, *dimension door*, or similar means. As with a *wall of force*, it blocks ethereal creatures as well

*XP Cost:* The caster can spend 300 XP, at the time of casting, to make a *sovereign wall* permanent.

### **Speed Ship**

*By James Sutherland*

Transmutation

Level: Nautical 3

Components: V, S

Casting Time: 1 standard action

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

Target: One ship, up to 10-ft. long/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (object, harmless)

The target ship's speed increases by 30 feet/round.

### **Spell Parasite**

*By James Sutherland*

Necromancy [Mind-Affecting]

Level: Necromancy 8, Spell 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature and see text

Duration: Instantaneous and 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By touching a creature with spellcasting ability, you siphon off some of its spells for your own. If the victim fails its saving throw, you absorb 1d4+1 of its spells, to a maximum number of spell levels equal to half your caster level (maximum of 12 levels). You can then cast those spells yourself as if you had them prepared. To determine what spells you gain, roll randomly to see what spell level you absorb and then roll randomly among the victim's spells prepared. (If you absorb spells from a spontaneous caster, determine which of its known spells you gain from that spell level.) Keep rolling randomly until you run out of spell levels or of spells to absorb.

*Material Components:* A live leech and a black pearl worth at least 1000 gp.

### **Status Transference**

*By Jacob Driscoll*

Transmutation

Level: Corruption 3, Retribution 3, Wiz/Sor 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 15-ft. diameter cylinder, plus 5 ft./two levels

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

This spell is used by vindictive spellcasters to spread ailments to others near the caster.

Mechanically, the spell takes a condition that the caster is suffering from, and spreads the effect to include any creature within range. This works with any condition in the "Condition Summary" section of the DMG: ability damaged, ability drained, blinded, blown away, checked, confused, cowering, dazed, dazzled, dead, deafened, disabled, dying, energy drained, entangled, exhausted, fatigued, flat-footed, frightened, grappled, held, helpless, incapacitated, incorporeal, invisible, knocked down, nauseated, panicked, paralyzed, petrified, pinned, prone, shaken, stable, staggered, stunned, turned, and unconscious. Of course, you must be able to cast the spell to transfer the condition, so some (like "dead") cannot be logically transferred. Also, you cannot transfer the "normal" status (effectively healing all status afflicting those within range).

This spell's effect is an area 5-ft. in radius around the caster, effectively the area 5 ft. on either side of the character – the normal threat range. It extends by 5 ft. every two levels of the caster (effectively extending it to an area 10 ft. around the caster in two levels, 15 ft. in four, 20 ft. in six, etc.).

The duration of the spell is the duration that the target is afflicted with the status.

*Material Component:* This spell requires a handful of the caster's blood, to be thrown in a circle around himself when the spell is cast. The blood is what carries the condition.

### **Symbol of Apathy**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Apathy 6

Saving Throw: Will negates (plus see text)

This spell functions like *symbol of death*, except that all creatures within the radius become apathetic and uncaring. This apathy results in affected creatures standing carelessly around. They will not act unless attacked or threatened, simply not caring enough to do so, though they can converse and observe normally. An affected creature is considered flat-footed until provoked into acting by being attacked, though it is not helpless and can defend itself normally. If an affected creature that was attacked goes more than two full rounds without being attacked, the

victim must make another Will save or fall back into apathy. The apathy caused by this spell lasts for 1 minute per caster level after the affected creature triggers the *symbol of apathy*.

Unlike a *symbol of death*, this spell has no hit point limit; once triggered, a *symbol of apathy* simply remains active for 10 minutes per caster level.

The Search DC for a rogue to detect a *symbol of apathy* is 31, as is its Disable Device DC.

### **Telepathy**

*By James Sutherland*

Divination [Mind-Affecting]

Level: Thought 3

Component: V, S

Casting Time: 1 standard action

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

Targets: You and one other creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You establish a direct two-way communication with another subject. The spell allows silent telepathic communication as long as the other creature is within range. If the other creature leaves the range the spell is suppressed, resuming when she returns to within range. Language is not a barrier with this spell.

*Telepathy* does not give either recipient access to the other's thoughts, memories or emotions. Participants can only "hear" the thoughts their partner "sends." Mind-to-mind communication is four times faster than spoken communication.

### **The Light of Truth**

*By James Sutherland*

Divination [Light]

Level: Light 5, SoL 4

Components: V, S, M, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell, a variant of *detect lie*, causes an angry red light to shine from your eyes onto a creature you're interrogating. If it lies to you it begins bleeding from its eyes, nose, mouth and ears, suffering 1d6 hp/round until it tells the truth about its lies. This spell does not force the subject to speak, nor does it detect misleading but true statements.

Material Component: The tongue of a liar.

### **Thought Bind**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Authority 7, Beguilement 8

Components: V, S, DF

Casting Time: 1 minute

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

Targets: Up to one creature/level, no two of whom can be more than 60' apart

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You can use *thought bind* in one of two ways: to stop affected creatures from thinking about a specific subject or to force a specific thought on them. If used to prohibit a thought, victims will not think about it for the duration. The subject must be very specific (one individual, action, institution, object, etc). If the subject is something that the victim deals with every day (his child, work, etc) he gains a +4 circumstance bonus to his saving throw.

If you use *thought bind* to force a thought on the victims it will recur to them frequently. After the first week it takes on the force of a suggestion. The thought must be a short sentence (twelve words or less) or a single image.

### **Thought Capture**

*By James Sutherland*

Divination

Level: Thought 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the more bizarre contentions held by priests of the school of thought is that once a thought has existed in someone's brain it exists as a "freestanding mental object". This thought object generally remains inside the brain that created it, but sometimes it escapes (this explains why people forget things). When this happens the thought object stays in the area in which it was lost. Any receptive brain, usually the one that initially created it, can pick it up again simply by passing through it. This spell makes your mind something of a magnet for these thought objects, and any in close proximity will

be drawn to you. You can sense strong thoughts and emotions, sometimes even getting a glimpse of creatures that died or suffered some powerful emotion in the immediate vicinity. The strongest thought objects are those which were spawned from powerful emotions; those are the ones that will provide you with the most information.

Most thought objects are momentary flashes; you gain insight from (at most) one thought object plus one per three levels, though there may not be so many present.

### **Trade**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Trade 5, Wealth 6

Components: V, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell is so subtle that it is only noticeable with a Spellcraft check (DC 30). You *trade* one object of your choice for one object of the subject's of your choice. The subject is fully satisfied with his deal and actually feels that he got the better end of the deal. Convincing him otherwise requires a *remove curse* or similar magic against your caster level.

### **True Purity**

*By James Sutherland*

Transmutation [Good]

Level: Good 9, Healing 9, Purity 9

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance Yes

This spell combines several powerful effects. A good-aligned subject is cured of all diseases, poisons, infestations, negative levels, non-lethal damage, ability damage or drain, alignment change and compulsions. She is also healed of 100 hit points of damage. While the spell lasts, she is not subject to disease, poison, infestation, negative levels, ability damage or drain, alignment change or compulsions. She also gains DR 15/evil and cold iron. Finally, she gains a +6 enhancement bonus to Charisma for the duration.

A non-good creature subjected to this spell receives the same benefits and effects,



except that its alignment shifts one step towards Good for the duration of the spell (possibly requiring atonement later). An undead creature suffers 100 hit points of damage rather than being cured, but is otherwise affected normally.

### **Velendo's Prismatic Wall (variant)**

*By Dorian Hart*

Abjuration

Level: Sor/Wiz 8, Wall 8

This spell is in most ways identical to the spell *prismatic wall* (see PHB pg. 264). The only difference is that, if the *Indigo* save is failed, the victim's alignment changes to neutral good and he or she becomes a devout worshipper of Calphas, The Wallbuilder.

The same spells can cure this effect as can cure the *insanity* spell - *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*.

### **Verify**

*By James Sutherland*

Divination

Level: Sor/Wiz 4, Trade 4, Wealth 3

Components: V, S, M, DF

Casting Time: 1 standard action

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

Target: One pile of treasure

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Casting this spell on a pile of treasure determines whether it meets the terms of a written agreement, usually entered into beforehand.

*Material Component:* The written contract.

### **Wall of Fog**

*By Dorian Hart*

Conjuration (Creation) [Air]

Level: Elm (Air) 2, Wall 1

Components: V, S

Casting Time: 1 standard action

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

Effect: A 20-ft. high wall, 10 ft. wide, and up to 90 ft. long

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a wall of misty vapors, which are stationary once created. The vapors are opaque, and obscure all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total

concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the wall in 4 rounds. A strong wind (21+ mph) disperses the wall in 1 round. A *fireball*, *flame strike* or similar spell burns away the wall in the explosive or fiery spell's area. A *wall of fire* burns away the wall of fog in the area into which it deals damage.

This spell does not function underwater.

### **Wall of Light**

*By Dorian Hart*

Conjuration (Creation) [Light]

Level: Light 3, SoL 4, Wall 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level (D)

Saving Throw: see below

Spell Resistance: Yes

This spell creates a vertical, opaque barrier of pure white light. Objects and spells pass freely through the barrier, but any living creature that passes through it becomes blinded for 1 round/2 caster levels, Fort Save for half duration.

Creatures otherwise immune to blindness are also immune to the effects of this spell.

When created, the *wall of light* will "form-fit" around solid obstructions and living creatures, and "fill itself in" if those obstructions are removed.

### **Wanda's Crawling Force Blast**

*By Robert Blezard*

Evocation [Fear, Force, Mind-Affecting]

Level: Drd 7, Sor/Wiz 6, Insect 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft radius spread

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell is a blast of force energy that explodes with little or no noise, deals 1d6 points of force damage per caster level (maximum 10d6) to all creatures within the area, and makes victims believe insects are crawling on them. Inanimate objects cannot be damaged by the spell and the blast creates no pressure. A successful Reflex save halves the force damage done.

After *Wanda's crawling force blast* explodes, victims must also make a Will save or become panicked for 1d4 rounds, as they believe that tiny beetle-like insects are crawling all over their bodies. A successful save negates this mind-affecting fear effect. Panicked victims suffers a -2 morale penalty on saving throws, and cower until the effect ends. (See DMG for more information on fear-panicked creatures.)

The character determines the range (distance and height) at which *Wanda's crawling force blast* is to explode. A glowing, pea-sized bead streaks from the character and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into *Wanda's crawling force blast* at that point (an early impact results in an early explosion). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and explodes prematurely.

*Material Component:* A beaded necklace painted white.

### **Wanda's Crawling Force Missile**

*By Robert Blezard*

Evocation [Fear, Force, Mind-Affecting]

Level: Drd 4, Sor/Wiz 3, Insect 4

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Will partial negates

Spell Resistance: Yes

A force missile of magical energy darts forth from your fingertip, unerringly strikes its target, and makes the victim believe insects are crawling on her. The force missile deals 1d4+1 points of damage.

No attack roll is required, as *Wanda's crawling force missile* strikes unerringly, even if the target has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects cannot be damaged by the spell.

After the crawling force missile strikes, the victim must make a Will save or become panicked for 1d4 rounds, as she believes that tiny beetle-like insects are crawling all over her body. A successful save negates this mind-affecting fear effect. A panicked victim suffers a -2 morale penalty on saving throws, and cowers until the

effect ends. (See DMG for more information on fear-panicked creatures.)

For every three levels of experience past 3rd, you gain an additional missile. You have two at 6th level, three at 9th level, and the maximum of four at 12th level or higher. You can have them strike a single creature or several creatures. You must designate targets before you roll for SR or determine damage.

*Material Component:* An arrow painted white.

### **Wave of Intoxicating Sweetness**

*By James Sutherland*

Enchantment (Compulsion) [Mind-Affecting]

Level: Intoxication 9, Pleasure 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous and 10 minutes/level

Saving Throw: Will partial

Spell Resistance: Yes

You unleash a sweet-smelling wave of thin green smoke. All creatures that are affected by it act as if dazed, attempting only to sit and chat, perhaps have a snack, stare at the patterns in the wall, etc. A creature is allowed another saving throw every time it suffers damage or makes a saving throw against another effect.

A creature that makes its saving throw is staggered and can take only a single standard or move-equivalent action each round for 1d4 rounds.

### **Whale Tail**

*By Jacob Driscoll*

Evocation [Force]

Level: Sor/Wiz 7, Ocean 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A tail occupying a cone 5 feet long per caster level

Duration: 1 minute/level

Saving Throw: Fort halves

Spell Resistance: No

*Whale tail* causes a large tail of force to appear on a surface, and proceed to slap foes as the caster designates.

The tail is quite large, occupying a roughly conical area 5-ft. long/caster level. Any creature within double the spell's area is subject to an attack by the tail, which the caster can cause to strike as a free action.

The tail attacks by slapping, and deals 1d8 points of damage per caster level to whatever it hits. It may hit everything in its target area (if they don't roll Fort saves), which is double its own area (a tail 20 ft. long is able to attack in any given direction in a 20 ft. cone, rolling an attack against all of them).

Those in danger of being walloped by the tail may roll a Fort save to halve damage.

The tail's damage is considered bludgeoning damage.

*Material Component:* This spell needs a bit of material from a whale in order to work.

### **Word Lock**

*By James Sutherland*

Abjuration

Level: Brd 6, Portal 6, Seals 6, Sor/Wiz 6

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 portal, chest or other closing device, up to 30 square feet/level

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell locks closed the target; thereafter it can only be opened with the proper spoken or sung word or phrase. Anyone who speaks or sings the song can generally open the closure; however, a bardic caster can tie in a perform check to the song (DC = caster's Perform check at time of casting).

*Word lock* is subject to break enchantment but not to *dispel magic*. The closure itself can still be broken normally.