

Magician Fourth Level Spells

Charm Monster (Enchantment/Charm)

Level: 4
Range: 180'
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 1 or more creatures
Saving Throw: Will Neg.
Spell Resistance: Yes

This spell is similar to a *charm person* spell, but it can affect any living creature, or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive Will saving throw. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

Confusion (Enchantment/Charm)

Level: 4
Range: 360'
Components: V, S
Duration: 2 rds. + 1 rd./level
Casting Time: 1 action
Area of Effect: Up to 60-ft. cube
Saving Throw: Will negates Special
Spell Resistance: Yes

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. These creatures are allowed a Will saving throw with a +2 to the usual spell DC. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

D10 Roll Action

1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts for two rounds plus one round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 Orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the Orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an Orc that saved, and one attacks a confused Orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

Contagion (Necromancy)

Level: 4
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Fortitude Neg.
Spell Resistance: Yes

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Curse (Abjuration)

Level: 4
Range: 30'
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: One person
Saving Throw: Special
Spell Resistance: Yes

the *curse* spell must have a stated condition for its ending, or the spell will not work. The caster must be within 30 feet of the

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victim and the victim must be able to hear the curse pronounced. Whether or not they pay attention does not matter. The wording of a curse must contain the malediction, and the condition of its ending. I.e. "*Bread and meat will taste as foul rot in thy mouth until the debt to the Sister's of Mercy be repaid*". The stated malediction may not permanently harm the victim in any fashion (lose of hit points, fatal disease) and the condition must be something the victim has a reasonable chance to fulfill. It does not have to be something that they would want to fulfill. A successful saving throw vs. spell will cause the curse to fail, but it will be made at a -3 if the victim has harmed the caster within that day. The curse cannot be dispelled, but *remove curse* will negate it.

Detect Scrying (Divination)

Level: 4
Range: 0
Components: V, S
Duration: 30 minutes + 10 minute/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: Will Special
Spell Resistance: No

The wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices. The existence and location of any scrying sensors is known to the caster. Once the location is known the caster can, if they chose, use *dispel magic*, or other like spells to disable the scrying.

When a scrying attempt is detected, the scryer must immediately roll a Will saving throw. If this is failed, the identity and general location of the scryer immediately becomes known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquil in the city of Samarquol."

Dig (Evocation)

Level: 4
Range: 90'
Components: V, S
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 5-ft. cube/level
Saving Throw: Special
Spell Resistance: No

A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit

being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a Reflex saving throw CD 17 to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful Reflex saving throw vs. spell reduces this damage to half.

Dimension Door (Alteration)

Level: 4
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

By means of a *dimension door* spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired, whether by simply visualizing the area (within spell transfer distance of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45 degree angle, 420 yards." If the wizard arrives in a place that is already occupied by a solid body, he is bounced back to his original location. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a *dimension door* spell requires one round.

Distance Distortion (illusion/phantasm)

Level: 4
Range: 10 yds./level
Components: V, S
Duration: 2 turns/level
Casting Time: 1 action
Area of Effect: 10-ft. cube/level
Saving Throw: None
Spell Resistance: No

This spell can be cast only in an area completely surrounded or enclosed in some manner, any indoor space, wether above or underground can be affected. The spell causes the area's dimensions to appear to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. While the area affected appears to be larger or smaller, and objects within it nearer or farther away, actual distance is unaffected. Ranges called for spells or missile weapons will travel unaffected by the spell, in which case they will usually miss altogether. Someone aware of the distance distortion, can

adjust to compensate for it. They still will have a -2 to hit with any ranged attack.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a *True Seeing* spell can reveal the distortion.

Emotion (Enchantment/Charm)

Level 4

Range: 30'/level

Components: V,S

Duration: Special

Casting Time: 1 Action

Area of Effect: 20-ft. cube

Saving Throw: Will Neg.

Spell Resistance: Yes

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. *Courage*: This emotion causes the creatures affected to become berserk, fighting with a +2 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight regardless of life, never checking morale. This spell counters (and is countered by) *fear*.

2. *Fear*: The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) *courage*.

3. *Friendship*: The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) *hate*.

4. *Happiness*: This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) *sadness*.

5. *Hate*: The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) *friendship*.

6. *Hope*: The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage caused by +2. It counters (and is countered by) *hopelessness*.

7. *Hopelessness*: The affected creatures submit to the demands of any opponent: surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. It counters (and is countered by) *hope*.

8. *Sadness*: This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) *happiness*.

All creatures in the area at the instant the spell is cast are affected unless successful Will saving throws are made. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who leave the affected area must roll a new saving throw if they return to the affected area. During the spell duration.



Enchanted Weapon (Enchantment)

Level: 4

Range: Touch

Components: V, S, M

Duration: 5 rds./level

Casting Time: 1 round

Area of Effect: Weapon(s) touched

Saving Throw: None

Spell Resistance: No

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into temporarily enchanted weapons. Two small weapons (arrows, bolts, daggers, etc.) or one large weapon (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less.

Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the *Enchant an Item* and *Permanency* spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.

Energy Blast (Evocation)

Level 4

Researched By: Var the Forgotten

Range: 0

Components: V, S

Duration: instantaneous

Casting Time: 1

Area of Effect: 15' radius

Saving Throw: Reflex ½

Spell Resistance: Yes (mostly)

This spell is similar to the 3rd level spell *energy ball* except that the blast is centered on the caster and extends outward in a 15' radius leaving the caster unharmed. All creatures in the blast radius must make a reflex save or take 1d6 times the caster's level in damage. Those that make their saving throw take 1/2 damage.

Fire: A Fire blast detonate with a low roar filling the volume with fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

Cold: A Cold blast goes off with a quiet "whump" dealing cold damage to all within the area of effect. Fragile item sensitive to cold may shatter when struck by the Cold blast. Creature sensitive to cold are of course most affected.

Lightning: The *Lightning blast* detonates with a crackling boom that is audible for hundred of yards. It does electrical damage.

Acid: The *Acid blast* pops with a wicked hiss dousing everyone in the area effect with a quick acting acid. The *acid blast* bypasses spell resistance. The *acid blast* will ruin cloth and written objects that fall their saving throw.

Sonic: The *Sonic blast* detonate with a shattering boom that deals sonic damage. Fragile objects in the area of effect must save or be broken.

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Enervation (Necromancy)

Level: 4
Range: 30'/level
Components: V, S
Duration: 1d4 hrs. + 1 hr./level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Reflex Neg.
Spell Resistance: Yes

This spell temporarily suppresses the subject's physical health. The caster points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a Reflex saving throw to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of ability points by a wight, one point for every four levels of the caster. Points are drained from Strength, then Constitution in turns. I.E. a 16th level caster would drain two strength and two Constitution points. Hit points, combat bonuses, and other character details dependent on these ability scores are lost or reduced. Those drained to 0 in either ability score must make a Fortitude Save DC 17 to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 days plus one day per caster level, or after six days of complete and undisturbed rest. Undead and constructs are immune to this spell.

Evard's Black Tentacles (Conjuration/Summoning)

Level: 4
Range: 90'
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1 round
Area of Effect: 30 sq. ft./level
Saving Throw: Special
Spell Resistance: Yes

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot, including water. Each tentacle is 10 feet long, AC 16 and requires as many points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The tentacles have an attack bonus equal to the caster, and need only hit the target's touch AC. The target of a tentacle attack must roll a Will saving throw. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object, a tree, post, pillar, or other object except the wizard himself. They may also continue to squeeze a dead opponent (50% chance per round). A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

Fear (Illusion/Phantasm)

Level: 4
Range: 0
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: 60-ft. cone, 30-ft. diameter at end, 5-ft. at base
Saving Throw: Will Neg.
Spell Resistance: Yes

When a *fear* spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Creatures that successfully roll their Will saving throws are not affected. Undead and constructs are also unaffected.

Fire Aura (Abjuration)

Level 4
Researched By: Urahna Yelloweyes
Range: 0
Components: V, S
Duration: 2 rounds/level
Casting Time: 1 action
of Effect: caster
Saving Throw: special
Spell Resistance: No

The caster surrounds his body with an aura of green fire. The *Fire Aura* extends one foot from the caster's body and provides illumination in a 10' radius. The *Fire Aura* provides complete immunity to all forms of fire, both natural and magical. The flames can be extinguished only by *Dispel Magic* or similar spell. Those touching the *Fire Aura* suffer 2d4 hit points of damage; additionally, if the touched victim fails to make his Will saving throw, his body is set afire with green flames. Any person touching a victim will also suffer damage and must likewise save vs. the flames. The flames persist for 2-8 rounds. Each round the victim is engulfed in the flames he suffers 1d6 points of damage. The victims' attack rolls are made with a -2 penalty while under the spell effects.

Fire Charm (Enchantment/Charm)

Level: 4
Range: 30'/level
Components: V, S, M
Duration: 2 rds./level
Casting Time: ! Action
Area of Effect: 15-ft. radius
Saving Throw: Will Neg.
Spell Resistance: Yes

The wizard causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent. From this source he causes a gossamer veil of multihued flame to encircle the fire at

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a distance of 5 feet. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a Will saving throw or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. Will against the same DC with a -3 penalty. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

Fire Purge (Abjuration)

Level: 4

Researched By: Var the Forgotten

Range: 30'/level

Components: V, S,

Duration: 1 hour/level

Casting Time: 1 action

Area of Effect: 100 sqft +10 sqft/level

Saving Throw: None

Spell Resistance: No

An area enchanted with Fire Purge is protected against all types of normal and magical fires. No fire can burn in the area of effect. Fire that enters the affected area will go out, including magical fires such as Dragon breath, Phoenix fire, and Fireball. The heat of immolating creatures will not decrease in the Fire Purge, but combustion is not possible. Fire Purge has no effect on fires that are within the area of effect when the spell is cast.

The material component of the spell is flour or salt that must be spread on the edge of the area to be enchanted during the casting. This forms the border of the area of effect.

Fire Trap (Abjuration, Evocation)

Level: 4

Range: Touch

Components: V, S, M

Duration: Until discharged

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw: Reflex ½

Spell Resistance: Yes

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A *knock* spell does not affect a fire trap in any way, as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the

trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center. All creatures within this area must roll Reflex saving throws. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

Flame Shield (Evocation, Alteration)

Level: 4

Range: 0

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Spell Resistance: Yes

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color), blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) *Warm shield*. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

B) *Chill shield*. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.



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Fumble (Enchantment/Charm)

Level: 4
Range: 30'/level
Components: V, S
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: 30-ft. cube
Saving Throw: Will Special
Spell Resistance: Yes

When a *fumble* spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his Will saving throw can act freely that round, but if he is in the area at the beginning of the next round, another Will saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration, success means the creature is slowed

Hallucinatory Terrain (Illusion/Phantasm)

Level: 4
Range: 60'/level
Components: V, S
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 30'./level squared
Saving Throw: None
Spell Resistance: No

The wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds.



Ice Storm (Evocation)

Level: 4
Range: 30'/level
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 20 or 40 ft. radius
Saving Throw: None
Spell Resistance: No

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40 foot diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80 foot diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell. The Ice Storm is not affected by spell resistance.

The material components for this spell are a pinch of dust and a few drops of water.

Illusionary Wall (Illusion/Phantasm)

Level: 4
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 x 10 x 10 ft.
Saving Throw: None
Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, racial and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

Improved Invisibility (Illusion/Phantasm)

Level: 4
Range: Touch
Components: V, S
Duration: 4 rds. + 1 rd./level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

This spell is similar to the *invisibility* spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible

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character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. Beings with high Hit Dice that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

Leomund's Secure Shelter (Alteration, Enchantment)

Level: 4
Range: 20 yds.
Components: V, S
Duration: 1d4+1 hrs. + 1 hr./level
Casting Time: 4 turns
Area of Effect: 30 sq. ft./level
Saving Throw: None
Spell Resistance: No

This spell enables the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast, stone, timber, or (at worst) sod. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is secure against winds of up to 120 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise, as it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone, and is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Lastly, an unseen servant is conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster; up to eight bunks, a trestle table and benches, as many as four chairs or eight stools, and a writing desk.

Magic Mirror (Enchantment, Divination)

Level: 4
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 hr.
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a **crystal ball**. The details of the use of such a scrying device are found in the DMG

The mirror used must be of finely wrought and highly polished silver, or finer metal, and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components, the eye of a bird of prey, nitric acid, copper, and zinc, are used up. A mirror of gold will double the spell duration..

Platinum by four times the duration, and Mithrial by 10 times the duration. Each type of mirror will cost as per the weight of the silver.

The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*. The base chances for the subject to detect any crystal ball-like spell are listed in the DMG (again, in Appendix 3: Magical Item Descriptions, under the description for the **crystal ball**).

Massmorph (Alteration)

Level: 4
Range: 30'/level
Components: V, S
Duration: 1 hour/caster level
Casting Time: 4
Area of Effect: 10 ft. cube/level
Saving Throw: None
Spell Resistance: Yes

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. They can move up to a quarter their normal movement base while under the effect of the spell. The spell persists its full duration, the caster commands it to cease. Or a *dispel magic* spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

Minor Creation (Illusion/Phantasm)

Level: 4
Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 1 cubic ft./level
Saving Throw: None
Spell Resistance: No

This spell enables the wizard to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed 1 cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the *minor creation* spell--a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

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Minor Globe of Invulnerability (Abjuration)

Level: 4
Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 1 action
Area of Effect: 5-ft. radius
Saving Throw: None
Spell Resistance: No

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st, 2nd, or 3rd level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

Otiluke's Resilient Sphere (Alteration, Evocation)

Level: 4
Range: 60'
Components: V, S
Duration: 1 minute/level
Casting Time: 4
Area of Effect: 1-ft. diameter/level
Saving Throw: Reflex Neg.
Spell Resistance: Yes

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature, if it is small enough to fit within the diameter of the sphere and it fails to successfully Reflex save. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a **rod of cancellation**, a **wand of negation**, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.



Phantasmal Killer (Illusion/Phantasm)

Level 4
Range: 15'/level
Components: V, S
Duration: 1 rd./level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast has a BAB of +3, it is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind. It need only contact the target's touch AC.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check Against DC 17. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Condition	Modifier
Surprise	-2
Subject previously attacked by this spell	+1
Subject is a Spellcaster	+2
Subject is wearing a <i>helm of telepathy</i>	+3

Spell resistance, bonuses against fear also apply. The subject's spell resistance is checked first; if the spell overcomes the resistance, the subject's fear/ bonuses (if any) then apply as positive modifiers to his Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a *helm of telepathy*, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

Plant Growth (Alteration)

Level: 4
Range: 30'/level
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: caster's level² x100 sq. ft.
Saving Throw: None
Spell Resistance: No

When a *plant growth* spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a

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movement rate of 1 per round (or 2 if the creatures are larger than man size). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th level wizard can affect (8 x 8 =) 64 x 100 square feet, or 6,400 square feet. This could be an 80 foot x 80 foot square, a 160 foot x 40 foot rectangle, a 640 foot x 10 foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor or fire.

Polymorph Other (Alteration)

Level: 4

Range: 15/level

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Will Neg. Special

Spell Resistance: Yes

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse, polymorphing a higher Intelligence creature into one of significantly lower Intelligence, results in a creature much more intelligent than appearances would lead one to believe. The polymorphed creature must succeed on a Fortitude save DC 12 to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class, physical movement abilities, and attack routines. Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell.) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form protective devices, such as a **ring of protection**, continue operating effectively, magic armor does not. The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a DC 20 chance that the subject's personality and mentality change into that of the new form. Roll an intelligence check. Additionally, for every Hit Die of

difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed until recovered by a *wish* spell or similar magic.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% (20 - 8 Intelligence + 5 level difference [6-1] = 17 out of 20 = 85%) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the Orc who comes to believe he is a white dragon, when converted back to his Orc form, steadfastly maintains he is really a white dragon polymorphed into the shape of an Orc. His companions will most likely consider him mad.

Additionally if the subject remains in the changed form for one third of its life (as measured from the time they were changed. I.E. an 18 year old Human subject to a polymorph for 6 years. The form will become permanent and cannot be dispelled.

Polymorph Self (Alteration)

Level: 4

Range: 0

Components: V

Duration: 2 turns/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Spell Resistance: No

When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No fortitude roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form protective devices, such as a **ring of protection**, continue operating effectively, armor however, does not. The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available.

Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The

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wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

Rainbow Pattern (Alteration, Illusion/Phantasm)

Level 4
Range: 30' yds.
Components: S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 30-ft. cube
Saving Throw: Will Neg.
Spell Resistance: Yes

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern.

Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Remove Curse (Abjuration)

Level: 4
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. The remove curse spell does not remove the curse from a cursed magic item, but enables the person afflicted with any such cursed item to be rid of it.

Certain curses, those made by immortals, curses with special conditions, and the like may not be countered by this spell, or may only be countered by a caster of a certain level.

Shadow Monsters (Illusion/Phantasm)

Level 4
Range: 90'
Components: V, S
Duration: 1 rd./level
Casting Time: 1 action
Area of Effect: 20-ft. cube
Saving Throw: Will Special
Spell Resistance: No

A wizard casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semi-real illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2. Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted (4 x .2 = .8 [rounded to 1], 2 x .2 = .4 [rounded to 1], 11 x .2 = 2.2 [rounded to 2]). The sum is 1 + 1 + 2 = 4).

Shout (Evocation)

Level: 4
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: 10 x 30 ft. cone
Saving Throw: Fortitude Special
Spell Resistance: No

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6

points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

Solid Fog (Alteration)

Level 4
 Range: 90'
 Components: V, S, M
 Duration: 2d4 rds. + 1 rd./level
 Casting Time: 1 action
 Area of Effect: 20 x 10 x 10 ft. volume/level of caster
 Saving Throw: None
 Spell Resistance: No

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Stoneskin (Alteration)

Level 4
 Range: Touch
 Components: V, S
 Duration: Special
 Casting Time: 1 action
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

When this spell is cast the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a **sword of sharpness** cannot affect a creature protected by *stoneskin*, nor can rock falls, catapult missiles, cannon balls, or snake strike. Magical attacks from spells such as *fireball*, *lighting bolt*, *magic missile*, and so forth have their normal effect. The spell will not protect from any heat or fire, cold, lightning, gas, or acid. The spell blocks the first successful attack and any other attacks in the round the affected creature is first hit. I.E. the creature is protected from all the rocks in an avalanche, or four bandits knocking him down and beating on him for one round.

The spell lasts for 24 hours or until the recipient is hit for damage.



Summon Monster 4 conjuration (summoning)

Level: 4
 Range: 25' + 5/2 levels
 Components: V, S, F
 Duration: 1 round/level
 Casting time: 1 round
 Area of Effect: One summoned creature
 Saving Throw: None
 Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Vacancy (Alteration, Illusion/Phantasm)

Level: 4
 Range: 30'/level
 Components: V, S
 Duration: 1 hr./level
 Casting Time: 1 round
 Area of Effect: 10-ft. radius/level
 Saving Throw: None
 Spell Resistance: No

When a *vacancy* spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the *vacancy* spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a Will saving throw vs. the spell. Failure means they believe that the objects are invisible. A *dispel magic* spell cancels this spell so that the true area is seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but a *detect invisibility* spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

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Wall of Fire (Evocation)

Level: 4
Range: 180'
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color, violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20 foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful Reflex saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

Wall of Ice (Evocation)

Level: 4
Range: 30'/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm.

A) *Ice plane*. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10 foot square area per level (a 10th level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *hemisphere*. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents

under the hemisphere.

C) *Ice sheet*. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10 foot square area per caster level. The sheet has the same effect as an ice storm's hail stones, 3d10 points of damage inflicted to creatures beneath it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

Wizard Eye (Alteration)

Level: 4
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 80 feet per round if casually viewing an area ahead as a human would, or 10 feet per round if closely examining the ceiling, walls, and floor ahead. The wizard eye can see with infravision up to 30 feet, and with normal vision up to 300 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a wizard eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken, the spell does not end, the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is not subject to any gaze attack met by the eye. A Wizard eye cannot be used to define Line of Sight for psionic powers, except communication, as the necessary concentration to use the Wizard Eye prevents concentration on psionic abilities. A successful dispel cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster.

