Acid Splash	Sorcerer 0

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect : One missile of acid
Duration: Instantaneous
Save: None
Resistance : No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark	Sorcerer 0

School: Universal
Components: V, S
Casting Time : 1 action
Range: Touch
Effect : One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Save: None
Resistance : No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing , a *gem of seeing* , or a *robe of eyes* likewise allows the user to see an invisible *arcane mark.* A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Detect Magic	Sorcerer 0

School: Divination
Components: V, S
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance : No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round : Presence or absence of magical auras.
2nd Round : Number of different magical auras and the power of the most potent aura.
3rd Round : The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura eminates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength : An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura
Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Poison	Sorcerer 0

School: Divination
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
Resistance : No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Ghost Sound   Sorcerer 0

School: Illusion (Figment)
Components: V, S, M (a bit of wool or a small lump of wax)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Save: DC 13 Will disbelief
Resistance: No
   Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

   Ghost sound can enhance the effectiveness of a silent image spell.

   Ghost sound can be made permanent with a permanency spell.

Light   Sorcerer 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time : 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No
   This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

   Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mage Hand   Sorcerer 0

School: Transmutation
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No
   You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Prestidigitation   Sorcerer 0

School: Universal
Components: V, S
Casting Time : 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: DC 13 See text
Resistance: No
   Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

   Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Read Magic   Sorcerer 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time : 1 action
Range: Personal
Target: You
Duration: 10 min./level
   You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

   Read magic can be made permanent with a permanency spell.

Alarm   Sorcerer 1

School: Abjuration
Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 2 hours/level (D)
Save: None
Resistance: No
    Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

    Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

    Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

    Alarm can be made permanent with a permanency spell.

Charm Person   Sorcerer 1

School: Enchantment / Wood Elemental (Charm) [Mind-Affecting]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Save: DC 14 Will negates
Resistance: Yes
    This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

    The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Hold Portal   Sorcerer 1

School: Abjuration
Components: V
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Target: One portal, up to 20 sq. ft./level
Duration: 1 min./level (D)
Save: None
Resistance: No
    This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell. Add 5 to the normal DC for forcing open a portal affected by this spell.

Mage Armor   Sorcerer 1

School: Conjuration (Creation) [Force]
Components: V, S, F (a piece of cured leather)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Save: Will negates (harmless)
Resistance: No
    An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Missile   Sorcerer 1

School: Evocation [Force]
Components: V, S
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Target: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Save: None
Resistance: Yes
    A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

True Strike   Sorcerer 1

School: Divination / Void Elemental
Components: V, F (small wooden replica of an archery target)
Casting Time : 1 action
Range: Personal
Target: You
Duration: See text
    You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Arcane Lock   Sorcerer 2

School: Abjuration
Components: V, S, M (gold dust worth 25 gp)
Casting Time : 1 action
Range: Touch
Target: Door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Save: None
Resistance: No
    An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A *knock* spell does not remove an *arcane lock;* it only suppresses the effect for 10 minutes.

Blur   Sorcerer 2

School: Illusion (Glamer)
Components: V
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless)

   The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

False Life   Sorcerer 2

School: Necromancy
Components: V, S, M (a drop of blood)
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged; see text

   You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Invisibility   Sorcerer 2

School: Illusion / Void Elemental (Glamer)
Components: V, S, M/DF (an eyelash encased in gum arabic)
Casting Time : 1 action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lbs. /level
Duration: 1 min./level (D)
Save: Will negates (harmless) or Will negates (harmless, object)
Resistance: Yes (harmless) or yes (harmless, object)

   The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

   Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

   Of course, the subject is not magically silenced   , and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as   *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

   Invisibility can be made permanent (on objects only) with a *permanency* spell.

See Invisibility   Sorcerer 2

School: Divination / Void Elemental
Components: V, S, M (talc and powdered silver)
Casting Time : 1 action
Range: Personal
Target: You
Duration: 10 min./level (D)

   You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

   See invisibility can be made permanent with a permanency spell.

Web   Sorcerer 2

School: Conjuration / Wood Elemental (Creation)
Components: V, S, M (spider web)
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 min./level (D)
Save: DC 15 Reflex negates; see text
Resistance: No

   Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

   Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Clairaudience/Clairvoyance   Sorcerer 3

School: Divination / Void Elemental (Scrying)
Components: V, S, F/DF (a small horn or a glass eye)
Casting Time : 10 minutes
Range: Long (400 + 40 ft./level)
Effect: Magical sensor
Duration: 1 min./level (D)
Save: None
Resistance: No

   Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Displacement   Sorcerer 3

School: Illusion (Glamer)
Components: V, M (a small loop of leather)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless)

   The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Fireball   Sorcerer 3

School: Evocation / Fire Elemental [Fire]
Components: V, S, M (a ball of bat guano and sulfur)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Save: DC 16 Reflex half
Resistance: Yes

   A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Lightning Bolt   Sorcerer 3

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S, M (fur and a glass rod)
Casting Time : 1 action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Save: DC 16 Reflex half
Resistance: Yes

   You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Protection from Energy   Sorcerer 3

School: Abjuration / All Elements
Components: V, S, DF
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Save: Fortitude negates (harmless)
Resistance: Yes (harmless)

   Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

   Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Bestow Curse   Sorcerer 4

School: Necromancy
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Save: DC 17 Will negates
Resistance: Yes

   You place a curse on the subject. Choose one of the following.

   • - 6 decrease to an ability score (minimum 1).
   • - 4 penalty on attack rolls, saves, ability checks, and skill checks.
   • Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

   You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

   Bestow curse counters remove curse.

Fire Shield
Sorcerer 4

School: Evocation / Fire Elemental [Cold, Fire]
Components: V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield)
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Freedom of Movement
Sorcerer 4

School: Abjuration
Components: V, S, M, DF (a leather strip bound to the target)
Casting Time : 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Ice Storm
Sorcerer 4

School: Evocation / Water Elemental [Cold]
Components: V, S, M/DF (dust and water)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: 1 round/level (D)
Save: None
Resistance: Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Break Enchantment
Sorcerer 5

School: Abjuration
Components: V, S
Casting Time : 1 minute
Range: Close (25 + 5 ft./2 levels)
Target: Up to one creature per level, all within 30 ft. of each other
Duration: Instantaneous
Save: DC 18 See text
Resistance: No

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel magic* or *stone to flesh*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Telepathic Bond
Sorcerer 5

School: Divination / Void Elemental / Wood Elemental
Components: V, S, M (two eggshells from two different creatures)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Save: None
Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Teleport   Sorcerer 5

School: Conjuration / Void Elemental (Teleportation)
Components: V
Casting Time : 1 action
Range: Personal Touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Save: None and Will negates (object)
Resistance : No and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap
Very familiar - 01-97 - 98-99 - 100 - -
Studied carefully - 01-94 - 95-97 - 98-99 - 100
Seen casually - 01-88 - 89-94 - 95-98 - 99-100
Viewed once - 01-76 - 77-88 - 89-96 - 97-100
False destination - - - - - 81-92 - 93-100