

## 2-18 The Forbidden Furnace of Forgotten Koor Moukadeem Spells/Abilities

### Create Water

**School** conjuration (creation) [water];

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** up to 2 gallons of water/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

*Note:* Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Invisibility

**School** illusion (glamer);

**Casting Time** 1 standard action

**Components** V, S, M/DF (an eyelash encased in gum arabic)

**Range** personal or touch

**Target** you or a creature or object weighing no more than 100 lbs./level

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

**Saving Throw** **Will** negates (harmless) or **Will** negates (harmless, object); **Spell 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.

### Plane Shift

**School** conjuration (teleportation);

**Casting Time** 1 standard action

**Components** V, S, F (a forked metal rod attuned to the plane of travel)

**Range** touch

**Target** creature touched, or up to eight willing creatures joining hands

**Duration** instantaneous

**Saving Throw** [Will](#) negates; [Spell Resistance](#) yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the [plane shift](#) at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. [Plane shift](#) transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting [plane shift](#) again).

## Control Water

**School** transmutation [water];

**Casting Time** 1 standard action

**Components** V, S, M/DF (a pinch of dust for *lower water* or a drop of water for *raise water*)

**Range** long (400 ft. + 40 ft./level)

**Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

**Duration** 10 min./level (D)

**Saving Throw** none; see text; [Spell Resistance](#) no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

*Lower Water:* This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a [slow](#) spell ([Will](#) negates). The spell has no effect on other creatures.

*Raise Water:* This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

## Gaseous Form

**School** transmutation;

**Casting Time** 1 standard action

**Components** S, M/DF (a bit of gauze and a wisp of smoke)

**Range** touch

**Target** willing corporeal creature touched

**Duration** 2 min./level (D)

**Saving Throw** none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, [Dexterity](#), deflection bonuses, and armor bonuses from force effects still apply. The subject gains [DR](#) 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

## Obscuring Mist

**School** conjuration (creation);

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

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

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including [darkvision](#), beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a [gust of wind](#) spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A [fireball](#), [flame strike](#), or similar spell burns away the fog in the explosive or fiery spell's area. A [wall of fire](#) burns away the fog in the area into which it deals damage.

This spell does not function underwater.

## Water Breathing

**School** transmutation;

**Casting Time** 1 standard action

**Components** V, S, M/DF (short reed or piece of straw)

**Range** touch

**Target** living creatures touched

**Duration** 2 hours/level; see text

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

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

**See Invisibility****School** divination;**Casting Time** 1 standard action**Components** V, S, M (talc and powdered silver)**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.

**Persistent Image****School** illusion (figment);**Duration** 1 min./level (D)

This spell functions like [silent image](#), except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

## Tier 10-11

### Cone of Cold

**School** evocation [cold];

**Casting Time** 1 standard action

**Components** V, S, M (a small crystal or glass cone)

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** [Reflex](#) half; [Spell Resistance](#) yes

*Cone of cold* creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

### Create Food and Water

**School** conjuration (creation);

**Casting Time** 10 minutes

**Components** V, S

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

**Effect** food and water to sustain three humans or one horse/level for 24 hours

**Duration** 24 hours; see text

**Saving Throw** none; [Spell Resistance](#) no

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

### Elemental Swarm

**School** conjuration (summoning) [see text];

**Casting Time** 10 minutes

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** two or more summoned creatures, no two of which can be more than 30 ft. apart

**Duration** 10 min./level (D)

**Saving Throw** none; [Spell Resistance](#) no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

## **Ice Storm**

**School** evocation [cold];

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell 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).