

# Spells on Demand

an At-Will Spellcasting Rules System  
for the 3.5 Edition Dungeons & Dragons Game



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## Introduction

### Why Bother?

It's not easy being a spellcaster.

For one, there are a lot of rules involved...and by "a lot," of course I mean "half of the book." Each class learns, prepares, and casts spells differently, at different rates, from different lists...but nobody knows why. There are three different definitions for "list of spells" alone: spells available to learn, spells known, and spells prepared for casting. If you were new to the game of Dungeons and Dragons, your choices were to either play a non-magical character, or spend the whole evening asking "why?"

We wanted to create a system for spellcasting that would allow new players to "be the wizard," without grinding the game to a halt with a steep learning curve. We wanted to answer a lot of questions like "how can I forget something I spent all morning memorizing?" and "what am I supposed to do for the rest of the day now?" and answer them with something a little more substantial than "because that's the rule." We wanted magic to work in a way that made sense from a fantasy fiction lover's point of view.

Obviously, we couldn't get rid of all of the rules. Magic can be very unbalancing in the game even with the rules as-written...simply allowing magic to be used with reckless abandon would certainly ruin the game for everyone. And as much as we wanted to, none of us could devote months (years?) of our free time rewriting and playtesting every spell in the SRD, either. This document presents a new way of handling magic in your game, with its own set of rules and its own checks and balances.

We leave it up to you, dear reader, to decide if it is suitable for your own game table.

### How Does it Work?

This set of rules has been designed to more closely emulate magic and spell use in popular fantasy novels, without having to completely rebuild the spells listed in the System Reference Document. Once a spell has been learned, it may be cast as often as needed...there is no need to memorize or prepare a certain number of spells, and you do not suddenly "forget" your memorized spells as soon as you cast them. There are no spell slots or power points to keep track of, and there are no arbitrary "x times per day" restrictions.

Under this magic system, all spells become Spell-Like Abilities as described in the System Reference Document except that they all require a Focus (Divine or Arcane), and they still have any Verbal, Somatic, Material, and XP components as before.

**Casting Spells:** Under this system, three things are required in order for a spellcasters to be able to work magic.

1. The character must know the spell in the first place;
2. The character must have her spell focus readied (held in her hand),
3. The character must make a successful Caster Level check.

As long as these three conditions have been met, the character may cast the spell on her turn, as often as she likes. As you might have expected, there are

All other rules for spellcasting remain as-written in the D20 System rules: casting spells still provokes attacks of opportunity, arcane spellcasters still have a chance for arcane spell failure when casting spells in armor, concentration checks are still required to cast a spell defensively, and so forth.

## Rule Number One: The Spellcaster Must Know the Spell

One of the most important balancing mechanisms for this game system is the limited spell variety. Under this system, spellcasters have the ability to cast a great number of spells per day...yet they have less than half the number of spells to choose from. Without this check in place, magic would become too commonplace and utilitarian: every situation in the game, from pitched battle to social functions, would become a magic show.

In order for a character to be able to cast a spell, the character must learn it first. To learn a spell, a character must have a caster level of at least twice the level of the spell desired, and must have a key ability score of at least 10 + spell level.

For a character to learn a spell of this level...	...she must have a caster level of at least...	...and must have a key ability score of at least:
0	1 <sup>st</sup>	10
1 <sup>st</sup>	1 <sup>st</sup>	11
2 <sup>nd</sup>	4 <sup>th</sup>	12
3 <sup>rd</sup>	6 <sup>th</sup>	13
4 <sup>th</sup>	8 <sup>th</sup>	14
5 <sup>th</sup>	10 <sup>th</sup>	15
6 <sup>th</sup>	12 <sup>th</sup>	16
7 <sup>th</sup>	14 <sup>th</sup>	17
8 <sup>th</sup>	16 <sup>th</sup>	18
9 <sup>th</sup>	18 <sup>th</sup>	19

**Key ability scores:** The key ability score is Intelligence, Wisdom, or Charisma, depending on the character's class. Refer to the SRD for more information.

**Spells at First Level:** a first-level cleric, druid, sorcerer, or wizard starts the game knowing how to cast all 0-level spells on her list, and one 1<sup>st</sup> level spell of her choice. She also starts with any bonus spells she is entitled to, such as from a high ability score, racial spellcasting ability (gnomes only), spell domains (cleric only), or school specialization (wizards only.) Bards, paladins, and rangers do not gain the ability to cast spells until they reach the 4<sup>th</sup> level of experience. At this time, they select two first-level spells from their class list, plus any bonus spells they are entitled to (as above).

**Learning new spells:** at each new level, spellcasters may select one new spells from their class list that they are qualified to learn. Some characters may gain additional bonus spells with experience...a cleric going from 5<sup>th</sup> to 6<sup>th</sup> level also gains two 3<sup>rd</sup> level bonus spells from her domains, for example. When selecting new spells, choose carefully...the selection is permanent, and cannot be changed later.

For the purpose of multiclassed spellcasters (such as a cleric/druid), the caster level for each class does not stack for the purposes of qualifying for spells. A 6<sup>th</sup> level cleric/4<sup>th</sup> level druid would not be able to select 5<sup>th</sup> level spells from either list; instead, she would only be able to select 3<sup>rd</sup> level cleric spells or 2<sup>nd</sup> level druid spells.

Only spellcasting prestige classes (those with a "Spells per Day" or "Bonus Spells" entry) learn new spells, and they do so at the same rate as any other class (one new spell per level, plus any bonus spells.) An exception to this rule is the Mystic Theurge prestige class, who gains one spell from her arcane spellcasting class list and her divine spellcasting class list with each level-up.

## Rule Number Two: The Spellcaster Must Have Her Focus at the Ready

The spell focus is an important balancing mechanism of this new magic system that makes it possible to disarm or block magic through the use of physical force. Under this new spellcasting system, all magic-using classes must use a Spell Focus to perform magic.

### What is a Focus?

A spell focus is a material item that holds some sort of connection to the spellcaster's power source. By meditating, practicing, or praying, the spellcaster is able to forge a connection to the source of her magical power through the focus. They come in different shapes and sizes, and vary by class.

**Spell Focus by Class:** The type of focus needed depends on the spellcasting class. Unless noted otherwise, the quality of the focus or the material it is crafted from is not important, but the item must be at least Diminutive in size.

Class	Required Spell Focus
Adept (NPC class)	A pentacle
Assassin	An athame
Bard	A musical instrument
Cleric	Her deity's holy symbol
Druid	An unworked wooden staff
Paladin	Her deity's favored weapon
Ranger	An animal talisman (i.e., a rabbit's foot)
Sorcerer	A pentacle
Wizard	A wand

**Multiclassed Spellcasters:** If a character has more than one spellcasting class, she continues to use the spell focus of the first spellcasting class she ever attained. For example, a druid who takes a level of sorcerer would continue to use a staff as her spell focus, regardless of the spell she is casting. Spellcasters do not need different spell foci to cast different spells.

**Spell Focus by Race:** Alternately, the type of spell focus that a spellcaster needs could be decided by her race, rather than her character class. As before, the quality of the focus or the material it is crafted from is not important, but the item must be at least Diminutive in size.

Race	Required Spell Focus
Human	A wand
Dwarf	A geode (a type of crystal)
Elf	A staff
Gnome	A tool (i.e., a pick or a hammer)
Half-elf	A wand or staff
Half-orc	An animal talisman
Halfling	A cup or goblet

**Tuning the Focus:** For a spellcaster to be able to use a spell focus, she must first attune it to herself and her power source. This ritual varies depending on the class of the spellcaster...a cleric might spend this time in prayerful meditation and anointing her holy symbol with fragrant oils, while a bard might be practicing chords while literally tuning her instrument. Regardless of the focus or the caster, tuning a focus takes about an hour of time, and can only be done when the caster is fully rested.

Once the focus is tuned, the spellcaster can begin casting spells with it. If the tuned focus is ever lost, stolen, or destroyed, the spellcaster can easily replace it with a spare—prudent spellcasters often carry several—but she cannot cast spells with it until she has had a chance to tune it with her power source.

## Common Spell Foci

Focus	Cost	Weight	Hardness/ Hit Points	Used by:
Animal talisman	1 gp	--	2/5	Rangers, half-orcs
Athame	2 gp	1 lb.	10/15	Assassins
Geode	10 gp	1 lb.	8/30	Dwarves
Goblet, wooden	1 sp	1 lb.	5/10	Halflings
Goblet, silver	50 gp	1 lb.	10/15	Halflings
Holy symbol, wooden	1 gp	--	5/5	Clerics
Holy symbol, silver	25 gp	1 lb.	10/15	Clerics
Musical instrument, common	5 gp	3 lbs.	5/10	Bards
Musical instrument, masterwork	100 gp	3 lbs.	5/15	Bards
Pentacle, clay	1 gp	--	5/5	Adepts, sorcerers
Pentacle, iron	25 gp	--	10/15	Adepts, sorcerers
Staff	--	4 lbs.	5/10	Druids, elves
Tool, common	1 gp	1 lb.	10/15	Gnomes
Tool, masterwork	50 gp	1 lb.	10/20	Gnomes
Wand, wood or bone	5 gp.	1 lb.	5/5	Sorcerers, wizards, humans
Wand, metal or stone	50 gp.	--	10/15	Sorcerers, wizards, humans

**Animal Talisman:** animal talismans come in many different sizes and types, from deer antlers and shark's teeth, to rabbit's feet and bear claws.

**Athame:** an athame is a ceremonial iron knife with a black handle and unsharpened blade, used in certain rituals. The typical athame is six inches long and an inch wide.

**Geode:** a geode is a special type of crystal formed deep within the earth from slowly-cooling magma. It resembles a hollow black ball, lined with red, blue, purple, or green crystals. While geodes can be found in many sizes, fist-sized ones make the best foci.

**Goblet:** a symbol of luxury and good health, the goblet (or "cup") is a ceremonial vessel used in certain rituals. It may be made of any material, although wood or silver are the most common. Goblets are usually six inches wide and eight inches tall.

**Holy Symbol:** a holy symbol focuses positive energy. A cleric uses it as the focus of her spells, and as a tool for turning undead. Each religion has its own holy symbol.

**Musical Instrument:** there are many different kinds of musical instruments, in many different sizes. The stats shown are for an "average" sized instrument: a lute, a harp, or a pan flute, for example. Masterwork musical instruments do not grant any particular bonus, but are more durable than common ones.

**Pentacle:** a pentacle is a special talisman or amulet created to channel arcane magic. They are most commonly crafted out of clay or iron, circular in shape, with runes and symbols around the edges. A pentacle is about four inches in diameter and a half-inch thick.

**Staff:** to be a suitable spell focus for druidic magic, a staff must be made from unworked wood...it cannot be carved or smoothed by artificial means, and it cannot be decorated with jewels, runes, or metal.

**Tools:** the stats shown are for small, hand-held iron tools, such as hammers, chisels, wrenches, and picks. Masterwork tools do not grant any particular bonus in spellcasting, but are more durable.

**Wand:** A wand is a long, slender rod specially created for channeling arcane magic. Wands are most commonly made from wood, but bone, clay, stone, iron, and silver are not unheard of. A typical wand is twelve inches wide and a quarter-inch in diameter.

## Rule Number Three: The Character Must Make a Caster Level Check

Another important balancing factor for this magic system is the use of caster level checks to determine whether or not the spell was cast correctly. Without this possibility of spell failure, the use of magic would be too prevalent in the game, with characters using magic at an almost utilitarian level...there would be little or no respect for the chaotic, mysterious, and dangerous aspects of this power. By requiring a caster level check each time a spell is cast, players are forced to weigh magic use against a potential wasted round, and ask themselves "Do I *really* need to use magic here?"

### What is a caster level check?

In the game, a caster level check is representative of your character's experience and proficiency with handling the complex and dangerous force of magic. The higher your level, the greater your ability to successfully create the desired effect.

A caster level check is made any time your character attempts to cast a spell. To make a caster level check, you roll 1d20 and add your caster level and your key ability score modifier to the result. If this number meets or exceeds the Caster DC to cast the spell, the spell is cast successfully. If the result does not equal or exceed the caster DC, or if the player rolls a natural "1" on the check, the spell fails.

The caster DC increases with the level of the spell, according to the following formula:

$$\text{Caster DC} = 10 + (2 \times \text{spell level})$$

Spell Level	Caster DC
0	10
1 <sup>st</sup>	12
2 <sup>nd</sup>	14
3 <sup>rd</sup>	16
4 <sup>th</sup>	18
5 <sup>th</sup>	20
6 <sup>th</sup>	22
7 <sup>th</sup>	24
8 <sup>th</sup>	26
9 <sup>th</sup>	28

**Spell Failure:** When a spellcaster fails to meet the Caster DC for a particular spell, or when the player rolls a natural "1" on her caster level check, the magical energy dissipates harmlessly into the surrounding elements. Whenever a spell "fizzles out" in this fashion, it does not accomplish anything (except perhaps a wisp of smoke and a soft popping noise), but is still considered to have been cast (the caster is still subject to attacks of opportunity, for example.)

**Spell Mishaps (Optional Rule):** At the DM's discretion, spell failure could cause random, unpredictable effects instead of just "fizzling out" into nothing. If you would like spell mishaps to be memorable in your game, I recommend using the Spell Mishap rules and tables found on pages 6 through 9 of "Wild Spellcraft," by Ryan Nock ( [http://enworld.rpgnow.com/product\\_info.php?products\\_id=16531&it=1](http://enworld.rpgnow.com/product_info.php?products_id=16531&it=1) ).

**Skill-based Magic (Optional Rule):** At the DM's discretion, the caster level check requirement could be replaced with a Spellcraft check. This would make spells much less likely to fail in the game, since the average Spellcraft bonus will be higher than a character's caster level...even before stacking ability bonuses, enhancement bonuses to ability scores, synergy bonuses, and certain feats and equipment are factored in. Also note that skills do not automatically fail on a natural roll of "1," either.

## The Ripple Effect: Changes to Other Game Mechanics

Changing the way that spells work in the game system will inevitably cause a “ripple effect” through the entire game system as a whole. Many little changes must be made to seamlessly integrate this new system into your game world, without causing too heavy of a power shift.

### Divination Spells

Divination spells can be problematic in a game, but mostly for cinematic purposes. Very little exploration would ever be accomplished, for example, if the cleric stopped at every doorway to cast *augury*, followed by *detect poison*, followed by *detect snares and pits*, followed by *detect undead*, followed by *detect magic*, followed by...well, you get the idea. To keep the game running smoothly and to prevent abuse, the following rule is imposed.

All spells from the Divination school of magic may be cast any number of times per day, but will function less effectively (i.e., reveal less accurate information) each time it is cast in the same 24-hour period. The exact terms of this rule are left to the GM, but a good rule of thumb is an increasing 20% chance of failure (receiving a false reading, for example) with each successive casting.

### Feats

Since spells under this system do not use spell slots and are cast without preparation, it is necessary to rewrite the way that many feats (Metamagic feats in particular) work in the game. The feats listed below shall replace the versions found in the System Reference Document.

#### Disguise Spell [Metamagic]

**Prerequisites:** Bardic music, Perform 12 ranks.

**Benefit:** Choose one spell that you know, up to one level lower than the highest-level spell you can cast. You have mastered the art of casting this particular spell unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell cannot be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from your or observers have some other means of determining its source, they don't know where the effect came from.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

opposed rolls are not affected, nor are spells without random variables.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

#### Energy Substitution [Metamagic]

**Prerequisites:** Any other Metamagic feat, Knowledge [arcana] 5 ranks.

**Benefit:** choose one type of energy (acid, cold, electricity, fire, or sonic). When employing a spell with the [acid], [cold], [electricity], [fire], or [sonic] descriptor, you may choose to substitute your chosen energy type instead. The altered spell works normally in all respects except the type of damage dealt.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different form of energy.

#### Empower Spell [Metamagic]

**Prerequisites:** ability to cast 3<sup>rd</sup> level spells

**Benefit:** Choose one spell that you know, up to two levels lower than the highest-level spell you can cast. All variable, numeric effects of this spell are now increased by one-half. Saving throws and

#### Enlarge Spell [Metamagic]

**Benefit:** Choose one spell that you know, up to one level lower than the highest-level spell you can cast. The range for this particular spell increases by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while



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medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Eschew Focus [General]

**Benefit:** Choose one spell that you know. You may now cast this spell without the need for your spell focus. The casting of the spell still requires all other components listed (such as material, verbal, and somatic components), and still provokes attacks of opportunity as normal.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Eschew Materials [General]

**Benefit:** Choose one spell that you know, with a material component costing 1 gp or less. You can cast this spell without needing material components. The casting of the spell still requires a focus, and still provokes attacks of opportunity as normal.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Extend Spell [Metamagic]

**Benefit:** Choose one spell that you know, up to one level higher than the highest-level spell you can cast, with a listed duration other than Concentration, Instantaneous, or Permanent. The duration of the selected spell is doubled.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Heighten Spell [Metamagic]

**Benefit:** choose one spell that you know, up to one level lower than the highest-level spell that you can cast. This spell is now considered to be one level higher than normal (up to the maximum spell level that you are able to cast) for all effects that depend on spell level (such as saving throw DCs and the ability to penetrate a *lesser globe of invulnerability*).

**Special:** you may take this feat multiple times, and its effects stack. Each time you take this feat, the effective spell level of the spell you select is

increased by 1, up to a maximum of the highest level of spell that you can cast.

### Maximize Spell [Metamagic]

**Prerequisite:** ability to cast 3<sup>rd</sup> level spells

**Benefit:** choose one spell that you know, up to three levels lower than the maximum level spell you can cast. All variable, numeric effects of this spell are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Persistent Spell [Metamagic]

**Prerequisite:** Extend Spell, ability to cast 7<sup>th</sup> level spells

**Benefit:** Choose one spell that you know, up to six levels lower than the highest-level spell you can cast. (This spell must be the same spell that you have selected for the Extended Spell feat.) The duration of this spell is now increased to 24 hours. The persistent spell must have a persona range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the things detected, but you still must concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Practiced Spellcaster [Metamagic]

**Benefit:** choose one spell that you know. You gain a +10 competence bonus to the caster level check when casting this spell, for the purpose of determining spell failure only.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Quicken Spell [Metamagic]

**Prerequisite:** ability to cast 4<sup>th</sup> level spells

**Benefit:** Choose one spell that you know, up to four levels lower than the highest-level spell that you can cast. Casting this spell is now a free

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action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than one full round cannot be quickened.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Reach Spell [Metamagic]

**Prerequisite:** ability to cast 2<sup>nd</sup> level spells

**Benefit:** Choose one spell that you know, up to two levels lower than the highest-level spell that you can cast and with a range of Touch. This spell is now considered to be a ray, with a range of up to 30 feet. Note that you must now succeed at a ranged touch attack roll to bestow the spell upon your target.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Repeat Spell [Metamagic]

**Prerequisite:** ability to cast 3<sup>rd</sup> level spells

**Benefit:** Choose one spell that you know, up to three levels lower than the highest level of spell that you can cast with a range other than "Touch." This spell now automatically repeats itself at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fizzles out.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Sacred Spell [Metamagic]

**Prerequisite:** ability to cast 2<sup>nd</sup> level divine spells

**Benefit:** Choose one divine spell that you know, up to two levels lower than the highest-level spell you can cast. Half of the damage dealt by this spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Silent Spell [Metamagic]

**Benefit:** choose one spell that you know, up to one level lower than the highest-level spell you can cast. Casting this spell now requires no verbal components. Spells without verbal components are not affected. Note that bard spells cannot be enhanced by this Metamagic feat.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Spell Mastery [General]

Since spellcasters do not prepare spells anymore under this game system, this feat has been rendered obsolete.

### Still Spell [Metamagic]

**Benefit:** choose one spell that you know, up to one level lower than the highest-level spell you can cast. Casting this spell now requires no somatic components. Spells without somatic components are not affected.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Subdual Substitution [Metamagic]

**Prerequisites:** any other Metamagic feat, Knowledge [arcana] 5 ranks.

**Benefit:** Choose one spell that you know, that has the [acid], [cold], [electricity], [fire], or [sonic] subtype. Whenever you cast this particular spell, you may choose to have the spell deal subdual damage instead of the indicated type of energy damage. The altered spell works normally in all respects except for the type of damage dealt.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Widen Spell [Metamagic]

**Prerequisite:** ability to cast 3<sup>rd</sup> level spells

**Benefit:** Choose one spell that you know, up to 3 levels lower than the highest-level spell you can cast. When this spell is cast, any numeric measurements of the spell's area of effect increase by 100%. Spells that do not affect an area described as a burst, emanation, line, or spread cannot be affected by this feat.

**Special:** you may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell that you know.

### Healing Spells

Since spells can be cast repeatedly under this system, healing magic can quickly unbalance the game. Unless a balance is put into place, a cleric would be able to bring the entire party back to full health between encounters simply by casting *cure minor wounds* several dozen times. To prevent abuse, the following rule is put into place:

All spells with the [Healing] descriptor can be cast any number of times per day, but cannot affect the same creature more than once in the same 24-hour period. Thus, a cleric would be able to heal a hundred people in a single day, but would not be able to heal the same person more than once.

### Obsolete and/or Unbalancing Spells

This system makes many spells obsolete, since the game no longer requires a character to prepare spells each day. Other spells are simply too unbalancing as-written, and require a bit of revision to remain playable. The following changes have been made to the SRD spell list.

***Disintegrate***: when targeting non-living matter, the area of effect is reduced to 1 cubic foot (instead of 10 cubic feet).

***Imbue with Spell Ability***: when you transfer some of your known spells to another creature, you lose the ability to cast them yourself for the duration of the spell. The spell otherwise functions as-written in the SRD.

***Mage's Lucubration***: this spell has been removed from the game entirely. Since spellcasters no longer memorize or prepare spells, there really is no need for this spell.

***Mnemonic Enhancer***: this spell has been removed from the game entirely. Since spellcasters no longer memorize or prepare spells, there really is no need for this spell.

***Simulacrum***: although the duration of this spell is "Instantaneous," only one simulacrum may be in effect at any given time. Attempting to create a second simulacrum while the first still exists will always fail.

***Spellstaff***: Since spellcasters are no longer limited to a certain number of spells per day, this spell is obsolete.

***Stone Shape***: the wording of this spell has been changed, so that it only affects unworked, natural stone.

***Wall of Iron, Wall of Stone***: the duration of these spells is changed to "1 hour per caster level." Note that this change in duration affects the number of times the spell can be cast under this new system; see "Ongoing Spells" for more information.

***Wish***: this spell has been removed from the Sorcerer/Wizard spell list. Wishes still exist in the game (as magic items, for example), but they are no longer available for spellcasters to learn.

***Word of Recall***: the wording of this spell has been changed, since the spellcaster no longer prepares her spells. Replace the phrase "You must designate the sanctuary when you prepare the spell," with "You must designate the sanctuary when you attune yourself to your spell focus."

### Ongoing Spells

Spells with durations longer than Instantaneous can be a problem when they are allowed to be cast at-will. Even a low-level wizard would be able to make an entire army *invisible*, for example. So to prevent abuse and to encourage creative thinking on part of the player, the following rule is put into place regarding ongoing spells:

A spell with a duration other than "Instantaneous" cannot be in effect twice at the same time. If a spellcaster attempts to cast the same spell again while the first one is still in effect, the spell automatically fails...even if it is cast on a different target.

### Spontaneous Casting

Under this system, any spell that the character knows can be cast without preparation...effectively, all known spells are "spontaneous." Spontaneous casting has been phased out by this system.