

Domain Spells and Feats

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Spell Lists

*** Spell is under consideration, not final.

Grovekeepers

First Level

- Affect Normal Fires
- Cure Light Wounds
- Endure Elements
- Entangle
- Locate Animal/Plant
- Pass Without Trace
- Speak with Plants
- Weather Sense

Second Level

- Breath of Life
- Cure Blindness
- Resist Fire
- Shield of Leaves
- Spike
- Tremor
- Vitality

Third Level

- Restoration
- Treewalk

Fourth Level

- Cure Serious Wounds

Fifth Level

- Raise Dead

Ice Touched

First Level

- Chilling Ward
- Ice Weapon
- Resist Cold

Second Level

- Detect Magic

Third Level

- Dispel Magic
- Polar Vortex

Kingdom of Mirrors

First Level

- Alarm
- Armor
- Audible Glamour
- Blinding Flash
- Darkness
- Detect Illusion
- Light
- Mind Storm

Second Level

- Blindness
- Fog Cloud ***
- Invisibility ***
- Mirror Image ***
- Obscure Object ***

Third Level

Red Wardens

Adepts casting Red Warden spells that require a focus must have a Red Warden symbol.

First Level

- Bless
- Cure Light Wounds
- Diamond Shards
- Light
- Mica Mist
- Obsidian Shards
- Remove Fear
- Sanctuary
- Stone Rain
- Vitality

Second Level

- Aid
- Beacon of Hope

- Blinding Dust
- Detect Magic
- Dust Storm
- Flame Blade
- Produce Flame
- Warding Bond

Third Level

- Call Fire ***
- Cure Blindness
- Cure Serious Wounds

Shadowed Crossing

Feats

First Level

- Darkness
- Enfolding Darkness
- Shadowed Story
- Shadowsight
- Shadowstep
- Shroud
- Spellshadow
- Tenebrous Grasp

Second Level

The Shrouded

Adepts casting Shrouded spells that require a focus must have a Shrouded League pendant. Shrouded must spend at least 1 HP when casting 3rd level spells.

Feats

- Vampiric Sigil

First Level

- Darkness
- Desecrated Soil
- Gray Veil
- Hold Undead
- Infestation
- Necrotic Edge
- Voice of the Dead

- Wraith Eye

Second Level

- Burial
- Corpse Preservation
- Corpse Worms
- Decaying Remains
- Dread Shadow
- Feign Death
- Mold Remains
- Putrid Breath

Third Level

- Undead Mist
- Void Watch

Tower Arcanum

First Level

- Arcane Seal
- Barricade
- Burning Hands
- Detect Magic
- Identify
- Knock
- Missile Arcanum
- Spell Blockade

Second Level

- Arcane Sigil
- Arcane Vision
- Arcane Weapon
- Dispel Magic
- Force Wall, Minor
- Portal, Minor

Third Level

- Haste
- Slow

Wilding Way

Feats

- Articulate Forms
- Magical Forms
- Regenerating Forms

First Level

- Animal Companion
- Calm Animals
- Endure Elements
- Form of Man
- Form of the Beast
- Nature's Weaponry
- Size Alteration
- Skin of the Wolf
- Speak with Animals

Second Level

- Bestial Call
- Bestial Power
- Charm Animal
- Hold Animal
- Restoration of Form
- Shared Blood
- Speed of the Cheetah

Third Level

Spell Descriptions

Descriptions all include a table that summarizes the spell's casting requirements and area of effect, plus a brief text description of what it does. Unless noted, the act of casting a spell requires **concentration** and creates an **opening** when casting begins. Spells that require a melee or ranged touch attack may create a second **opening**.

Requirements

The material accessories and actions needed to cast a spell. Components marked with an asterisk (*) are defined in the description text.

- **Verbal (V)** - Spoken words. The adept must be able to speak and be heard.
- **Somatic (S)** – Gestures. The caster must be able to move and have one hand free.
- **Material (M)** – Items. The adept must have a specific item, which might be used up by the spell. If (consumed) is indicated, material components are used up by the casting.
- **Focus (F)** – Symbols and props. The adept must possess and hold a specific item. Holding a focus does not interfere with somatic gestures.
- **MT** – The caster must make a melee touch attack. Casting a melee touch attack spell on oneself never requires a melee touch attack.
- **RT** – Casting the spell requires a ranged touch attack.

Casting

Indicates how long the actual casting process takes.

- **#A** – Number of actions.
- **#R** – Number of rounds.
- **#T** – Number of turns.

Save

The type and effect of any allowed saving throw.

Range

The maximum range of a spell's effect. If a spell has an area of effect, range indicates the maximum distance from the caster to the center of that area. Spell ranges are given in battlefield squares or the listed units.

Target

What is affected by the spell. Spell area of effects are given in battlefield squares or the listed units.

- **Caster** – Affects the spell caster.
- **Creature** – Affects one or more discrete entities.
- **Location** – Targets a point in space.
- **Objects** – Targets one or more discrete inanimate objects.

Some spells have multiple target types. For example, Hold Animal has a target of **location, 3 radius, 1d4 animals**. It affects 1d4 randomly selected animals within the 3-radius area of effect.

Duration

How long the spell lasts. **Concentration** indicates the caster must maintain the spell for its duration. **Direction** indicates the spell can be directed to change its effect which requires an action or a reaction in response to an **opening**.

The Spells

Affect Normal Fires

Requirements	V, S	Range	12
Casting	1A	Target	Location, 3 radius
Save	None	Duration	2 turns, direction

This spell causes all mundane fire sources, bonfires, torches, candles, etc., within its area of effect to flare up or die down. Fires can dim to barely glowing coals or double in size and light radius, becoming as bright as daylight. The caster may direct changes to fire size and brightness. The spell does not affect heat or fuel consumption.

Aid

Requirements	V, S, F, MT	Range	0
Casting Time	1A	Target	1 creature
Save	None	Duration	9 rounds

Aid grants the targeted creature +1 attack and saving throw bonuses and a +2 damage bonus with melee weapons. It also grants 2d6 temporary HP.

Alarm

Requirements	V, S, M	Range	2
Casting Time	1R	Target	Location, 3 radius
Save	None	Duration	4 hours

Alarm creates a magical energy field that makes a loud ringing noise when any creature larger than a rat enters it. The ringing noise persists for one round and then ceases. The caster may add a password to the spell's invocation that allows friendly creatures to pass without setting it off. **Alarm** detects invisible, non-corporeal, gaseous, flying, and levitating creatures but not creatures on another plane. Triggering the spell does not end its effect.

Animal Companion

Requirements	V, S, F, special	Range	0
Casting Time	1T	Target	1 mundane animal
Save	Will, negates	Duration	Permanent

When an adept casts **Animal Companion**, they form a blood bond with a single mundane animal. This bond allows empathic communication and the animal will treat the caster as a friend. Casting **Animal Companion** requires concentration, and the adept must commit one HP to maintain the link. They may focus on a specific type of animal when casting **Animal Companion**. If one is within one mile, it will make itself available as a companion. The animal's maximum hit dice are equal to the adept's power rating and may increase when the adept gains additional ranks of knowledge in the appropriate domain.

Arcane Seal

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	1 object
Save	None	Duration	4 hours

Arcane Seal places a magical barrier on a door, gate, chest, or other object that can open and close. The barrier fixes the object in its current state (open or closed). **Knock** and **Dispel Magic** can break an **Arcane Seal**.

Arcane Sigil

Requirements	V, S, M, MT	Range	0
Casting Time	1R	Target	Location or object
Save	Reflex, half damage	Duration	Special

Arcane Sigil places an invisible magical symbol on an object or location within in a 1 radius sphere. Any creature touching the object or entering the area without speaking a password takes 2d6+1 arcane damage, which destroys the spell. The caster must inscribe the **Arcane Sigil** on the protected object/location with a silver stylus (10 GP).

Arcane Vision

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	3 turns

While under the influence of **Arcane Vision**, the adept sees auras around magical objects and effects, including spells being cast. Once per round, the adept may make a **Knowledge: Arcana** skill check to determine the nature of an enchantment or spell being cast. In combat, this takes an action or reaction.

Arcane Weapon

Requirements	V, S, M (consumed)	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	9 rounds

Arcane Weapon creates a crystalline mana weapon, which appears in the adept's hand. The created weapon is the same size category as the caster and is considered a +2 magic weapon for damage reduction purposes and inflicts arcane damage. The adept may create any weapon they've seen before. If used to create bolts, arrows, or similar missiles, **Arcane Weapon** creates a dozen items. The material component for this spell is a piece of metal or wood that is consumed when the spell is cast.

Armor

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	1 creature
Save	None	Duration	2 hours

This spell grants the recipient illusionary armor that is equivalent to scale mail, 4 AC. **Dexterity** bonus and any equipped shield alter the granted armor class, but body armor does not (although magical bonuses apply). Casting this spell on another creature requires a melee touch attack.

Audible Glamour

Requirements	V, S	Range	12
Casting Time	1A	Target	Location
Save	Will, special	Duration	2 turns, direction

Audible Glamour creates illusionary noise equal in volume to several people talking and laughing. The sounds created can be anything the caster desires, running water, wind in leaves, growling beasts, etc. The caster may direct changes to the sound produced or the sound's point of origin. The noise becomes a loud buzzing emanating from the caster if a creature makes a successful **Will** save versus the illusion.

Aura of Negation

Requirements	V, S	Range	12
Casting	1A	Target	Caster, 1 radius
Save	None	Duration	6 rounds

Aura of Negation creates a field that drains the energy from spells directed at the caster. It dispels any spell targeting the caster with a power rating less than its own. If the spell's power rating is higher, reduce the chance of success by 10 percent per power level difference. Permanent items are unaffected by **Aura of Negation**. The field moves with the caster.

Barricade

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	6 rounds, direction

Barricade creates globe of force around the adept that moves as they do. It provides a +2 AC bonus and grants 3/magic damage reduction when cast. The adept may **direct Barricade** to protect against elemental or arcane damage, in which case it grants advantage on appropriate saving throws and reduces damage taken from the relevant element by 3.

Beacon of Hope

Requirements	V, S, F	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	None	Duration	9 rounds

This spell instills allies in the area of effect with hope and vitality. Those affected have advantage on **Will** saves and **Constitution** checks versus **dying**. Healing spells grant the maximum possible HP gain.

Bestial Call

Requirements	V, S, F	Range	0
Casting Time	1A	Target	N/A
Save	None	Duration	9 rounds, direction

The caster summons a pair of ethereal wolves from the **Plain of Wolves** who fight for the caster until slain. They vanish at the end of the spell's duration. Their attacks are equal to +1 magic weapons for damage reduction purposes. The caster may direct the wolves to attack specific targets.

- **Wolf of the Plain:** HP 13, AC 14 (T12, FF12), BAB caster, Dam Bite 1d6+1, R 5, F 5, W 1, Trip

Bestial Power

Requirements	V, S, F	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	3 turns

The adept calls forth the beast within, gaining one of the following benefits. **Bear's Endurance** grants a +4 bonus to Constitution. **Bull's Strength** grants a +4 Strength bonus. **Cat's Grace** grants a +4 Dexterity bonus. Additional castings of **Bestial Power** overwrite previous instances. This is a **shape-shifting** spell.

Bless

Requirements	V, S, F, MT	Range	12/0
Casting Time	1A	Target	Location, 3 radius or 3 items
Save	None	Duration	6 rounds

As an area of effect spell, **Bless** grants all allies in the affected area a +1 attack bonus and a +1 **Will** save bonus. As a melee touch spell, it **blesses** up to three items, allowing them to penetrate damage reduction as +1 magic weapons. See **Damage Reduction** in the rules.

Blinding Flash

Requirements	V, S	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	Reflex, negates	Duration	Instant

Blinding Flash creates a brilliant flare of light that inflicts **blind** on creatures within the area of effect that fail a **Reflex** saving throw. **Blind** last 6 rounds. **Fortitude** save ends.

Blinding Dust

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	1 creature
Save	Fortitude, negates	Duration	9 rounds

The adept calls forth a globule of spinning dust and hurls it at their chosen target. If it hits, the target is **blind**.

Blindness

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	1 creature

Save Will, negates **Duration** Permanent

Blindness inflicts **blind** on the target if they fail a **Will** saving throw, which lasts until removed by magical means. **Dispel Magic** and **Cure Blindness** remove **blind**, and the caster can end the effect at will.

Breath of Life

Requirements V, S **Range** 0
Casting Time 1A **Target** 3 radius
Save None **Duration** Instant

The caster exhales a great breath that restores 1d6+1 HP to all creatures within the area of effect. Undead in the area of effect suffer 1d6+1 damage instead.

Burial

Requirements V, S, F, RT **Range** 12
Casting Time 1A **Target** 1 creature
Save Fortitude, special **Duration** Special

The target of a **Burial** spell sinks into the earth beneath their feet. The victim must be standing on soft ground, mud, sand, dirt, etc., for the spell to take effect. Anyone fully buried is **immobilized** and begin to **suffocate**. They cannot free themselves without magical aid. A victim that makes their **Fortitude** save is only half buried and is **immobilized**. They may dig themselves free using 3 actions.

Burning Hands

Requirements V, S **Range** 0
Casting Time 1A **Target** 3 square arc
Save Reflex, half damage **Duration** Instant

The caster projects a fan of flames from their hands that inflicts 1d6+3 damage and sets flammable materials alight.

Calm Animals

Requirements V, S, F **Range** 12
Casting Time 1A **Target** Location, 3 radius, 2d4 creatures
Save Will, negates **Duration** Instant

Calm Animals pacifies the targeted mundane or magical animals if they fail a **Will** saving throw. The spell removes the effects of fear and turns hostile creatures neutral. Hostile behavior, loud noises, and similar effects can anger or frighten calmed animals as usual.

Charm Animal

Requirements V, S, F **Range** 12
Casting Time 1A **Target** Location, 3 radius, 1d3 creatures
Save Will, negates **Duration** Special

A successful **Charm Animal** makes the targeted mundane and magical animals view the caster as a trusted friend. Charmed creatures will aid the caster as they can, but will not engage in action that would cause them harm. The caster must be able to communicate with the animals to make their wishes

known. Charmed creatures may attempt a **Will** save every two weeks and, if successful, shake off the charm effects. Magical animals gain a +4 bonus to all saving throws versus **Charm Animal**.

Chilling Ward

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	Fortitude, half damage	Duration	6 rounds, direction

A spinning, foot-wide, eight-pointed ice crystal forms above the caster's head. The caster may **direct** the **Ward** to attack a foe in an adjacent square. A hit inflicts 1d4+1 damage and applies **chilled**. A successful **Fortitude** save halves damage and negates **chilled**. The **Ward** continues to attack the chosen foe until it's destroyed, the foe is defeated, or the caster **directs** the **Ward** to attack a different target.

- **Chilling Ward**: HP 12, AC 15 (T15, FF15), BAB caster, Dam 1d4+1, R 1, F 2, W N/A

Corpse Preservation

Requirements	V, S, F	Range	0
Casting Time	1R	Target	1 corpse
Save	None	Duration	1 day

This spell protects a fresh corpse from the effects of decay, extending the time the dead creature can be raised from the dead by one day.

Corpse Worms

Requirements	V, S, M, MT	Range	0
Casting Time	1A	Target	1 corpse
Save	None	Duration	9 rounds

Two hideous **Corpse Worms** from the Gray Void burst forth from the ground beneath a targeted corpse, attacking any creature that comes within 2 squares of their location. In addition to a bite attack, **Corpse Worms** grapple targets when they score a hit without creating openings. They act on their summoner's initiative. **Infested** corpses produce three worms.

- **Corpse Worm**: HP 18, AC 16 (T12, FF15), BAB 4, Dam 2d6+1, R 3, F 2, W N/A, Grapple (CM 14)

Cure Blindness

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	Will, negates	Duration	Permanent

Cure Blindness restores sight to creatures afflicted with magical or mundane blindness. An unwilling target may make a **Will** saving throw to resist the spell's effects.

Cure Light Wounds

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	1 creature
Save	Will, half damage	Duration	Instant

This spell restores 1d6+1 HP to a wounded creature. Undead take 1d6+1 damage from **Cure Light Wounds**.

Cure Serious Wounds

Requirements	V, S, MT	Range	0
Casting Time	2A	Target	1 creature
Save	Will, half damage	Duration	Instant

This spell restores 3d6+1 HP to a wounded creature. Undead take 3d6+1 damage from **Cure Serious Wounds**.

Darkness

Requirements	V, S, RT to hit a creature or object	Range	12
Casting Time	1A	Target	Location, object, or creature
Save	Special	Duration	2 turns

This spell causes a sphere of impenetrable darkness with a 6 radius to spring into being. Creatures within the area of effect or targeted by the spell are **blinded**, and mundane light sources produce no illumination. A creature targeted by a **Darkness** spell may attempt a **Will** saving throw. If successful, the spell targets the air just behind the intended target. **Darkness** negates **Light** and vice versa.

Decaying Remains

Requirements	V, S, M, MT	Range	0
Casting Time	1A	Target	1 corpse
Save	None	Duration	Instant

Decaying Remains instantly drains a fresh corpse of all anima, creating a wave of necrotic energy that restores 1d6+1 HP to all creatures within 4 squares. **Infested** corpses heal an additional 1d6 HP.

Desecrated Soil

Requirements	V, S	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	None	Duration	6 rounds

The area affected by **Desecrated Soil** is temporarily transformed into foul grave dirt. It becomes **difficult terrain**, and movement costs in the area are doubled.

Detect Illusion

Requirements	V, S	Range	0
Casting	1R	Target	Caster
Save	None	Duration	2 turns, concentration

Detect Illusion lets the caster see through illusions from any source. Animated illusions in their field of view are obvious. They may examine a 2 x 2 square area each round for subtler illusions.

Detect Magic

Requirements	V, S	Range	0
Casting	1R	Target	Caster

Save None **Duration** 2 turns, concentration

Detect Magic lets the caster see the magical aura of items that are enchanted and people under the influence of spells. The aura's intensity gives a general indication of the power of the enchantment but does not convey any information as to its purpose. The caster may examine a 2 x 2 square area each round. **Detect Magic** detects spell-based illusions as magical but doesn't negate the illusion itself. It does not detect illusions created by magical beasts or natural sources.

Diamond Shards

Requirements	V, S, F	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	None	Duration	6 rounds

Diamond Shards imbues up to 4 edged weapons with glittering, razor-sharp enhancements. They do an extra 1d6 damage and act as +1 magic weapons for damage reduction purposes.

Dispel Magic

Requirements	V, S, RT to hit a creature or object	Range	12
Casting	1A	Target	Location, 3 radius, creature, object
Save	None	Duration	Permanent

Dispel Magic attempts to remove the effects of spells from objects, locations, and creatures within the area of effect. If **Dispel Magic's** save is equal to or higher than the target spell, it succeeds and the spell vanishes. If the target spell's save is higher, there is a 5 percent chance **Dispel Magic** will fail per point of difference between the saves. Permanent items affected by this spell lose their powers for 2d4 rounds.

Dread Shadow

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	Will, negates fear	Duration	9 rounds

Dread Shadow surrounds the caster with writhing, wormlike shadows that have reddish eyes and glistening teeth. The aura grants a +2 AC bonus, and living creatures who comes within 2 squares of the adept must make a **Will** save or flee for 1d4 rounds.

Dust Storm

Requirements	V, S, F	Range	12 squares
Casting Time	1A	Target	Location, special
Save	Fortitude	Duration	9 rounds, concentration

Dust Storm raises a spinning cloud of dust and debris that covers a 2x2 area and moves up to 6 squares each round. Any creature within the cloud during its initiative must make a **Fortitude** save or attack with disadvantage. The controlling adept may **direct** the **Dust Storm** to move to a new location.

Endure Elements

Requirements	V, S, F, MT	Range	0
Casting Time	1R	Target	1 creature

Save None **Duration** 8 hours

Endure Elements protects the recipient and their carried gear from heat and cold. They can survive comfortably in temperatures of -40 to 140 degrees Fahrenheit. The spell does not protect against fire or ice damage or environmental hazards like smoke or lack of air.

Enfeeble

Requirements V, S, F, RT **Range** 12 squares
Casting Time 1A **Target** 1 creature
Save Fortitude, special **Duration** Instant

The gray ray of void energy called forth by **Enfeeble** drains 1d3 **Constitution** from the target creature unless it makes a **Fortitude** saving throw.

Enfolding Darkness

Requirements V, S, F **Range** 0
Casting Time 1R **Target** Caster
Save None **Duration** 6 rounds

An adept using **Enfolding Darkness** steps into their shadow and enters a pocket of the Shadowed Crossing. While there, they see and hear what happens around their shadow, which remains behind. The adept cannot be harmed by physical or magical attacks while in the pocket, but spells like **Dispel Magic** may eject them from the shadow. Spotting the shadow requires a **Perception** check versus the spell's power rating. The adept may use an action to leave the pocket. They are ejected when the spell ends.

Entangle

Requirements V, S, F **Range** 12 squares
Casting Time 1A **Target** Location, 3 radius
Save Reflex, special **Duration** 6 rounds

Entangle causes plants to grow and wrap around any creatures within the area of effect. Creatures that fail their saving throw are **immobilized** for the duration of the spell. Those that make their saving throw are **entangled** and may only move using the **shift** action until they leave the area. Size adjustments apply to **Entangle** saving throws. The entangled area is **difficult terrain**.

Feign Death

Requirements V, S, MT **Range** 0
Casting Time 1R **Target** Caster or willing target
Save None **Duration** 3 hours, direction

Feign Death puts the target in a coma-like state that greatly slows their metabolism. To an outside observer, they appear dead. Those affected by **Feign Death** retain a faint sense of hearing, but cannot see, feel, or smell. They take half damage from attacks, and the spell halts the progress of any poison or disease affecting them. The caster can end the spell whenever they desire (direction).

Flame Blade

Requirements V, S, F **Range** 0

Casting Time	1A	Target	Caster
Save	None	Duration	9 rounds

This spell creates a blade of fire that acts as a one-hand martial weapon with an 18/2x critical rating. A hit with this weapon inflicts 1d8 + adept power rating fire damage and can set flammable objects alight. **Flame Blade** does not function underwater.

Force Wall, Minor

Requirements	V, S	Range	12
Casting Time	1A	Target	Location
Save	None	Duration	9 rounds, concentration

This spell creates a stationary, opaque wall of arcane force. The wall is up to 6 squares in size and does not penetrate physical objects, pushing aside creatures and light objects when created. The wall has a hardness of 6 and 50 hit points.

Form Metal

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	Up to 10 cubic feet of metal
Save	None	Duration	Instant

An adept using **Form Metal** can shape an existing piece of metal into any shape they desire. The created shapes lack fine detail, and objects with moving parts may not work. The spell will alter a single piece of metal up to 10 cubic feet in volume.

Form of the Beast

Requirements	V, S, F	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 hours

When an adept uses **Form of the Beast**, they and all their carried items assume the shape of a mundane animal of the same size whose hit dice do not exceed the caster's power rating. For example, a Human could assume the form of a black bear, but not a polar bear. The adept gains the mundane physical abilities, including attacks, of the target creature. Carried magical items continue to function, but powers activated with command words require speech. This is a **shape-shifting** spell.

Form of Man

Requirements	V, S, F, M*	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 hours

When an adept uses **Form of Man**, a **shape-shifting** spell, they assume the form of a mundane intelligent creature with the same body layout and size. A Human could assume the form of an Elf or Dwarf, but not a small Goblin, large Bugbear, or supernatural demon. The adept retains all their abilities, and carried items change to fit the new appearance. They gain the mundane physical abilities of the new form. A Human transformed into a Sahuagin could breathe water, for example. The adept may match a

specific creature's appearance if they have flesh, blood, or hair of the target, which is consumed when the spell is cast. This usage grants a +10 modifier to **Deception** checks to impersonate the target.

Gray Veil

Requirements	V, S, F	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	2 turns

The caster surrounds themselves with a pallid veil of necrotic power, which grants +1 AC and a +2 bonus to **Stealth** skill checks.

Haste

Requirements	V, S, MT	Range	0
Casting Time	2A	Target	1 creature
Save	Fortitude, negates	Duration	9 rounds

This spell grants the target **Haste**. See the **Class Free Rules Spell Effects** listings.

Heat Metal

Requirements	V, S	Range	12
Casting Time	2A	Target	Location, 3 radius, 1d3 metal masses
Save	Will, negates	Duration	9 rounds

This spell causes metal objects (armor, weapons, a large sack of coins, etc.) in the target area to become extremely hot. Mundane metal items may warp and twist and anyone carrying/wearing metal affected by **Heat Metal** may take damage. Rounds 1 and 9 do no damage, 2 and 8 do 1d4 damage, and 3-7 do 2d4 damage. Unattended items receive no saving throw; worn/carried items do.

Hold Animal

Requirements	V, S, F, RT	Range	0
Casting Time	1A	Target	Caster, 3 radius, 1d4 animals
Save	Will, negates	Duration	9 rounds

The caster speaks the will of the Beast, which freezes the nearest 1d4 mundane or magical beasts in place. The total hit dice of affected animals cannot exceed the caster's power rating.

Hold Undead

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	Location, 3 radius, 1d4 undead
Save	Will, negates	Duration	6 rounds

The caster hurls a sphere of necrotic energy that freezes the nearest 1d4 undead creatures in place when it strikes. The total hit dice of affected creatures cannot exceed the caster's power rating. Mindless undead are automatically held for the duration of the spell.

Ice Weapon

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster

Save Fortitude, negates **chilled** **Duration** 6 rounds

The caster calls forth a light, one-handed weapon of their choice made of magically strengthened ice. On a successful hit, the weapon does standard damage plus 1d4 ice damage and inflicts **chilled**. Treat as a +1 magic weapon for damage reduction purposes.

Identify

Requirements	V, S, M, consumed	Range	0
Casting Time	1R	Target	1 object
Save	Special	Duration	1 turn, concentration

Identify reveals the magical characteristics of a magic item. To cast the spell, the adept must have a clear rock crystal, which shatters when the spell is cast, and handle the item for the duration of the spell. When the spell is complete, the item makes a saving throw versus the **Identify** spell's power rating. If it fails, **Identify** reveals one or more characteristics of the item. If it succeeds by more than 5, the spell may give a false result.

Infestation

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	1 creature
Save	Fortitude, negates	Duration	6 rounds

Infestation afflicts a creature with magical undead parasites that enhance necrotic spells targeting the victim. The initial target is also a carrier that, on their initiative, spreads **Infestation** to any creature within 1 square. Corpses of affected creatures remain infested. All infestations end when the initial spell's duration expires. See individual spell descriptions for the effect of **Infestation**.

Knock

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	1 object
Save	None	Duration	Instant

Knock unlocks a door, chest, gate, or other object with a mechanical latch or bar. It also negates **Arcane Seal**. Each casting of **Knock** unlocks or removes one closure mechanism, so doors with several locks require multiple spells.

Light

Requirements	V, S, RT to hit a creature or object	Range	12
Casting Time	1A	Target	Location, object, or creature
Save	Special	Duration	2 turns

This spell creates a sphere of light equivalent to daylight with a 6 radius. Casting light spell on a creature's eyes inflicts **blind** if successful. A creature targeted by a **Light** spell may attempt a **Will** saving throw. If successful, the spell targets the air just behind the intended target. **Light** negates **Darkness**, and vice versa.

Locate Animal/Plant

Requirements	V, S	Range	200 yards
Casting Time	1R	Target	Caster
Save	Special	Duration	2 turns, concentration

Once cast, this spell allows the caster to locate specific types of plants or animals if they are within range and in the direction they are facing. They learn the distance, and number of target animals/plants within the area of effect. Each round the caster may concentrate on one type of animal or plant and face a new direction.

Mica Mist

Requirements	V, S	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	None	Duration	6 rounds

This spell creates glowing flecks of mica that float through the air. Any creature passing through the area of effect is covered in glimmering light. Creatures affected by **Mica Mist** lose all concealment and invisibility benefits. The glowing flecks also grant opponents a +1 attack bonus.

Mind Storm

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	1 creature
Save	Will, negates	Duration	6 rounds

Mind Storm surrounds the target with illusions of whispering voices and creeping shadows that cause a considerable distraction. The victim suffers a -4 penalty to all **concentration** and **Will** saving throws, including the save against **Mind Storm** itself.

Missile Arcanum

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	6 rounds, direction

Missile Arcanum creates 6 crystals of arcane energy that float above the caster's head. During the adept's initiative, one crystal disintegrates and fires a missile at a random target. The caster may **direct** the crystals to target a specific foe, and all subsequent attacks will be made against the chosen foe. Missiles make a ranged touch attack using the adept's attack bonus, do 1d6+1 arcane damage if they hit, and are destroyed on impact. They are +1 magic weapons for damage reduction purposes. They have a maximum range of 12.

Mold Remains

Requirements	V, S, F, M	Range	12
Casting Time	1R	Target	Special
Save	None	Duration	Permanent

Mold Remains allows an adept to shape dead flesh and bone into whatever form they desire, creating barriers, melee weapons, or other objects. The spell only works on corpses containing anima and drains

them when cast. It affects up to 500 pounds of dead flesh and bone. Weapons created with **Mold Remains** are crude, suffering a -1 damage penalty and shattering on any fumble. Other created items have the same hardness and hit points as a wooden object.

Nature's Weaponry

Requirements	V, S, M	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	6 rounds

When an adept uses the **shape-shifting** spell **Nature's Weaponry**, they transform parts of their body into natural weapons: horns, claws, hooves, or fangs. All such weapons use the **Simple Unarmed** weapon proficiency and are subject to the usual rules of unarmed attacks. They do a base 1d6 damage at medium size. The caster may commit one essence to imbue their natural weapons with the magical characteristics of one weapon in their possession when the spell is cast.

Necrotic Edge

Requirements	V, S	Range	0
Casting Time	1A	Target	1 Attuned weapon
Save	None	Duration	6 rounds

This spell imbues an edged, **Attuned** weapon with necrotic energies that grant the weapon a +1 to hit bonus and adds 1d6 necrotic damage to each successful attack. The corpse of any creature slain by a **Necrotic Edge** weapon becomes a 2 HD **bone critter** that attacks the same foe as the wielder. **Necrotic Edge** does 1d6 additional damage against **Infested** targets.

- **Bone Critter:** HP 8, AC 14 (T13, FF13), BAB 2, Dam 1d6, R 1, F 1, W N/A, DR: 5/slash and pierce

Obsidian Shards

Requirements	V, S, F	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	Reflex, half damage	Duration	6 rounds

The area affected by **Obsidian Shards** sprouts razor-sharp obsidian spines, becoming **difficult terrain**. Creatures suffer 1d6 damage and a cumulative -1 movement penalty for each move action taken within the area of effect. A successful **Acrobatics** check allows safe movement through the area at half speed. The target area must be an earth-based surface: stone, soil, sand, mud, etc.

Pass Without Trace

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	2 hours

The recipient of **Pass Without Trace** can move across any sort of mundane terrain without leaving footprints or a scent, making them impossible to track by normal means. An aura of magic clings to the recipient's trail for the duration of the spell.

Polar Vortex

Requirements	V, S	Range	12
Casting Time	2A	Target	Location, 4 radius
Save	Fortitude, half damage	Duration	Instant

Polar Vortex opens a rift to the **Frozen Sea** and calls forth a swirling mass of ultimate cold that does 2d10+2 ice damage and inflicts **chilled**. The spell instantly freezes water to a depth of 6 inches and coats the ground within the area of effect with ice, creating **difficult terrain** that lasts 9 rounds.

Portal, Minor

Requirements	V, S, M	Range	12
Casting Time	1A	Target	Location
Save	None	Duration	9 rounds, concentration

This spell opens a temporary gateway between two points in space. The near side of the **Portal** opens next to the adept; the far end opens at a visible location within 12 squares. The **Portal** is seven feet high and three feet wide. A creature entering the **Portal** from either end reappears at the other side after a brief delay. In combat, traversing the **Portal** takes two standard actions. An adept passing through their own **Portal** must make a DC 12 **concentration** check to maintain the spell.

Produce Flame

Requirements	V, S, MT or RT	Range	12
Casting Time	1A	Target	Special
Save	None	Duration	9 rounds

The adept using this spell creates a searing ball of flame in the palm of their hand. They can use it to make melee touch attacks or throw it and make a ranged touch attack. The ball of flame does 2d6 fire damage. When thrown, the flame goes out when it hits something, and reappears in the adept's hand at the start of their next initiative. **Produce Flame** illuminates a 6 radius sphere.

Putrid Breath

Requirements	V, S	Range	0
Casting Time	1A	Target	3 square arc
Save	Fortitude -2, negates	Duration	9 rounds

The caster expels a breath that reeks of open graves and rotten flesh. Any creature in the area of effect falls **prone**, retching and gasping. Victims are disadvantaged for the duration of the spell. The initial **Fortitude** save to resist the spell suffers a -2 penalty.

Raise Dead

Requirements	V, S, M (consumed), F	Range	0
Casting Time	1T	Target	1 creature's remains
Save	None	Duration	Permanent

This spell restores life to a creature that has been dead a maximum of one day per caster power level. The material component of this spell is a diamond worth at least 5,000 GP, which is destroyed when the spell is cast. The creature's soul must be free and willing to return to life. If it is not, the spell fails.

Otherwise, the creature is restored to life with 1 HP and all attributes are temporarily reduced to 1. Furthermore, the creature's maximum **Constitution** is permanently reduced by 1, which may retroactively affect the creature's maximum hit points.

Remove Fear

Requirements	V, S, F	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	None	Duration	6 rounds

Allies in the area of effect of **Remove Fear** gain a +4 **Will** save bonus against fear. Any ally affected by fear in the target area may make a free **Will** save when the spell is cast.

Resist Cold

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	2 turns

Resist Cold grants the recipient immunity to cold environments such as snowstorms or arctic plains. They gain a +3 saving throw bonus versus cold that does damage and take half damage from all such sources. If a save reduces damage by half, they take one-quarter damage.

Resist Fire

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	2 turns

Resist Fire grants the recipient immunity to hot environments such as deserts or volcanic slopes. They gain a +3 saving throw bonus versus heat that does damage and take half damage from all such sources. If a save reduces damage by half, they take one-quarter damage.

Restoration

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	Will, negates	Duration	Permanent

Restoration removes all mundane and magical poisons and diseases from the target creature and negates paralysis. An unwilling target may make a **Will** saving throw to resist the spell's effects.

Restoration of Form

Requirements	V, S, F	Range	0
Casting Time	1A	Target	Caster
Save	Fortitude, special	Duration	Instant

This **shape-shifting** spell restores the target to their true form, negating all self-cast **shape-shifting** spells affecting them. **Restoration of Form** negates **shape-shifting** spells cast by another if the adept makes a **Fortitude** save versus each spell. The spell also heals 1d6+1 hit points and grants a saving throw versus and mundane poison or disease affecting the target.

Sanctuary

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	Will -2, negates	Duration	2 turns

Sanctuary creates an aura of peace that discourages attacks. Any creature attempting to attack the protected creature must make a **Will** save with a -2 penalty. If they fail, they turn their attention elsewhere. **Sanctuary** ends if the protected creature takes offensive action.

Scorching Ray

Requirements	V, S, RT	Range	12
Casting Time	1A, reaction	Target	1 creature
Save	Reflex, half damage	Duration	Instant

The adept shoots a searing ray at their chosen target, which inflicts 2d6 fire damage when it strikes.

Shadowed Story

Requirements	V, S	Range	12
Casting Time	1R	Target	1 object, creature or location
Save	Special	Duration	1 turn maximum, concentration

This spell creates a connection between the target and Shadowed Crossing that traces links to magical domains. It reveals more information the longer the spell is maintained. Round one detects magic. Round two indicates the magnitude of any enchantment. Round three reveals the enchantments source domain(s). Each subsequent round reveals a notable detail of the target's history. The adept must make a **concentration** check versus the target's power level each round after the second to maintain **Shadowed Story**. Failing a check ends the spell and inflicts **fatigue**.

Shadowsight

Requirements	V, S	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 hours

Shadowsight grants the adept **darkvision** with range of 12 squares and grants a +2 **Perception** bonus when actively searching dark areas. The spell cannot be cast in daylight. Bright light negates the spell and the adept must make a DC 12 **Fortitude** save or be **blinded** for one round.

Shadowstep

Requirements	V, S	Range	12
Casting Time	1A	Target	Caster
Save	None	Duration	Instant

An adept casting **Shadowstep** enters an adjacent shadow (perhaps theirs) and reappears in another shadow anywhere within the spell's range. This movement does not create openings and takes no time. The adept must make a DC 12 **Concentration** check to arrive at their chosen destination. Otherwise, they exit a random nearby shadow.

Shared Blood

Requirements	V, S, F, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	Permanent

The adept creates a blood crystal by committing one mana point and one hit point, which must be consumed by a willing subject within one turn. The adept may cast any known **shape-shifting** spell upon the recipient, including those that usually have a target of caster. Caster-target spells require a successful melee touch attack to cast. The adept may end **Shared Blood** at any time, and a successful **Dispel Magic** will also terminate the spell.

Shield of Leaves

Requirements	V, S	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	9 rounds

Shield of Leaves surrounds the caster with a vortex of sharp-edged, spinning leaves that obscure their form. The spell grants a +2 AC bonus. Anyone who makes a melee attack against the caster suffers 1d4 damage from the whirling cloud of leaves.

Shroud

Requirements	V, S	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 turns

Shroud surrounds the adept in shadow, granting bonuses of +1 AC bonus and +3 **Stealth**. This spell has no effect in full daylight or complete darkness. Creatures that do not use sight are unaffected by **Shroud**.

Size Alteration

Requirements	V, S, F	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 hours

Size Alteration is a **shape-shifting** spell that increases or decreases the size of the caster and all their carried items by up to two ranks. For example a Human could change their size to tiny, small, large, or huge. Strength increases/decreases by two times the difference between the character's new and original size modifiers, and weapons do increased or decreased base damage.

Skin of the Wolf

Requirements	V, S, F	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 hours

Skin of the Wolf turns the caster's skin into a shaggy wolf-like pelt that provides protection against the cold and physical harm. The spell is equivalent to leather armor, AC 2, and provides a +1 save bonus versus cold-based spells and environmental effects (winter weather, crossing an ice-filled river).

Slow

Requirements	V, S	Range	0
Casting Time	2A	Target	Location, 4 radius, 1d4 creatures
Save	Fortitude, negates	Duration	9 rounds

This spell **Slows** the target. See the **Class Free Rules Spell Effects** listings.

Speak with Animals

Requirements	V, S, F, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	2 turns

Speak with Animals allows the recipient to speak with and understand the language of mundane and magical animals. Note that animals have limited intellects, so conversational possibilities are limited.

Speak with Plants

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	1 creature
Save	None	Duration	2 turns

Speak with Plants allows the recipient to speak with and understand the language of mundane and magical plants, including plant-like intelligent creatures like treants. Note: most plants lack intelligence, so conversational possibilities are limited.

Speed of the Cheetah

Requirements	V, S, F	Range	0
Casting Time	1A	Target	Caster
Save	None	Duration	9 rounds

Speed of the Cheetah grants the adept **Haste**. See the **Class Free Rules Spell Effects** listings.

Spell Blockade

Requirements	V, S, RT	Range	12
Casting Time	Reaction	Target	1 spell
Save	None	Duration	Instant

A caster using **Spell Blockade** tries to intercept a spell. The target spell must have a ranged touch attack requirement, and the caster must make a ranged touch attack against it, using the spell's power rating as its **touch AC**. If successful, **Spell Blockade** destroys the target spell.

Spellshadow

Requirements	V, S	Range	12
Casting Time	Reaction	Target	1 spell
Save	Will, negates	Duration	Instant

Spellshadow captures a copy of a first level spell cast by another magic user and stores it in the adept's shadow. The adept must make a **Concentration** check versus the target spell's power rating and commit one point of mana to capture it. The target spell is unaffected by **Spellshadow** (although the spell's

caster is aware of the shadow copy). The adept may store one spell with **Spellshadow**. Copying another spell overwrites the first. The adept may cast the stored spell as if it were part of their spell repertoire, but they may only spend mana to do so and must meet all conditions for casting. Situations that destroy the caster's shadow (total darkness, multiple bright lights) release the copied spell. The adept may cast the spell without spending mana, but this also releases the copy.

Spike

Requirements	V, S, RT	Range	12
Casting Time	1A, reaction	Target	1 creature
Save	Reflex, half damage	Duration	6 rounds

Spike causes a five-foot long spear of wood to shoot out of the ground, striking the chosen foe for 2d6+1 damage. The target must be on an earthen surface: soil, sand, mud, etc. The spike remains in place for the duration of the spell, creating **difficult terrain**. **Spike** has a 19/1x critical threat. Critical hits **immobilize** the target and inflict 1d6 damage each round.

Stone Rain

Requirements	V, S	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	Reflex, half damage	Duration	Instant

The caster calls down a hail of fist-size stones that inflict 1d6 damage on all creatures in the area of effect and create **difficult terrain** that lasts 6 rounds.

Stone Shape

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	Up to 10 cubic feet of stone
Save	None	Duration	Instant

An adept using **Stone Shape** can form an existing piece of stone into any shape they desire. The created shapes lack fine detail, and objects with moving parts may not work. The spell will alter a single stone or a piece of a larger outcropping.

Tenebrous Grasp

Requirements	V, S, RT	Range	12
Casting Time	1A	Target	1 creature
Save	Reflex, negates	Duration	6 rounds

Tenebrous Grasp calls forth six shadowy tentacles from the target's shadow. If the target fails its save, it suffers 1d8 crushing damage and is **grappled**. The tentacles are not subject to damage and have a combat maneuver rating equal to the spell's power rating. Breaking the grapple ends the spell.

Treewalk

Requirements	V, S	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	1 turn

Treewalk lets an adept travel great distances in a short time. They may step into a nearby tree and step out of another that is within one mile and line of sight of the first. Each step takes one round and, once at the chosen destination, the caster must spend a round orienting themselves to find another tree for the next step.

Tremor

Requirements	V, S	Range	12
Casting Time	1A	Target	Location, 3 radius
Save	Reflex, special	Duration	Instant

The area affected by **Tremor** is shaken by a minor earthquake. Creatures within the area of effect must make a **Reflex** saving throw each round or fall **prone**. The tremor breaks up stone and soil in the area, creating **difficult terrain**. Underground, **Tremor** may collapse weak structures and cause cave-ins.

Undead Mist

Requirements	V, S, RT	Range	12
Casting	2A	Target	3 creatures
Save	Will, negates	Duration	9 rounds

Undead Mist calls forth streamers of mist that conceal three undead spirits, which the caster directs at three living creatures within the spell's range. The spirits coil around the targets, distracting them and draining vitality. Targets that fail their save becomes **fatigued** and must make a **concentration** check against the spell's power rating whenever they perform actions that requires **concentration**.

Vitality

Requirements	V, S, MT	Range	0
Casting Time	1A	Target	1 creature
Save	None	Duration	Instant

Vitality imbues the target with life energy. It removes **fatigue** and stabilizes **dying** creatures. It also grants free **Fortitude** saving throws against **chilled** and **stunned**.

Voice of the Dead

Requirements	V, S, M, MT	Range	0
Casting Time	1A	Target	Location
Save	None	Duration	Special

A caster using **Voice of the Dead** attaches a short, verbal message to a specific location and specifies a trigger event that activates message delivery. When the trigger occurs, a ghostly skull rises from the spot and speaks. The message is a sentence or two long and must be in a language known to the spell caster. The spell lasts until the trigger event occurs. It requires a piece of bone from a sentient creature that is consumed when the spell is cast.

Void Watch

Requirements	V, S, F	Range	0
Casting	2A	Target	Caster
Save	Will, special	Duration	9 rounds

Void Watch summons three non-corporeal **void spirits** that slither over and through the caster's body. Each enemy that makes a melee attack against caster draws the attention of one of the spirits. It inflicts 1 HP of damage as it rips its way out of the caster, makes one necrotic attack against the enemy, and then dissipates. Successful attacks life steal 1d6 HP (Will, negates). Void spirits are undead and create openings when they attack. **Infested** targets suffer 1d6 additional necrotic damage from **void spirit** attacks.

- Void Spirit: HP 16, AC 18 (T18, FF18), BAB caster, Dam 2d6, R 4, F 6, W 4, DR all/magic

Warding Bond

Requirements	V, S, MT	Range	0
Casting	1A	Target	1 creature
Save	None	Duration	9 rounds, concentration

Warding Bond creates a link between the adept and the spell's recipient. The recipient gains a +1 AC bonus and uses the adept's save bonuses if they are higher than their own. Half the damage inflicted on the recipient is redirected to the adept instead. **Warding Bond** ends if either party is reduce to zero HP or they are separated by more than 6 squares.

Weather Sense

Requirements	V, S	Range	0
Casting	1R	Target	Caster
Save	None	Duration	1 turn, concentration

An adept using **Weather Sense** can accurately predict the weather within a 10-mile radius for the next 24 hours. They gain knowledge of general conditions, rain, snow, wind, and temperature changes, but cannot predict specific events like lightning strikes and tornadoes.

Wraith Eye

Requirements	V, S, MT	Range	0
Casting Time	1R	Target	Caster
Save	None	Duration	2 turns, concentration, direction

Wraith Eye consumes a corpse and summons a **Spirit Eye**, an invisible, mindless, incorporeal undead creature. The adept sees what the Eye sees and may direct its motion. The eye has Darkvision with a range of 18 and a movement rate of 9. It radiates magic and can pass through solid objects. The adept suffers 1 HP of damage each round the Eye is active. The Eye is immune to physical attacks but may be damaged by spells or dispelled.

- **Spirit Eye:** HP 12, AC 18 (T18, FF18), BAB N/A, Dam N/A, R 5, F 5, W 1, incorporeal, all/magic

Adept Feats

Articulate Forms

- Requirements: **Plain of Wolves** 1st

- Cost: 8 CP

An adept with **Articulate Forms** may speak any language they know while in an altered form, including forms that have no mouth. Size affects loudness. An adept in a tiny form can only produce faint noise, for example.

Magical Forms

- Requirements: **Plain of Wolves** 3rd
- Cost: 12 CP

Magical Forms allows the adept to assume the shape of magical and supernatural creatures, subject to the limits of the spell used.

Regenerating Forms

- Requirements: **Plain of Wolves** 3rd
- Cost: 12 CP

Regenerating Forms grants 1d6 healing when the adept uses a spell from the **Plain of Wolves** that alters their form or size.

Vampiric Sigil

- Requirements: **Gray Void** 3rd
- Cost: 12 CP

An adept marked with the **Vampiric Sigil** life steals up to 3 HP each time they make a successful melee attack. Using a weapon enhanced with **Necrotic Edge** provides additional benefits. Attacks do +3 damage, life steal increase to 6 HP and may grant temporary hit points above the character's hit point total. The **Vampiric Sigil** halves healing from sources other than the necrotic spells.

Mark's Notes

Requirements
Casting Time
Save

Range
Target
Duration

To Do

- Review hit/damage bonuses.

Changes

- Adjusted many spell requirements and effects.
- Added numerous spells.

- Removed 'area' as a target type. Area spells target a location, which is the center of the spell's area of effect, if applicable.
- Added Blinding Flash
- V1.04
- Added several Tower Arcanum spells.
- Many minor changes for consistency.
- Wording changes for clarity.
- V1.03 released
- Implemented change log
- Lots of stuff
- V1.02 released