



NETBOOK OF SPELLS & MAGIC



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Netbook of Spells & Magic

Release 1

This book requires the use of the Dungeon & Dragons. Player's Handbook, Third Edition, published by Wizards of the Coast®.

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Introduction

The art of magic is as boundless as the limits of creativity will allow. It invokes a sense of wonder in what would otherwise be ordinary, and allows us to traverse the bounds of imagination. The craft of magic is a transcendent element of existence. Those who can manipulate the essence of magic, whether through the use of magical spells or by supernatural gifts, possess the ability to warp and alter the very fabric of reality and to shape it to their will.

Welcome to the Netbook of Spells and Magic, a publication of the Fantasy Netbook Community Council. This netbook has been produced as the effort of a community of contributors to serve as a gaming resource. It expands the pool of spells, domains, new magic systems, house rules, and other material related to spells and magic. This netbook was designed in support of the D20 gaming system environment.

As with any community project, this netbook includes material that may not be appropriate for every setting. The contents of this netbook are entirely optional and you must seek the approval of the game master before using any of the material presented here.

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Submissions

The Netbook of Spells and Magic is a Community Council sponsored publication, and as such abides by the submission requirements established for all contributions. Specific information on the submission requirements can be found at:

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The Netbook of Spells and Magic team reviews all submissions and grades each entry by a rating system. The rating system uses five criteria to measure the balance of the submissions. This is to help ensure that new material will work properly with previous publications, and not ruin a carefully planned campaign. The team attempts to give helpful suggestions on how to achieve higher ratings in order to gain approval. These are intended to serve as useful guidelines, and the author can use the suggestions to improve their contribution during the review cycle.

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Chapter 1 - Spell Lists

Bard Spells

2nd-Level Bard Spells

Mask Scent. Area affected has no smells.

4th-Level Bard Spells

Fickle Finger of Fate. Target receives either a +2 or -2 to all attacks and saves.

Cleric Spells

1st-Level Cleric Spells

Preserve Food and Drink. Preserves perishable goods for 1 week + 1 day/level.

2nd-Level Cleric Spells

Detect Curse. Detect a cursed creature, object or area.

Mask Scent. Area affected has no smells.

6th-Level Cleric Spells

Minor Gate. Create a portal between your current plane and minor plane.

8th-Level Cleric Spells

Lesser Gate. Creates portal from your current plane to another plane for 1d4+1 rounds.

Druid Spells

1st-Level Druid Spells

Ignite. Ignites flammable objects on target.

Preserve Food and Drink. Preserves perishable goods for 1 week + 1 day/level.

2nd-Level Druid Spells

Mask Scent. Area affected has no smells.

5th-Level Druid Spells

Omar's Sand Cone. Cone of sand dealing 1d6/level (max 10d6) damage.

Paladin Spells

2nd-Level Paladin Spells

Detect Curse. Detect a cursed creature, object or area.

Ranger Spells

2nd-Level Ranger Spells

Mask Scent. Area affected has no smells.

Sorcerer and Wizard Spells

1st-Level Sorcerer and Wizard Spells

Conj **Lightning Arrow.** Arrow of electricity dealing 1d6/2 levels of damage (max 5d6).

Ray of Fire. Ray of fire dealing 1d6/level (max 5d6) fire damage.

Evoc **Felb's Dissolving Arrow.** Enchant 2 arrows/level (arrow dissolves 1 round after striking a solid object).

Fire Puff. Deals 1d6/level (max 5d6) of fire damage to 1 target.

Trans **Ignite.** Ignites flammable objects on target.

Preserve Food and Drink. Preserves perishable goods for 1 week + 1 day/level.

2nd-Level Sorcerer and Wizard Spells

Div **Detect Curse.** Detect a cursed creature, object or area.

Evoc **Felb's Bedtime Arrow.** Enchant 2 arrows/level (subdual damage + sleep).

Felb's Fire Arrow. Enchant 2 arrows/level (radiate light 20 ft.; deal +2d6 fire damage).

Fire Burst. Burst of 1d6/2 levels (max 5d6) fire damage within 15 ft.- radius.

Trans **Flaming Missile.** Cause 1 diminutive combustible object to ignite, which can be thrown (range increment of 10 ft.)

3rd-Level Sorcerer and Wizard Spells

Ench **Fickle Finger of Fate.** Target receives either a +2 or -2 to all attacks and saves.

Felb's Targeter. Enchant a single bow that gives any arrow fired from +4 to a specific target.

4th-Level Sorcerer and Wizard Spells

Conj **Freeze Bolt.** Arrow of pure ice dealing 5d6 points of damage + slow.

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Thunderclap Arrow. Arrow of arcane energy that deals 4d6 damage + deafens target.

Evoc **Omar's Sand Cone.** Cone of sand dealing 1d6/level (max 10d6) damage.

5th-Level Sorcerer and Wizard Spells

Evoc **Felb's Armorless Arrow.** Enchant 2 arrows/level (ignores natural armor and armor, but not enchantment).

Felb's Weight Arrow. Enchant 2 arrows/level (chance of knockdown and stunned; or stunned if makes save).

Trans Suyt's Relative Spatial Lock. Two objects are linked together by a invisible force.

6th-Level Sorcerer and Wizard Spells

Conj **Piercer Arrow.** Arrow of pure force dealing 4d8 damage, plus 1d8/level over 11th (max 10d8).

Trans **Elemental Aura.** Changes the attributes of another elemental spell.

Minor Gate. Create a portal between your current plane and minor plane.

7th-Level Sorcerer and Wizard Spells

Conj **Elemental Sagitta.** 1 elemental arrow + 1 arrow/4 levels above 12th, each dealing 6d6 damage.

8th-Level Sorcerer and Wizard Spells

Conj **Lesser Gate.** Creates portal from your current plane to another plane for 1d4+1 rounds.

9th-Level Sorcerer and Wizard Spells

Trans **Metamagic Sphere.** Apply metamagic feats to 20 spell levels worth of spells.

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Spells by Schools

Abjuration

Conjuration

Flaming Goo (Sor/Wiz 2)

-Creation

Elemental Sagitta (Sor/Wiz 7)

Freeze Bolt (Sor/Wiz 4)

Lesser Gate (Clr 8, Sor/Wiz 8)

Lightning Arrow (Sor/Wiz 1)

Minor Gate (Clr 6, Sor/Wiz 6)

Piercer Arrow (Sor/Wiz 6)

Ray of Fire (Sor/Wiz 1)

Thunderclap Arrow (Sor/Wiz 4)

Divination

Detect Curse (Clr 2, Pal 2, Sor/Wiz 2)

Enchantment

Fickle Finger of Fate (Brd 4, Sor/Wiz 3)

Evocation

Fire Burst (Sor/Wiz 2)

Fire Puff (Sor/Wiz 1)

Omar's Sand Cone (Drd 5, Sor/Wiz 4)

Illusion

-Glamer

Mask Scent (Brd 2, Clr 2, Rgr 2, Drd 2)

Necromancy

Transmutation

Elemental Aura (Sor/Wiz 6)

Felb's Armorless Arrow (Sor/Wiz 5)

Felb's Bedtime Arrow (Sor/Wiz 2)

Felb's Dissolving Arrow (Sor/Wiz 1)

Felb's Fire Arrow (Sor/Wiz 2)

Felb's Targeter (Sor/Wiz 3)

Felb's Weighty Arrow (Sor/Wiz 5)

Flaming Missile (Sor/Wiz 2)

Ignite (Drd 1, Sor/Wiz 1)

Metamagic Sphere (Sor/Wiz 9)

Preserve Food and Drink (Clr 1, Drd 1, Sor/Wiz 1)

Suyt's Relative Spacial Lock (Sor/Wiz 5)

Spells by Descriptors

Acid

Elemental Aura (Sor/Wiz 6)

Chaos

Cold

Elemental Aura (Sor/Wiz 6)

Freeze Bolt (Sor/Wiz 4)

Electricity

Elemental Aura (Sor/Wiz 6)

Lightning Arrow (Sor/Wiz 1)

Evil

Fire

Elemental Aura (Sor/Wiz 6)

Fire Burst (Sor/Wiz 2)

Fire Puff (Sor/Wiz 1)

Flaming Goo (Sor/Wiz 2)

Flaming Missile (Sor/Wiz 2)

Ignite (Drd 1, Sor/Wiz 1)

Ray of Fire (Sor/Wiz 1)

Force

Piercer Arrow (Sor/Wiz 6)

Good

Language-Dependant

Law

Mind-Affecting

Sonic

Elemental Aura (Sor/Wiz 6)

Thunderclap Arrow (Sor/Wiz 4)

Chapter 2 - Spells

Spells are listed in alphabetical order.

Detect Curse

Divination

Level: Clr 2, Pal 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Submitter: Scott C. Metzger

<YoYoDyne@webweaver.zzn.com>

Submitter ID: 036

You can determine whether a creature, object, or area is cursed. You cannot determine the exact type of curse. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt blocks it.

Elemental Aura

Transmutation [See text]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 10 minutes (D)

Saving Throw: None

Spell Resistance: None

Submitter: Francisco A. Sucre

<swordsman1612@mydeja.com>

Submitter ID: 021

When casting you choose an element (Acid, Cold, Fire, Lightning, or Sonic). The *elemental aura* then allows you to enhance two spells of the chosen element per level over the minimum needed to cast a 6th level spell. After enhancing this number of spells, the aura discharges. The aura may discharge as well if you cast another spell from a different element than the one chosen, or from a non-elemental spell. You may enhance one spell that you are casting per round and may only enhance spells that are level 5 or lower.

The possible enhancements allowed by this spell are:

- +1 Acuity bonus to spell's DC. This bonus stacks with other bonuses granted through feats or any other source.
- +1 Piercing bonus to defeat target's SR. This bonus stacks with other bonuses granted through feats or any other source.
- Increase spell duration by 25% (Round down)
- Increase spell range by 25% (Round down)

While under the effects of the *elemental aura*, you may not cast meta-magically-enhanced spells. When you cast *elemental aura* and choose an energy type, this spell automatically becomes a spell of that type.

Example: A 14th-level wizard can enhance 6 spells (2 per level x 3 levels). He casts *elemental aura* and chooses fire as his designated element. Next round, he casts *wall of fire* and applies the duration extension to the spell, making the wall last Concentration + 17 rounds in total (14 + 25). Next round he begins to summon fire elementals with the spell *summon monster V*, enhancing the spell with the duration extension as well. Thus each of these will last 17 too. Next round, he casts a *fireball*, enhanced with the +1 bonus to the spell's DC. Thus, his fireball, which normally has a DC of 19, now has a DC of 20.

Material Component: Body part of an outsider attuned with the chosen element.

Elemental Sagitta

Conjuration (Creation) [See text]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Effect: One or more arrows of an element of your choosing

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Submitter: Francisco A. Sucre

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Submitter ID: 021

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At the time of casting you must choose an element (Acid, Air, Cold, Earth, Fire, Lightning, Sonic, or Water). You create one or more arrows of the chosen element. You must succeed at a ranged touch attack to hit. A successful hit deals 6d8 points of damage.

You get a single arrow at 12th level, and an extra arrow every 4 levels thereafter (another at 16th and another at 20th). Once you get multiple arrows you may select a target for each arrow, but they may not be more than 30 ft. apart. You must roll your ranged touch attack independently for each target. A Reflex save allows for half damage.

When you cast *elemental sagitta* and choose an energy type, this spell automatically becomes a spell of that type.

Material Component: Body part of an outsider attuned with the chosen element.

Felb's Armorless Arrow

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Two armor-piercing arrows/level

Duration: One day

Saving Throw: None (object)

Spell Resistance: No (object)

Submitter: Ian Cheesman

<apo_newanda@yahoo.com>

Submitter ID: 070

You imbue 2 armor piercing arrows/level with the power to totally ignore all natural and physical armor. Note that this does not include the magical protection from such armors, so chainmail +1 still gives +1 to the armor class of the target. Arrows imbued with *Felb's armorless arrow* spell also ignore all armor bonuses gained from arcane spells below 5th level.

Material Component: 5 gp worth of finely ground diamond dust per arrow.

Felb's Bedtime Arrow

Transmutation

Level: Sor/Wiz 2

Components: V, M

Casting Time: 1 minute

Range: Touch

Target: Two arrows/level

Duration: One day

Saving Throw: None (object)

Spell Resistance: No (object)

Submitter: Ian Cheesman

<apo_newanda@yahoo.com>

Submitter ID: 070

Arrows enchanted with *Felb's bedtime arrow* spell do only subdual damage, but the target must also make a Will save or sleep for 2 rounds/level. This arrow will only affect a single creature of up to 2 HD per caster level (maximum 10 HD).

Material Components: The arrows to be affected and a small pinch of sand.

Felb's Dissolving Arrow

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Two arrows/level

Duration: One day

Saving Throw: None (object)

Spell Resistance: No (object)

Submitter: Ian Cheesman

<apo_newanda@yahoo.com>

Submitter ID: 070

The arrows that are enchanted by this spell don't visibly change when this spell is cast, but after being used, their enchantment becomes crystal clear. Ten seconds after hitting a solid target, the arrow disintegrates, leaving only a pinch of black dust, hardly visible to the naked eye.

Material Components: The arrows to be affected and a bit of fine black dust that is sprinkled over the fletching and arrowhead.

Felb's Fire Arrow

Transmutation

Level: Sor/Wiz 2

Components: S, M

Casting Time: 1 full round

Range: Touch

Target: Two burning arrows/level

Duration: One day

Saving Throw: None (object)

Spell Resistance: No (object)

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Submitter: Ian Cheesman
<apo_newanda@yahoo.com>
Submitter ID: 070

When cast on the arrows, this spell enables the arrows to ignite themselves as soon as they are launched. They light and act as burning arrows. The arrows radiate light in a 20 ft.-radius, just like a torch does. When they hit a target, they deliver damage as an arrow + 2d6 due to the fire. After the arrows have been used, they are completely burned up. If they were extinguished, the arrows will disappear.

Material Components: The arrows to be affected and a bit of sulfur applied to the arrow shafts.

Felb's Targeter

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: One bow
Duration: 2d4 + 1 round/level
Saving Throw: None (object)
Spell Resistance: No (object)
Submitter: Ian Cheesman
<apo_newanda@yahoo.com>
Submitter ID: 070

When you cast *Felb's targeter* on a bow, any arrows fired from the so enchanted bow are +4 to hit a single specified target. You must be able to see the target, and enunciate that that is the target during the casting of the spell. The +4 only affects hits on that target, not on someone or something that gets in the way. The +4 does not offer any bonus to hit creatures only hit by magical weapons, as the arrow hitting the target is not magical, the enchantment merely helps to steady the bow while aimed.

When a target is slain or destroyed, the bow wielder can select a new target as a free action.

Material Component: A feather from a bird of prey, rubbed against the bowstring.

Felb's Weighty Arrow

Transmutation
Level: Sor/Wiz 5
Components: V, S, M

Casting Time: 1 minute
Range: Touch
Target: Two weighty arrows/level
Duration: One day
Saving Throw: None (object)
Spell Resistance: No (object)
Submitter: Ian Cheesman
<apo_newanda@yahoo.com>
Submitter ID: 070

The arrow imbued with *Felb's weighty arrow* does not change when the spell is cast, but when it is shot by a bow and hits a solid target, the effects of this spell become clear.

Upon striking solid object the arrowhead gains weight, becoming 5 lbs. heavier per caster level above 10th level. Anyone hit by a weighty arrow must make a Fortitude save at DC of 20 or be knocked down by the weight and stunned for 3d4 rounds. A successful save still leaves the target stunned for 1d4 rounds. There are also modifiers to the save for the size of the target and weight of the arrow as shown on the following table.

Target Size	Affect
Tiny and smaller	automatic knockdown
Small	-6
Medium	-3
Large	No adjustment
Huge	+3
Gargantuan and bigger	+6

Arrow Weight	Affect
0-20 lbs.	no adjustment
21-40 lbs.	-2
41 lbs. and up	-4

Material Components: The arrow to be affected and a small piece of loadstone.

Fickle Finger of Fate

Enchantment
Level: Brd 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 minutes/level
Saving Throw: Will halves effects and duration

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Spell Resistance: Yes

Submitter: Hal R. Greenberg

<daerk_one@yahoo.com>

Submitter ID: 008

This spell makes one creature either have a +2 on all attacks and saving throws or -2 on all attacks and saving throws depending on your attitude. Roll d20: on a roll of 1-10 it is a -2; on 11-20 it is a +2. The Charisma modifier is added to or subtracted from roll. You must decide this before rolling the d20. Thus you have some influence over fate.

Material Components: A locket of hair from a fickle child and a gem worth 10 gp for the bonus, or paste for the penalty.

Fire Burst

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Submitter: Tomas Carl Abraham

<skyfox@telia.com>

Submitter ID: 009

This spell creates a spread of flame that deals 1d6 points of fire damage per two caster levels (maximum 5d6) to every creature within a 15-ft. radius. It can set fire to combustibles in the area. You can create the fiery burst in any location you can see clearly (no more than 50% cover or concealment).

Material Component: A piece of charcoal.

Fire Puff

Evocation [Fire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Submitter: Tomas Carl Abraham

<skyfox@telia.com>

Submitter ID: 009

Upon making a successful ranged touch attack you deal 1d6 fire damage per caster level (maximum 5d6) to one creature.

Flaming Goo

Conjuration (Creation) [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: A patch of flaming goo

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Submitter: Tomas Carl Abraham

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Submitter ID: 009

You create a glob of incendiary goo and hurl it at a point in range.

This spell can have two different effects; you can either aim for a target as a ranged touch attack, or you can splatter the goo over an area. In either case, it causes 2d6 fire damage per round.

If you aim for a particular target, make a ranged touch attack. On a miss, the missile scatters 1d6+1 feet in a random direction and spreads out from there as if you had chosen the splatter effect (see below). On a hit, the target is allowed a Reflex save to get rid of the goo before it causes damage. A new save is allowed each round, and any successful save gets rid of the goo (negating the spell). The fire automatically goes out when the duration ends.

A creature on fire may automatically extinguish the flames by jumping into enough water to douse itself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like (a full-round action) permits the creature another save with a +4 bonus.

If you choose the splatter effect (or scatter due to a missed attack roll), the goo expands to a 5-ft. radius spread, causing damage to targets standing in or moving into the area for each round of the spell's duration.

Material Component: A gooey ball of tar and sawdust.

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Flaming Missile

Transmutation [Fire]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: One diminutive combustible

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Submitter: Tomas Carl Abraham

<skyfox@telia.com>

Submitter ID: 009

This spell ignites a diminutive combustible object you are holding, such as a dry rag or pinecone, turning into a flaming missile. You immediately hurl this missile at a target as a ranged touch attack with a base range of 10 ft. (with a maximum range of 50 ft.), causing 1d6 fire damage per two caster levels (maximum 10d6), with no saving throw.

Targets with flammable clothes or body parts (such as fur) risk being set on fire. They are allowed a Reflex saving throw to avoid this fate. If a creature's clothes or fur catch fire, it takes 1d6 points of damage immediately. In each subsequent round, the burning creature must make another Reflex saving throw. Failure means it takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once it succeeds at its saving throw, it's no longer on fire.)

A creature on fire may automatically extinguish the flames by jumping into enough water to douse itself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like (a full-round action) permits the creature another save with a +4 bonus.

This spell requires you to have a combustible object to turn into a missile, but this is not strictly a material component. In most cases, this is the same thing, but the combustible needed for this spell is easier to improvise; you can use dry clothes or even a lock of hair in a pinch. If you have a suitable object in your material component pouch, readying it is a part of the spellcasting action, just as if it was a standard material component.

Freeze Bolt

Conjuration (Creation) [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: One arrow of cold

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Submitter: Francisco A. Sucre

<swordsman1612@mydeja.com>

Submitter ID: 021

You create an arrow of pure ice that strikes a target of your choosing. You must succeed at a ranged touch attack to hit. A successful hit deals 5d6 points of damage. A successful hit also leaves the target frozen and numb, effectively slowing the target for 1-round/2 levels as per the spell *slow* (Fort save negates this effect).

Material Components: A pearl and some diamond dust, each worth at least 30 gp.

Ignite

Transmutation [Fire]

Level: Drd 1, Sor/Wiz 1

Components: V

Casting Time: 1 action

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

Effect: One creature

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Submitter: Tomas Carl Abraham

<skyfox@telia.com>

Submitter ID: 009

Flammable objects or targets with flammable clothes or body parts (such as fur) are set on fire by this spell. The spell inflicts 1d6 damage on the round it is cast, and may start a fire that inflicts continuing damage. Targets lacking flammable parts only suffer damage once, and the spell does not work where natural fire would not be possible (such as underwater).

A flammable object, like dry cloth, wood or leather, takes 1d6 fire damage for each round it is aflame. It may not use its Hardness to resist this damage. Such an object will continue to burn and take damage each round until a 111 is rolled for damage, or until the flames are extinguished by a creature taking a full round action, or until soaked in water or subject to cold damage.

When a creature's clothes or fur catch fire, it takes 1d6 points of damage immediately. In each

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subsequent round, the burning creature must make another Reflex saving throw (DC 15). Failure means it takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once it succeeds at its saving throw, it's no longer on fire.) A creature on fire may automatically extinguish the flames by jumping into enough water to douse itself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like (a full-round action) permits the creature another save with a +4 bonus.

Lesser Gate

Conjuration (Creation)

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Submitter: Ricardo Gladwell

<ricardo.gladwell@btinternet.com>

Submitter ID: 105

Casting a *lesser gate* spell creates an inter-dimensional connection between the character's plane of existence and the plane desired, allowing travel between the planes in either direction. The character may hold the lesser gate open only for a brief time (no more than 1d4+1 rounds) and must concentrate on doing so or sever the interplanar connection. You cannot, however, call a particular individual or type of being through a lesser gate, but otherwise a *lesser gate* spell functions exactly like a *gate* spell.

Lightning Arrow

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: One arrow of electricity

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Submitter: Francisco A. Sucre

<swordsman1612@mydeja.com>

Submitter ID: 021

You create an arrow of pure electricity that strikes a target of your choosing. Upon a successful ranged touch attack the target takes 1d6 points of electrical damage per every 2 caster levels above 1st (2d6 at 3rd level, etc.) to a maximum of 5d6 at 9th level.

Material Component: A crystal or gem worth at least 10 gp.

Mask Scent

Transmutation

Level: Brd 2, Clr 2, Drd 2, Rgr 2

Components: V, S

Casting Time: 1 action

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

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 minute/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

Submitter: Scott C. Metzger

<YoYoDyne@webweaver.zzn.com>

Submitter ID: 036

Upon the casting of this spell, complete lack of smell prevails in the affected area. All scent is stopped, smelling is impossible, no scent whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use SR, if any. Items in a creature's possession or magic items that emit smell receive saves and SR, and unattended objects and points in space do not.

Metamagic Sphere

Transmutation

Level: Sor/Wiz 9

Components: V, S, M, F

Casting Time: 1 minute

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

Target: Caster only

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Submitter: Francisco A. Sucre

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<swordsman1612@mydeja.com>

Submitter ID: 021

You create a sphere of pure magical energy that surrounds you. The sphere grants the ability to affect 20 spell levels of other spell caster's spells with one or more metamagic feats as a free action while the sphere is up. These levels are spent according to the spell slot that the modified spell would consume.

For example a *fireball* heightened to a 6th level would drain 6 spell levels to the sphere, since it takes a 6th level slot to normally cast such a spell.

While inside the sphere you automatically know which metamagic feats (if any) are enhancing any given spell. You may only enhance spells with metamagic feats that you have acquired and may not enhance a spell twice with the same feat. After you have affected 20 spell levels, the sphere is discharged. You may affect as many spells as you wish per round.

For example, you may enlarge a sorcerer's *fireball* (4 levels), then maximize a cleric's *cure critical wounds* (7 levels). Next round, you may extend the sorcerer's *summon monster V* (6 levels), at this point, trying to maximize a level 1 spell would fail since it requires 4 levels, but there are only 3 remaining. But the 3 levels would be enough to grant the sorcerer still and silent modifications to his *summon monster I* spell.

Material Component: A diamond worth at least 3,000 gp.

Focus: A sphere of mithral weighing at least 2 lbs. at a cost of 500 gp/lb.

Minor Gate

Conjuration (Creation)

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 minute

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Submitter: Ricardo Gladwell

<ricardo.gladwell@btinternet.com>

Submitter ID: 105

A *minor gate* spell functions exactly like a lesser gate spell except it only allows you to create an inter-dimensional connection between the

character's plane of existence and another minor plane, such as an alternative material plane, a pseudo-plane or a sub-plane attached to the character's plane of existence.

Omar's Sand Cone

Evocation

Level: Drd 5, Sor/Wiz 4

Components: V, S, M

Casting time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Submitter: Spencer Cooley

<the_sigil@dndcommunitycouncil.org>

Submitter ID: 050

The spell manifests as a blasting, raging cone of sand that springs from the caster's outstretched hand in a cone to the maximum range of the spell. All creatures within the cone take 1d6 points of abrasion damage per level of the caster (maximum 10d6). Creatures with the earth mastery special quality take no damage from this spell.

Material Component: A pinch of sand, held in your hand and flung in the direction that the cone is to be called forth.

Piercer Arrow

Conjuration (Creation) [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Effect: One arrow of force

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

Submitter: Francisco A. Sucre

<swordsman1612@mydeja.com>

Submitter ID: 021

You create an arrow of pure force that strikes a target of your choosing. You must succeed at a ranged touch attack to hit. A successful hit deals 4d8 points of damage, plus an additional 1d8 points of damage for each caster level above 11th level. (Maximum of 10d8 at 17th level). A Reflex save

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allows for half damage. The spell grants a bonus to the your roll to defeat the target's SR equal to his own caster level. This bonus overlaps (does not stack with) any other bonus granted by feats or abilities.

Example: An 11th-level wizard casts *piercing arrow* against a target with SR 32. Thus to overcome this SR, he has a bonus of 11 from his caster level and 11 more from the spell's bonus for an effective bonus of 22. He must roll 10 or higher on 1d20 to overcome his target's spell resistance.

Material Component: Powder made from a gem worth at least 100 gp.

Preserve Food and Drink

Transmutation

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

Components: V, S, M

Casting Time: 1 action

Range: 10 feet

Area: 1 cu. ft./level of food and liquid

Duration: 1 week + 1 day per level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Submitter: Nikolaos K. Tsouhlarakis

<niko718@yahoo.com>

Submitter ID: 005

This spell makes perishable food and liquids suitable for eating and drinking maintain their current freshness for the duration of the spell. This spell prevents subsequent natural decay or spoilage as it places this food in a form similar to suspended animation. It does not purify any food or liquid that was already contaminated, spoiled, rotten or poisoned. This spell has no effect on creatures of any type or on magic potions.

Material Component: A pinch of salt.

Note: Water or any other liquids weighs about 8 pounds per gallon. One cubic foot of liquid contains roughly 8 gallons and weighs about 60 pounds.

Ray of Fire

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Submitter: Tomas Carl Abraham

<skyfox@telia.com>

Submitter ID: 009

A searing ray of fire shoots from your finger, dealing 1d6 fire damage per caster level (maximum 5d6) on a successful ranged touch attack.

Suyt's Relative Spatial Lock

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Targets: Two non-living objects

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Submitter: Paul Bartlett

<paul_ahb@hotmail.com>

Submitter ID: 049

When casting this spell, you apply a small amount of honey to each hand, casts the spell and then touches 2 objects simultaneously. This results in the 2 objects locked together by an invisible, insubstantial, but extremely strong connection. This connection is as strong as DC 40 if an attempt is made to pull them apart. To separate objects requires a strength DC check at 40. Each object must make a fort save or be damaged.

This spell effectively glues 2 objects' relative positions together. This means that if one object were higher than the other was at the time the spell was cast, then it would always be so. Placing the lower object on the ground will result in the higher object apparently float in the air. Casting the spell on an item that is in the possession of an unwilling creature requires the caster to make a touch attack against that creature.

A common casting of this spell may place an object relative to a large boulder effectively locking it in place. Other imaginative castings may be to connect someone's underpants to a portcullis before raising it. Imagine a sheet of paper being connected to a large boulder by this spell. The "glue" which connects the paper to the boulder is only applied to the points that the caster touched during the casting. If the boulder is moved then the paper will flutter along with it, but if someone attempts to move the

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paper, then they will create a tear around the glued portion of it.

Material Component: A small amount of honey.

Thunderclap Arrow

Conjuration (Creation) [Sonic]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: One arrow of sonic

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Submitter: Francisco A. Sucre

<swordsman1612@my-deja.com>

Submitter ID: 021

You create an arrow of pure arcane energy that strikes a target of your choosing and hits him with sonic waves. You must succeed at a ranged touch attack to hit. A successful hit deals 4d6 points of damage. The *thunderclap arrow* leaves the target deaf for 1d4 rounds unless he succeeds at a Will save.

Material Components: A small non-metallic mirror and a piece of glass.

Spell Statistics

Total: 27 Spells (27 new, 0 updated)

Bard: 2 Spells (2 new)

0-Level: 0 Spells (0 new, 0 Updated)
1st-Level: 0 Spells (0 new, 0 Updated)
2nd-Level: 1 Spells (1 new, 0 Updated)
3rd-Level: 0 Spells (0 new, 0 Updated)
4th-Level: 1 Spells (1 new, 0 Updated)
5th-Level: 0 Spells (0 new, 0 Updated)
6th-Level: 0 Spells (0 new, 0 Updated)

Cleric: 5 Spells (5 new)

0-Level: 0 Spells (0 new, 0 Updated)
1st-Level: 1 Spells (1 new, 0 Updated)
2nd-Level: 2 Spells (2 new, 0 Updated)
3rd-Level: 0 Spells (0 new, 0 Updated)
4th-Level: 0 Spells (0 new, 0 Updated)
5th-Level: 0 Spells (0 new, 0 Updated)
6th-Level: 1 Spells (0 new, 0 Updated)
7th-Level: 0 Spells (0 new, 0 Updated)
8th-Level: 1 Spells (1 new, 0 Updated)
9th-Level: 0 Spells (0 new, 0 Updated)

Druid: 4 Spells (4 new)

0-Level: 0 Spells (0 new, 0 Updated)
1st-Level: 2 Spells (2 new, 0 Updated)
2nd-Level: 1 Spells (1 new, 0 Updated)
3rd-Level: 0 Spells (0 new, 0 Updated)
4th-Level: 0 Spells (0 new, 0 Updated)
5th-Level: 1 Spells (0 new, 0 Updated)
6th-Level: 0 Spells (0 new, 0 Updated)
7th-Level: 0 Spells (0 new, 0 Updated)
8th-Level: 0 Spells (0 new, 0 Updated)
9th-Level: 0 Spells (0 new, 0 Updated)

Paladin: 1 Spell (1 new, 0 Updated)

1st-Level: 0 Spells (0 new, 0 Updated)
2nd-Level: 1 Spells (1 new, 0 Updated)
3rd-Level: 0 Spells (0 new, 0 Updated)
4th-Level: 0 Spells (0 new, 0 Updated)

Ranger: 1 Spell (1 new, 0 Updated)

1st-Level: 0 Spells (0 new, 0 Updated)
2nd-Level: 1 Spells (1 new, 0 Updated)
3rd-Level: 0 Spells (0 new, 0 Updated)
4th-Level: 0 Spells (0 new, 0 Updated)

Sorcerer/Wizard: 25 Spells (25 new, 0 Updated)

0-Level: 0 Spells (0 new, 0 Updated)
1st-Level: 6 Spells (6 new, 0 Updated)
2nd-Level: 5 Spells (5 new, 0 Updated)
3rd-Level: 2 Spells (2 new, 0 Updated)
4th-Level: 3 Spells (3 new, 0 Updated)
5th-Level: 3 Spells (3 new, 0 Updated)
6th-Level: 3 Spells (3 new, 0 Updated)
7th-Level: 1 Spells (1 new, 0 Updated)
8th-Level: 1 Spells (1 new, 0 Updated)
9th-Level: 1 Spells (1 new, 0 Updated)

New spells this release (27): *Detect Curse, Elemental Aura, Elemental Sagitta, Felb's Armorless Arrow, Felb's Bedtime Arrow, Felb's Dissolving Arrow, Felb's Fire Arrow, Felb's Targeter, Felb's Weighty Arrow, Fickle Finger of Fate, Fire Burst, Fire Puff, Flaming Goo, Flaming Missile, Freeze Bolt, Ignite, Lesser Gate, Lightning Arrow, Mask Scent, Metamagic Sphere, Minor Gate, Omar's Sand Cone, Piercer Arrow, Preserve Food and Drink, Ray of Fire, Suyt's Relative Spacial Lock, Thunderclap Arrow.*

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