

# New Skill Uses & Spells

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## Altered Skills

### Appraise

Like Craft, Knowledge, Perform and Profession, Appraise is actually a number of skills. The following are some examples of Appraise skills; you may wish to include others. Relevant Knowledge and Craft skills grant synergy bonuses.

- Art pieces (paintings, sculptures, antiques)
- Choreography
- Common gear (food, clothing, trade goods, common mounts, simple and martial weapons)
- Exotic weapons
- Jewels and precious metals (cut and uncut gems, coins that are unusual or of unknown quality, jewelry and other works that incorporate gems and metals)
- Livestock (animals commonly used as riding or pack animals also come under common gear)
- Music
- Plays
- Prose
- Verse

## New Skill Uses

### Balance

**Wall Running:** To run vertically up a wall, you must take a run up of at least 20 feet, then make a Balance check (DC 15 plus surface modifiers) to move up the wall at half your speed as a move action. You may not accept the usual -5 penalty to move at your full speed.

To run horizontally along a wall, you must take a run up of 5 feet towards the wall and up to 15 feet parallel to it, then make a Balance check (DC 15 plus surface modifiers) to move along the wall for the same distance as you moved parallel to it. Each additional 20-foot run up taken (5 feet towards the wall and 15 feet parallel) allows you to move a further 5 feet along the wall by making another Balance check at a cumulative -2 penalty, up to a maximum distance moved along the wall of your speed. This movement can be taken as part of any action that would let you move the same distance along the ground, including a run or charge.

If you fail a Balance check for either use by 4 or less, you land on your feet at the foot of the wall (assuming there is a floor there) at the point where you were before making the check. If you fail by 5 or more, you fall.

## Craft

The following Craft skills are added to those existing.

- Choreography
- Joke writing
- Keyboard music
- Percussion music
- Playwriting
- Poetry and songwriting
- Speechwriting
- Story writing
- String music
- Wind music

To create a work in a single category, make a Craft check. The check result is the quality of the work.

To create an ensemble work, make a check with the primary Craft skill involved. (If no one skill is the primary skill, use the Craft skill with the highest modifier.) Add a +2 synergy bonus for each additional relevant Craft skill in which you have 5 or more ranks. The check result is the quality of the ensemble work.

To perform a crafted work, the main performer makes a Perform check of the relevant type, against a DC of the work's quality. (If no main performer or no main Perform skill can be identified, use the highest modifier available among all performers.) Additional perform checks, by the same or other performers, add a +2 synergy bonus to the main Perform check *but only to determine if it beats the quality of the work*. If this check beats the DC, add a synergy bonus to the original Perform check (without any synergies from additional Perform checks!).

## New Spells

### Assay

*Divination*

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 minute

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

**Target:** Up to 1, 000 lb./level of objects or creatures

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)

**Spell Resistance:** Yes (harmless) or Yes (harmless, object)

Each time this spell is cast, choose a dimension to assay—weight, length, quantity, etc. This spell accurately gauges the total dimensions of a number of items designated by the caster. Any items that exceed the dimension limit of the spell are excluded from the spell, and the caster is aware of which items have not been included.

*Material Component:* A feather and a tiny lead weight.

### Blend with Mob

*Illusion (Glamer)*

**Level:** Brd 1, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

Drawing on the appearances and actions of those nearby, you make yourself look like you belong there. Your appearance becomes similar to those around you (within limits, as per *disguise self*); if there is more than one type of creature nearby, you may choose which to imitate. You can only imitate creatures that you are aware of (generally those you can see), and you do not imitate a particular creature: you get a +10 bonus to a Disguise check made to look like someone other than yourself.

Furthermore, if there are at least three nearby creatures who are acting with a particular purpose (such as expressing hostile intentions towards a particular target), *blend with mob* allows you to appear to act like them as well. You do not read their minds with this spell; they must be open about the intention you attempt to imitate. You get a +10 bonus to Bluff checks made to convince others that you are there to aid their purpose.

*Material Component:* A small piece of chalk or soft clay.

### Brilliant Flame

*Evocation [Fire, Light]*

**Level:** Clr 1, Drd 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** One brilliant flame

**Duration:** 10 min./level

**Saving Throw:** None

**Spell Resistance:** No

This spell calls forth a lick of flame from the caster's hand, sufficient to light a torch, tinder, or other highly flammable substance, but not to do any direct damage. The flame burns with unusual brightness, casting bright light in a 40-foot radius, and dim light for another 40 feet.

Once an object has been set alight by the first lick of flame, the flames can be used to light other objects, just as normal fire could. When the spell duration expires, the flames become natural flames of ordinary brightness.

*Arcane Material Component:* A sliver of magnesium.

### Card Trick

*Divination*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One object

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to single out a particular item. You must have touched the item, or observed another creature while it touched the item, within a number of rounds equal to your caster level before you cast the spell.

You must be unable to unambiguously identify the item you wish to single out. For example, recognizing a specific card that a character handled is possible, if the character handled only one card, or if you were able to observe that specific card out of several. It would not be possible to pick one card out of a whole deck if the character merely grasped the deck, never specifically handling that card. The spell fails in this case.

A Deck of Many Things cannot be 'marked' by this spell; an attempt to pick out a specific card from such a deck is likely to either fail or end in a false impression.

### Cinder

*Conjuration (Creation) [Fire]*

**Level:** Clr 0, Drd 0, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels); see text  
**Effect:** One smoldering cinder  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

This spell conjures a small lump of smoldering material. As part of the casting of the spell, you can throw the cinder at a target within range, requiring a ranged touch attack; otherwise, you can simply cause it to appear anywhere within arm's reach. The cinder deals 1 point of fire damage per round to unprotected flesh or flammable objects; it will cause tinder or other highly flammable substances to catch fire in 1 round.

The cinder will die in one minute, becoming an inert lump of charcoal-like material; however, it can be banked in ash or other insulating material to conserve its heat, and any time spent so insulated does not count against the one minute limit.

## Coin Trick

*Conjuration (Teleportation)*

**Level:** Brd 0, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** See text  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** No

While the spell lasts, you can teleport small objects (up to three size categories smaller than yourself) about at will. The teleported objects must start and end on your person (in your hand, a pocket, a backpack, your mouth, etc., but not in any extra-dimensional space).

## Contentment

*Enchantment (Charm) [Mind-Affecting]*

**Level:** Brd 0, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1d4 rounds  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes

A *contentment* spell causes a feeling of wellbeing to come over a single creature of 1 HD or less. The subject ceases to be agitated or distressed and will react calmly to anything or anyone around it. If the creature fails its will save, it is also fascinated.

Any cause of distress or agitation continues to affect the target once the spell ends. In particular, while this spell can suppress a barbarian's rage ability, any time spent under the spell's effects do not count against the rage duration, and the subject is not fatigued while the rage is suppressed. Also, it does not affect morale bonuses from spells such as *bleed* or *good hope*. It otherwise functions as the spell *calm emotions*.

## Cosmetic Change

*Transmutation*

**Level:** Brd 0, Sor/Wiz 0  
**Components:** V, S, F  
**Casting Time:** 1 round  
**Range:** Touch  
**Target:** One creature  
**Duration:** 24 hours  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You cause a part of the target's body to change color. You may designate any color for one of the following features: fingernails, toenails, lips, irises, one or two small patches of skin (enough to blush the cheeks or outline the eyes), or a narrow streak of hair (wide enough to color a moustache or both eyebrows, for instance). Other, similarly-sized areas may be possible, at the game master's discretion, but the change is not significant enough to create an effective disguise. A single creature may not be under the effects of more than one *cosmetic change* at a time; further castings dispel any earlier effects.

*Focus:* A soft-bristled brush, brushed across the target area.

## Create Contact Lenses

*Conjuration (Creation)*

**Level:** Brd 0, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One or more contact lenses  
**Duration:** Instantaneous  
**Saving Throw:** Reflex negates (harmless)  
**Spell Resistance:** No

You create several thin, transparent lenses, of a size, shape and number to suit the eyes of one creature within range (to a maximum number of lenses of your caster level + 1). The lenses form directly on the eyes of the creature, which may make a Reflex save to move its head and interrupt the spell, causing it to fail.

The lenses are clear or colored (caster's choice). When newly created, they provide the wearer a +1 circumstance bonus to Spot checks, but their clarity

dims over time: the bonus is lost after 1 hour, then the lenses provide a -1 circumstance penalty after 8 hours. The creature can remove the lenses at any time, as a standard action that provokes attacks of opportunity. The lenses become useless after being removed.

## Dampen

*Conjuration*

**Level:** Brd 1, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One object

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** No

This cantrip can add moisture to any inanimate object, roughly equivalent to being left in a light rain for one minute. Unlike prestidigitation, this cantrip can affect objects up to the size of a medium creature. This cantrip will not fill a container, but simply make the container wet.

## Deferral

*Abjuration*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action; see text

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

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell causes another spell to be delayed by one round. You use a counterspelling action to cast *deferral*, although you need not successfully identify a spell in order to defer it. You must succeed on a caster level check against the caster of the spell to be deferred. (The caster can voluntarily fail this check.)

*Deferral* has two versions, depending on whether the deferred spell is one with a target, or one with an effect or area.

**Targeted spell:** *Deferral* has the same target as the spell it defers. (If the spell to be deferred can affect multiple targets, the *deferral* can only defer the spell's effects on one target.) The deferred spell is cast, and is subject to dispelling for the deferred round even if it is normally instantaneous. After the *deferral* expires, the spell takes its normal effect on the target, even if the target has moved in that time. If the spell allows for a saving throw or spell resistance, they apply after the *deferral* expires. If the target is no longer a valid subject for the deferred spell (e.g. if

a cure light wounds spell is deferred and the subject dies in the meantime), the spell fails.

**Area or Effect:** The *deferral* is targeted at the caster of the deferred spell. The magic of the deferred spell exists at its normal point of origin (typically in the caster's space), and is subject to an area dispel cast during the deferred round. When the *deferral* expires, the spell creates its normal effect or affects its normal area, originating from the same point even if the caster has moved. If the spell requires an attack roll (such as a ray), it affects any creature in the space where the spell was aimed before *deferral*, but suffers a 50% miss chance for shooting blindly (as if aiming at an invisible target). The caster must make the attack roll at the same attack bonus that applied before the spell was deferred, although the target's AC may have changed in the meantime. The caster is denied any insight bonuses to the attack roll that may have applied, such as from *true strike*.

## Exterminate

*Necromancy*

**Level:** Adp 0, Asn 1, Blk 1, Clr 1, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One Tiny creature

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** No

This cantrip can kill any animal or insect of Tiny size or smaller up to ½ hit dice. This spell cannot kill magical or dire creatures, including magically summoned animal companions and familiars.

## Flavor

*Conjuration*

**Level:** Clr 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 5 ft<sup>3</sup>

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** No

This cantrip will add flavor to up to five cubic feet of food. Conjured flavors can imitate spices, sauces, or meats. This cantrip will not remove existing flavor (or in the case of spoiled food, its bad taste) but a well-chosen flavoring may mask an existing flavor. Unlike prestidigitation, this cantrip's effects are permanent.

## Ghostfire

*Evocation [Fire]*

**Level:** Drd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One ball of flame

**Duration:** 1 min./level (D) or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

This spell creates a ball of pale, ghostly flame—similar to marsh lights, ball lightning, and other such phenomena—in a color of the caster's choosing. The caster may concentrate to move the *ghostfire* at up to 100 feet per round, direct it to remain in place, or have it remain at a fixed distance and position relative to herself as she moves. If the *ghostfire* moves out of the spell's range, it remains where it is, and the caster cannot direct it until she moves within range again. *Ghostfire* sheds as much light as a torch.

If the *ghostfire* comes into contact with any creature or object, the spell is discharged and deals fire damage: 1d6 +1 point per caster level (maximum +5). The caster may make a ranged touch attack to deliberately strike a target; use the caster's primary casting ability (Intelligence, Wisdom or Charisma) in place of Dexterity for this attack.

*Material Component:* A few scraps of moss.

## Groom

*Illusion*

**Level:** Brd 1, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/level (D)

**Save:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)]

This cantrip will tidy the appearance of one individual for the duration of the spell. Clothes appear clean and pressed, hair combed, and blemishes hidden. This cantrip cannot disguise an individual. The focus for this cantrip is any shiny surface in which a reflection can be seen, such as a small mirror, a piece of shined metal, or a pond of water.

## Guess-timate

*Divination*

**Level:** Adp 0, Brd 1, Clr 1, Drd 0, Pal 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** No

This cantrip assists the spell caster in quickly estimating a quantity. The caster could count the number of troops in a charging army, count the number of gold pieces in a treasure chest, or count the number of people in a crowded room with surprising accuracy. Guess-timates are not exact, but are reliable to one significant figure. The caster must be able to "size up" the situation sufficiently, so a caster could not estimate how many orcs are coming around a corner until all are in view, and a caster would likely wrongly estimate the treasure in a chest with a false bottom.

## Hardfall

*Transmutation*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

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

Targets

One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration:** Until landing or 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell is the malicious creation of a wizard who worked for years trying to find an effective counter for *feather fall*. His result is not quite perfect, since it cannot be cast as quickly as that spell, but if the subjects are falling far enough it can be quite effective.

The targets of the spell fall 50% faster than normal: 225 feet in the first round of descent, and 450 feet per round thereafter. They also take and deal extra damage upon landing, as if the fall were half again as far. The falling damage limit is increased to 30d6.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

Hardfall dispels (but does not counter) *feather fall*.

## Hush

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

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One intelligent creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes



You make a short, sharp gesture and a shushing noise that interrupts and distracts the target.

If the target fails its will save, any normal verbal communication it was making ceases momentarily. If the target was concentrating at the time (including making a vocal Perform check or casting a spell with a verbal component), it may make a Concentration check to ignore the distraction.

## Itch

*Transmutation*

**Level:** Sor/Wiz 0

**Components:** S, F

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One creature

**Duration:** 1 round

**Save:** None

**Spell Resistance:** Yes

This cantrip creates a minor irritation in the target that feels like a small itch. If placed on the throat of the target, the irritation creates a desire to clear the throat or cough. This is not powerful enough to distract spell casters or attackers, but a creature in no perceived danger will stop to scratch an itch if it is not too much trouble. A fighter would not remove armor to reach an itch on his back, but might remove a helmet to scratch his scalp.

*Focus:* A small feather.

## Jingle

*Enchantment [Mind-Affecting, Sonic]*

**Level:** Brd 1

**Components:** V, S

**Casting Time:** 1 round

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You sing, hum or chant a few bars of a simple, yet somehow compelling melody. The target of the spell must succeed on a Will save or have the melody stuck in their head.

For most creatures, this is no more than a minor irritation, which fades after a few hours. However, into the melody is woven an echo of the patterns of magic. Any spellcaster subject to the *jingle* who tries to cast a spell will find themselves thinking of the melody instead of the spell on which they are trying to focus. The caster must make a Concentration check (at the spell's save DC) in order to cast a spell. Failure means the spell is lost.

Two successful Concentration checks in a row will negate the effect of the *jingle* thereafter. Otherwise,

the *jingle* fades from memory 1d4 hours after the target last attempted to cast a spell.

## Jingle, Mass

*Enchantment [Mind-Affecting, Sonic]*

**Level:** Brd 5

**Targets**

One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *jingle*, except that it affects multiple creatures.

## Kehdin's Instant Interior Decorator

*Illusion (Shadow)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 minute; see text

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

**Effect:** Five or more shadow objects

**Duration:** 2 hours/level (D)

**Saving Throw:** Will disbelief (if interacted with)

You create a number of objects, of Diminutive size or smaller, up to 2d6 + your caster level. If they are shadow duplicates of objects you are very familiar with, you can create them all within 1 minute; otherwise, each unfamiliar (or wholly imagined) object takes 1 minute to craft from shadowstuff. Detailed imitations may require an appropriate Craft check. The objects all appear within the radius of the spell, but once completed, they will persist even in your absence.

## Kiss of Death

*Enchantment (Compulsion) [Death, Mind-Affecting]*

**Level:** Sor/Wiz 8

**Duration:** Instantaneous

**Saving Throw:** None or Reflex partial; see text.

As *kiss of seduction*, except the subject dies. If the subject is not helpless, it can break the kiss with a successful Reflex save, taking instead 3d6 points of damage +1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

## Kiss of Enthrallment

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 5, Sor/Wiz 6

As *kiss of seduction*, except the caster can command the subject, as the spell *dominate person*. Unlike that spell, the caster must give verbal (rather than telepathic) commands, and gains no other powers over the subject (such as receiving sensory input). The subject may receive a +4 bonus on its saving throw under the same conditions described for *kiss of seduction*.

## Kiss of Forgetfulness

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 3, Sor/Wiz 4

**Duration:** Instantaneous

As *kiss of seduction*, except the subject forgets up to 5 minutes of memories, as the spell *modify memory* (but only the ‘eliminate memory’ effect).

## Kiss of Madness

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 6

**Duration:** Instantaneous

**Saving Throw:** Will partial; see text

As *kiss of seduction*, except the subject becomes insane, as the spell *insanity*. Even if the subject succeeds on its Will save, it becomes confused for 1d4 rounds.

## Kiss of Poison

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Asn 4, Brd 6, Sor/Wiz 6

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

As *kiss of seduction*, except the subject is affected as though poisoned (1d6 Con initial and secondary damage, Will save to negate each instance). This is a mind-affecting effect, not actual poison, and so cannot be affected by mundane or magical healing. A *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell can remove the effect, or it can be healed naturally (assuming the subject survives).

## Kiss of Seduction

*Enchantment (Charm) [Mind-Affecting]*

**Level:** Brd 2, Sor/Wiz 3

**Components:** V (Brd only), S

**Casting Time:** 1 round

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell affects its subject through a single, lingering kiss. The subject must be unresisting (helpless or willing), although it need not be aware of the magical nature of the kiss. The caster needs one hand free, as normal for spells with somatic components, with which to touch or embrace the subject. Only bards need supply a verbal component, usually woven into a short poem or tune. Though not strictly limited to humanoid subjects, the caster must be practically capable (and willing!) of engaging in a passionate mouth-to-mouth kiss with the subject.

At the end of the spell, the subject becomes infatuated with the caster (treat the subject’s attitude as

friendly). The subject receives a +4 bonus on its saving throw if such an infatuation would go against its normal romantic inclinations (gender, species, etc., or violating personal morals such as monogamy); however, if the caster is closer to the subject’s preferred idea of a mate, the subject may become helpful instead. The spell otherwise functions as *charm monster*.

## Kiss of Weariness

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 2, Sor/Wiz 3

**Duration:** Instantaneous

**Saving Throw:** Will partial; see text

As *kiss of seduction*, except the subject falls into a deep sleep. Even if the subject succeeds on its Will save or is immune to sleep effects, it becomes fatigued for 1d4 minutes. If the subject is also immune to fatigue, the spell has no effect.

## Mage’s Marvelous Handcart

*Conjuration (Creation)*

**Level:** Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** 1 round

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

**Effect:** One magical handcart

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell conjures a handcart, sized appropriately for any creature from Small to Large at the caster’s discretion. The cart itself is weightless, but any items placed in it weigh their normal amount. The cart can hold up to 70 cu. ft. of contents, and never overflows or spills anything carried in it. It can be towed anywhere that the creature pulling it can move, including trundling up walls (under the effects of *spider climb*, for instance), squeezing through gaps, and gliding through the air (if the creature towing it can fly).

When the spell ends, the contents of the cart appear, unharmed, in the space just vacated by the cart. Gravity reasserts itself if the cart was in mid-air, and if the objects cannot fit into their new location, they overflow to fill as much space is necessary. If there is not enough space for all its contents to reappear, enough items to make up the difference disappear into extra-dimensional space.

*Focus:* A miniature carving of a cart wheel.

## Magic Window

*Divination*

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

**Components:** V, S, M

**Casting Time:** 1 round



**Range:** Touch

**Effect:** Transparent portal, up to 3 feet across, through a barrier

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a portal through a nonmagical barrier, through which you or anyone else can see and hear clearly. The portal only works in one direction. The barrier must be no thicker than 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt; however, multiple castings can extend the depth of the magic window. The spell is blocked entirely by a thin sheet of lead.

*Magic window* can be made permanent with a *permanency* spell (CL 11th, 1, 500XP).

*Material Component:* A vial of oils worth at least 10gp, spread on the barrier.

## Mnemonic

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

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 round

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell imprints the subject's memory with any words you say during the round spent casting the spell. The memory is the subject's own and is not subject to dispelling, but can be forgotten like any long-term memory.

Memorising spoken words in this way does not impart any information or understanding to the subject. In particular, if the subject does not understand what is said, they merely recall the caster's words as sounds of no particular meaning. The subject must understand and think on the words to gain any meaning or insight from them, just as if they were reading the words from a book.

*Material Component:* A knotted piece of string.

## Moment's Warning

*Divination*

**Level:** Sor/Wiz 1

**Components:** V, S, F

**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 makes the subject's actions apparent to all observers a moment before they actually happen. Any creature in combat with the subject gains a +2 insight bonus to attack rolls and AC against the subject.

*Focus:* A small piece of high-quality crystal glass worth at least 5gp.

## Monitor Passage

*Divination (Scrying)*

**Level:** Sor/Wiz 4

**Components:** V, S, F

**Casting Time:** 10 minutes

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

**Effect:** Magical sensor

**Duration:** 1 day/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Monitor passage* sets a magical sensor to watch over an area. The sensor faces in one direction, 'seeing' five feet to the sides and up to 60 ft. ahead. Any creature of Tiny size or larger will trigger the sensor if it moves through the monitored area. The sensor cannot be moved or turned, and its detection is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. It only detects creatures on the same plane of existence as itself; for example, ethereal or astral creatures cannot be detected if the spell is cast on the material plane.

When the sensor is triggered, the focus of the spell glows red. The caster can look through the focus and see the area monitored by the sensor. Unlike most scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the area is magically dark, the caster sees nothing (but the sensor will still detect creatures). If the area is naturally dark, the caster can see as if the area was lit (in red light) by a torch at the sensor's location.

*Monitor passage* can be made permanent with a *permanency* spell (CL 12th, 2, 000XP).

*Focus:* A cube, no smaller than one inch to an edge, of glass or crystal.

## Monitor Secret

*Divination*

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

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** See text

**Area:** Radius (400 ft. + 40 ft./level) emanating from focus

**Duration:** 1 day/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You designate one piece of information known to you. You are alerted any time this knowledge is communicated within the radius of effect around the focus. The knowledge must be communicated openly (such as in speech or writing, but not by telepathy), but it may be in any language. It does not matter whether it is a betrayed secret or correct speculation. You and up to one creature per caster level (designated at casting time) may communicate the secret without triggering the spell.

The focus crumbles to dust when the secret is revealed. You gain no particular knowledge of where or by whom the knowledge was imparted. Any place within the spell's area that is completely enclosed by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt is protected against monitoring by this spell.

*Focus:* A stone cube, no smaller than one inch to an edge.

## Penetrate Lead

*Transmutation*

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Touch

**Target:** One barrier

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You cause a nonmagical barrier normally impervious to divination spells to be temporarily transparent to such effects. The normal target is a thin sheet of lead, but the spell can also affect up to 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal. Thicker barriers, or barriers made of multiple materials, can be overcome by further penetrate lead spells. For this purpose, two spells will penetrate up to an inch of lead.

*Material Component:* A small piece of gold, beaten to translucent thinness.

## Restore Dweomer

*Universal*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One magic item

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a magic item that has been temporarily suppressed by *dispel magic* or a similar instantaneous effect to begin functioning again. You must

succeed on a caster level check against the magic item to restore its function.

## Sneeze

*Evocation*

**Level:** Asn 1, Sor/Wiz 0

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One creature

**Duration:** Instantaneous

**Save:** Fortitude negates

**Spell Resistance:** Yes

This cantrip evokes a sudden need for the target creature to sneeze. A fortitude save is required to quell the sneeze, but even a creature who fails this save can suppress the sneeze for up to d6 rounds, allowing the creature to finish an action requiring concentration, like opening a lock or casting a spell. The sneeze itself is a free action. If the creature is involved in an activity requiring prolonged concentration (such as a spell requiring ongoing concentration), the sneeze will ruin the activity unless the target can succeed on a concentration check (DC 15+caster's ability modifier).

*Material Component:* A pinch of pepper blown toward the target.

## Spark

*Evocation*

**Level:** Adp 0, Clr 1, Drd 0, Rgr 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** 1-inch spark

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** Yes

This cantrip creates a tiny spark which is capable of setting fire to an object vulnerable to flame, like a torch, kindling wood, or piece of paper. On a successful touch attack, you can spark an individual. This causes no damage, but can startle an unsuspecting individual, requiring a concentration check to maintain an activity, such as opening a lock or casting a spell (DC 10+caster's ability modifier).

## Spellgap

*Transmutation*

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One barrier

**Duration:** 1 min. or until discharged

**Saving Throw:** None

**Spell Resistance:** No

This spell creates an invisible portal through a barrier, granting line of effect through the portal as if that five-foot section of wall did not exist. The *spellgap* is discharged after one spell is cast through it. This spell does not allow you to see through the wall; you (or whoever first casts through the *spellgap*) may need to use other means to locate targets your spell, unless you are simply designating a point in space.

A *spellgap* can be created through up to 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead. While the duration lasts, further *spellgaps* cast at the same point on the barrier can be used to make the gap pass through thicker barriers, or barriers made of multiple materials. (For this purpose, two *spellgaps* will penetrate up to 1 inch of lead.)

**Material Component:** A gold piece, beaten to translucent thinness.

## Summon Monster 0

*Conjuration (Summoning)*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** 5 ft.

**Effect:** One summoned creature

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

This spell conjures a single unthreatening magical creature, typically a rabbit or dove. It appears where you designate and acts immediately, on your turn. It does not attack and generally ignores other creatures. It does not take directions from you, and though it may flee if attacked, it has only 1 hit point and rarely gets a chance to do so.

**Focus:** A bag, pouch, or hat. This may be a tiny replica, but an actual item of the sort is often used, with the caster pulling the summoned creature from it.

## Summon Nature's Companion

*Conjuration*

**Level:** Drd 0

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** Close

**Effect:** One summoned animal

**Duration:** 1 round/level (D)

**Save:** None

**Spell Resistance:** No

This cantrip functions like *Summon Nature's Ally I*, except only a single tiny or diminutive animal can be

summoned. If the animal has no attack, or if the animal is summoned into a non-combat setting, the animal will act naturally unless the caster has some method of communicating to it. A character able to spontaneously cast *Summon Nature's Ally* spells may cast this spell in place of any prepared zero-level spell.

## Tall Tale

*Divination*

**Level:** Asn 1, Brd 1, Sor/Wiz 0

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Save:** None

**Spell Resistance:** No

This cantrip will help the spell caster create details in a story which make the story more believable (whether the story is actually true or not is irrelevant, as the caster may have had some outlandish event actually happen). The caster gains +2 circumstance bonus to any checks associated with the story's influence. This is a language-dependent effect.

## Tie/Untie

*Transmutation*

**Level:** Brd 1, Pal 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One knot

**Duration:** Instantaneous

**Save:** None

**Spell Resistance:** No

This cantrip can tie or untie a simple knot on rope or twine up to two inches thick. One end of the rope must be available as the knot does not appear or disappear; the rope actually ties or unties itself. To untie a knot, the caster must be able to see how to untie the knot. Similarly, this cantrip can only tie knots with which the caster is familiar.

## Transmute Copper to Gold/Silver to Platinum

*Transmutation*

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 10 minutes

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

**Target:** Up to 200 lb./level of copper or silver, to a maximum of 2,000 lb.

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** Yes (object)

The caster of this spell chooses to affect either copper or silver at casting time. The spell causes any copper targeted by it to liquefy, heatlessly, and reform into lumps of gold weighing 1 lb. or less. If silver is chosen instead, the resulting lumps of metal are platinum. The total mass of metal produced is one one-hundredth of the mass targeted.

This spell does not affect any creature made of copper or silver.

*Material Component:* Oil and sulfur.

## Umbrella

*Abjuration*

**Level:** Brd 1, Clr 1, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 1 min./level (D)

**Save:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)]

This cantrip creates an invisible hemisphere of force above the touched object or creature. The hemisphere may have a radius of up to three feet and will repel rain, sleet, or sand, but will be dispelled by anything with a stronger force, such as a hail stone, gale-force wind, or an attack.

## Uncanny Eyes

*Illusion (Glamour)*

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature with eyes

**Duration:** 1 day/level (D)

**Saving Throw:** Will negates (harmless), then Will disbelief (if interacted with); see text

**Spell Resistance:** Yes (harmless)

You make the target's eyes appear to be of a different color (changing no more than your caster level + 1 eyes). The spell must be cast at the eyes of a creature within range, but thereafter the *uncanny eyes* remain with the target, even if you are out of range.

The target creature's spell resistance applies, and it may make a Will save to refuse the spell, in which case it fails. Creatures closely observing the eyes may make a Will save to disbelieve the illusion.

You determine the initial coloring of the illusion at casting time. Thereafter, so long as the target is within range, you can alter the color as a free action. The eyes may be any color or colors, and can even glow.

*Material Component:* A sliver of colored glass.

## Yawn

*Enchantment*

**Level:** Brd 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close

**Target:** One creature

**Duration:** Instantaneous

**Save:** Will negates

**Spell Resistance:** Yes

This cantrip will create an impulse to yawn in the targeted creature. This is not sufficient to distract spell casters or attackers, but could prove embarrassing for the target in certain situations. This is a compulsion (mind-affecting) effect, and creatures immune to magical sleep are immune to this cantrip.

## Zone of Exclusion

*Abjuration*

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Area:** 40-ft.-radius emanation from touched object

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

*Zone of exclusion* prevents the use of a single spell, of 3rd level or lower, within the affected area. The spell is designated at the time of casting, and thereafter is excluded from the area, whether it is used as an arcane or divine spell, spell-like ability, or magic item effect. Area spells with areas that overlap the zone are suppressed within the zone. A targeted dispel magic, but not an area dispel magic, can end the spell.

*Zone of exclusion* can be made permanent with a *permanency* spell (CL 12th, 2, 000XP).

*Material Component:* A small lead weight.

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