

# Emerald Spire 1- The Tower Ruins Spells

## Skizzertz (Goblin Cleric of Lamashtu)

### Bleed (DC 12)

**School** necromancy; **Level** cleric 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw:** Will negates; **Spell Resistance:** yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### Bless

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 50 ft.

**Area** The caster and all allies within a 50-ft. burst, centered on the caster

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *bane*.

### Cause Fear (DC 13)

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** Will partial; **Spell Resistance** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6

or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

### Command (DC 13)

**School** enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

*Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

*Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

*Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Halt:* The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

### Detect Magic

### Detect Poison

## **Enlarge Person (DC 13)**

**School** transmutation; **Level** sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

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

**Target** one humanoid creature

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

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

## **Resistance**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

**CLW Wand 20 charges (1d8+1)**