

Craft Fourth Level Spells

Anti-Animal Shell (Abjuration)

Level: 4
Range: 0
Components: V, S
Duration: 10 minutes/level
Casting Time: 1 Action
Area of Effect: 15' radius hemisphere
Saving Throw: None
Spell Resistance: Yes

The *anti-animal shell* creates an invisible, mobile barrier that keeps out natural non-sentient creatures of any type. The barrier effects all normal or giant animals of animal intelligence or less. Monsters or sentient creatures are not affected. Any attempt to trap animals with the barrier will shatter it. The creatures must have an avenue of escape.

Aura of Fear (Conjuration/Summoning)

Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Aura of fear, empowers a single creature touched to radiate a personal aura of fear out to a 30-foot radius, at will, up to four times. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used four times, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component is the tail feathers of a vulture or chicken.

Circle of Privacy (Alteration)

Level: 4
Range: Special
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 100 sqyds + 2 sqyds/level
Saving Throw: None
Spell Resistance: No

This spell helps discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt or flour at the edge of the area of effect. For the duration of the spell all sounds and scents generated within the circle will not cross the circle. This makes the camp less noticeable, reducing the chance of encounter by 75%. This spell can be used in conjunction with *night wards* or *greater night wards*. The spell provides no protection from visual sighting or magical scrying.

Compulsive Order (Enchantment/Charm)

Level: 4
Range: 100'
Components: V, S, M
Duration: Permanent
Casting Time: 1 Action
Area of Effect: One creature
Saving Throw: Will Partial (see text)
Spell Resistance: Yes

This spell requires a ranged touch attack. The victim of *compulsive order* is compelled to place everything he encounters into perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver, gold, copper, etc. He is reluctant to enter a dungeon because it is a messy place, but once inside, he is obsessed with cleaning it. A character under the power of this spell will sweep dirt from dungeon floors into neat piles, arrange corpses of defeated foes according to size, dash forward to remove a bit of lint on clothing, and insist that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a character's abilities, the overwhelming desire for order impairs the character's usefulness in most adventures.

When a character afflicted by this spell attempts to undertake a new event, the player must rationalize the action on the basis of his compulsion for order. Thus the character cannot simply attack a goblin; he must announce a condition such as attacking the tallest goblin and fighting his way down according to size. Once stated, the character must follow through with his plan.

If the player cannot conceive a rationale for his character's behavior, the character is forced to delay his actions for 1d6 rounds, with the time spent in preparation for the subsequent action. The character spends time reorganizing spell components, deciding how to hold his sword, cleaning his weapon, etc. The spell will not prevent him from defense if attacked, but he won't be at all happy with the hurried affair.

Anyone affected by *compulsive order* may become violent if he is prevented from being neat. He will do what he must to make the world around him more orderly. If he is allowed to organize his surroundings, he will quickly calm down again. The victim will constantly petition the people around him to be neat and organized.

The victim is allowed a saving throw vs Will to avoid the greater effects of the spell. Those that make the save are affected as with *aslow spwell* for 1 round per level of the caster as they seek to find order in the chaos. They can still move at full speed, but only to run. They will otherwise blow one action a round dithering. *compulsive order* can be removed with a *dispel magic* spell.

There is a chance that the effect of the spell will linger even after removed. After a month under the compulsion the character must roll a save to avoid permanent effects to his personality. The base chance that the spell will leave lingering effects is a DC 10 Will save. Each additional month under the spell adds +1 to the DC. Should the character fail this save one of two results will occur. When the spell is removed, they will despise order in every way, or have come to like being neat and tidy. The player should decide to which extreme his character will tend.

The material component is a perfect cube of metal.

Craft Fourth Level

Control Temperature (Alteration)

Level: 4
Range: 0
Components: V, S
Duration: 4 turns + 1 turn/level
Casting Time: 1 Action
Area of Effect: 10 foot radius
Saving Throw: None
Spell Resistance: No

The temperature surrounding the caster can be altered by 10 degrees Fahrenheit, either upward or downward, per level of the caster. A tenth level caster could raise or lower the temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of White Dragon breath), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack the spell immediately collapses.

Cure Moderate Wounds (Necromancy)

Level: 4
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the caster heals 2d8+1 per level of the caster (max +10) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Dimensional Anchor (Abjuration)

Level: 4
Range: Medium (100 ft. + 10 ft./level)
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

A blue ray springs from the caster's outstretched hand. They must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering sapphire field that completely blocks extra-dimensional travel. The forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or

teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dispel Charm (Alteration)

Level: 4
Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: One creature
Saving Throw: Special
Spell Resistance: No

This spell will dispel the effect of any *charm person*, *charm monster*, *friends*, *suggestion*, *seduction*, or like spell. The former victim will be aware that the charm was used on them, and who cast the charm on them. Enchantment charm spells do not get a save against this spell unless of a higher level. Then they save at -4 to their roll.

Divination (Divination)

Level: 4
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In any case the information will be useless if not acted upon as planned. A change of plan will shift the alignment of the possible, rendering the given future unreachable.

The base chance for a correct divination is 60% plus 1% for each experience level of the caster. No better than 90% can be attained regardless of the caster's level. If the dice roll is failed the caster knows that the spell has failed, unless specific magic yielding false results is at work.

The material component is incense burned at the time of casting, a brazier purified to the purpose of magic, and the lots (the last two are not consumed in the spell).



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Emotion (Enchantment/Charm)

Level: 4
Range: 30'/level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 20-foot cube
Saving Throw: Will Negate
Spell Resistance: Yes

When this spell is cast the practitioner can create a single emotional reaction in the subject creatures. The following are typical:

1. *Courage*: This emotion causes the creatures affected to become berserk, fighting with a +2 bonus to attack & damage dice, and temporarily gaining 5 hit points. The recipients fight without shields, and regardless of life, never checking morale. This spell counters, and is countered by *Fear*.
2. *Fear*: The affected creatures flee in panic for 2d4 rounds. It counters, and is countered by *Courage*.
3. *Friendship*: The affected creatures react more positively (e.g. tolerance becomes goodwill). Its counter is *Hate*.
4. *Happiness*: This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. Its counter is *Sadness*.
5. *Hate*: The affected creatures react more negatively, e.g. tolerance becomes negative neutrality. Its counter is *Friendship*.
6. *Hope*: The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage causes by +2. Its counter is *Hopelessness*.
7. *Hopelessness*: The affected creatures submits to the demands of any opponent: surrender, get out, etc. Otherwise the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. Its counter is *Hope*.
8. *Sadness*: This creates unhappiness and a tendency toward maudlin introspection. This emotion increases chances of being surprised by +1 and takes -1 to initiative rolls. Its counter is *Happiness*.

All creatures in the area of effect at the instant the spell is cast are affected unless successful saving throws vs. Will are made. The spell lasts as long as the practitioner continues to concentrate on projecting the chosen emotion.

Fire Purge (Abjuration)

Level: 4
Range: 10 yards/level
Components: V, S,
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 100 sqft +10 sqft/level
Saving Throw: None
Spell Resistance: No

An area enchanted with *fire purge* is protected against all types of normal and magical fires. No fire can burn in the area of effect. Fire that enters the affected area will go out, including magical fires such as Dragon breath, Phoenix fire, and *fireball*. The heat of immolating creatures, or the dragon breath, will not decrease in the *fire purge*, but combustion is not possible. All creatures in the area of a fire purge gain a damage resistance 10 to

fire/heat as long as they are in the area of effect. *Fire purge* will put out fires the area of effect when the spell is cast.

The material component of the spell is flour or salt that must be spread on the edge of the area to be enchanted during the casting. This forms the border of the area of effect.

Free Action (Abjuration, Enchantment)

Level: 4
Range: Touch
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow *water breathing* without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, which disintegrates when the spell expires.

Hallucinatory Forest (Illusion/Phantasm)

Level: 4
Range: 240'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 40-ft. sq./level
Saving Throw: None
Spell Resistance: No

A hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands, as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants, recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 240 feet away from the caster.



Craft Fourth Level

Hide Object (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: Eight hours
Casting Time: 1 action
Area of Effect: One object
Saving Throw: None
Spell Resistance: No

This spell hides one object from scrying attempts such as *clairvoyance*, crystal ball or *locate object* for up to eight hours. Psionic finders are also blocked by the *hide object* spell. The object is still visible and can be searched for in a normal fashion.

Invisible Forest (Illusion/Phantasm)

Level: 4
Range: 0
Components: V, S
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 1 half acre/level
Saving Throw: None

The practitioner causes an area of terrain to appear totally barren. All plants, lose rock open water, and indigenous animals will become invisible within the area of effect. Structures built with living materials, and in harmony with their surroundings (Elven tree houses, a sod cottage, hobbit holes, etc.) will also be rendered invisible along with their contents. Other structures that are not built to be in harmony with the natural terrain will not become invisible. Those creatures indigenous to the area will see everything as it is as will the caster. The practitioner can also specify one other person or creature per level to also be included in the spell. Creatures that attack while invisible will lose the effect of invisibility, but will still see the terrain as it is.

Under no condition is anything in the area of effect non-existent. Trees remain just as solid, water as deep and wet as before rocks remain right where they are. Indigenous living creatures that leave or enter the area of effect will lose or gain the invisibility as they leave or enter the area of effect.

Legend Lore (Divination)

Level: 4
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This powerful divination tool allows the practitioner, and others under the right circumstances, to see past events as they happened. The past of a person, place, or object can be investigated. The conditions for each follow:

Person: The person's name must be known, or they must be present. A bowl of water or other focus must be used for the viewing. The time and place to be viewed must be stated in the spell casting (i.e. by the well, five days ago at sunset, or the hour and day of his wedding). Once cast the events will unfold in

normal time as they happened until the caster ends the spell or the duration runs out. The shadow of the past will appear to the caster only in the focus. The caster can change the point of view no more than three times per casting.

Object: The object to be investigated must be present, the time to be viewed must be stated in the casting (The time of making, when last claimed by a man). Once cast the events will unfold in normal time as they happened until the caster ends the spell or the duration runs out. The shadow of the past will appear to the caster only in the focus. The caster can change the point of view no more than three times during a casting.

Place: The spell must be cast in the place to be investigated, the time to be viewed must be stated in the casting of the spell (the last full moon here, the Ceremony of the Bear, etc.). Events will unfold as they occurred in real time. In the case of a place viewing, any other person also present can see and hear events from the past. The shadows will appear as translucent images superimposed on the present, voices and sounds will be faint but clear. One's point of view can be shifted by moving, no movement will disturb the shadows of the past.

In any case only those things that would normally be visible or audible can be seen or heard. Persons or objects that were invisible or silent will be invisible or silent in the shadows. The practitioner can view events up to ten years in the past for every level they have. Should the event that is wanted be farther in the past than the casters limit the spell is wasted.

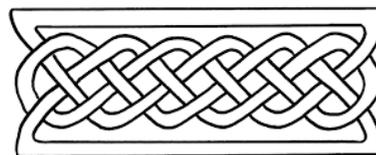
Lessor Enchantment (Alteration)

Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: 1 item
Saving Throw: None
Spell Resistance: No

This spell allow the creation of magical items of lesser power. Generally those items that contain a single spell for several uses such as wands, rods and other items. The item to contain the spell must be suitable for the spell; e.g., a dagger will not hold a spell of healing. The item may be of natural construction; i.e. a staff of normal wood, a crystal or a jewel., or it may be man made, objects of art or metal. The object must be purified, then the lessor enchantment spell cast upon it. Afterwards the spell to be contained must be cast, either by the practitioner, or another whose magic is desired. The spell is bound to the item until the charges are used. The item must be worth at least a tenth the value of the item to be created.

Things that Lessor Enchantment can create:

- Wards of 3rd level spells or lower.
- Enhancement items such as belts of strength up to +4
- Utility items such as brooms of sweeping.



Craft Fourth Level

Locate Object (Divination)

Level: 4
Range: 0
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: 60'/level
Saving Throw: None
Spell Resistance: No

This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range (i.e., 60 yards for 3rd level wizards, 80 yards for 4th, 100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as a given piece of jewelry or a kingdom's crown, requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

Obscurement (Alteration)

Level: 4
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell causes a misty vapor to arise around the caster. It persists in this locale for one turn per caster level. It reduces visibility or all types of vision to 1d4 feet, and all sounds in the area to echo and sound distant, even one's own voice. The ground area affected by the spell is a square progression bases on the caster's level; A 70'x70' area at 7th level 80'x80' at 8th level and so on. The height of the vapor is restricted to 20 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as the Magician spell *gust of wind*) can cut the duration of an *obscurement* spell by 50%.

Protection From Evil, 10' Radius (Abjuration)

Level: 4
Range: Touch
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 Action
Area of Effect: 10-ft. radius
Saving Throw: None
Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for

example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

Protection From Good, 10' Radius (Abjuration)

Level: 4
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: 10-ft. radius
Saving Throw: None
Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from good* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.



Plant Door (Alteration)

Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None

The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth, even growth of a magical nature. The plant door is open to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

Craft Fourth Level

Reflecting Pool (Divination)

Level: 4
Range: 10 yards
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than four feet per level of the caster. The effect is to create a scrying device similar to a crystal ball.

The reflecting pool spell allows the caster to scry as with the clairvoyance spell for as long as the spell duration lasts. The scrying can extend only to those planes of existence that are coexistent with or border on the Prime Material plane. Once cast the practitioner can stop concentrating on the reflecting pool to cast other spells. The location of the reflecting pool focus can be changed at will, but each change will take a full round and any other spells that require concentration will be lost.

The following spells can be cast through a *reflecting pool*; *Detect magic*, *comprehend language*, *clairaudience*, and *moment reading*. The center of the spell area of effect is the point from which the caster is viewing. No one in the viewed location will see any spell effects if they have normally visible effects.

The material component is oil extracted from nuts like Hickory or Acorns. It must be applied in three measures.

Sex Swap (Alteration)

Level: 4
Range: 90'
Components: V, S
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Fortitude Negates
Spell Resistance: Yes

This spell permanently changes the sex of the target creature to the distaff. This change is permanent and cannot be dispelled. The creature will remain much as it was other than the sexual characteristic of its species. No ability scores will change, body type (other than primary and secondary sexual characteristics) remains the same. Size will not change unless size dimorphism is present in that creature's species. A tall bony female, will become a tall bony male. A plump ugly male will become a plump ugly female. The spell does not change the creature's mental outlook. What mind they had before the spell remains as it was after. The urges of hormones will, in time, assert new patterns on the changed creature. Each in accordance with the degree that instinct rules over intelligence, or the other way around. Skills possessed before the change remain the same. No loss of expertise will be experienced, unless the skill was part of the creature's former sex.

The one skill this really applies to, sexual conquest, will suffer a -10 circumstance penalty that will decrease by 1 for each month the victim tries to get laid until it vanishes all together. Should the victim get the *sex swap* reversed (another *sex swap*) they will gain a +1 in sexual conquest for each -1 they lost as the distaff gender, a permanent circumstance bonus for experience as the distaff.

Speak With Plants (Alteration)

Level: 4
Range: 0
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 30-ft. radius
Saving Throw: None
Spell Resistance: No

When cast, a *speak with plants* spell enables the caster to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one minute for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

Stoneskin (Alteration)

Level: 4
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

The affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a **sword of sharpness** cannot affect a creature protected by *stoneskin*, nor can rock falls, catapult missiles, cannon balls, or snake strike. Magical attacks from spells such as *energyball*, *magic missile*, and so forth have their normal effect. The spell will not protect from any heat or fire, cold, lightning, gas, or acid. The spell blocks the first successful attack routine and any other attacks in the round the affected creature is first hit. I.e. the creature is protected from all the rocks in an avalanche, or four bandits knocking him down and beating on him for one round.

The spell will last until the recipient is successfully attacked, or 24 hours has past, whichever comes first.

Summon Animals 2 (Conjuration/Summoning)

Level: 4
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The caster calls up to six animals that have 8 hit dice or less or 12 animals with 4 hit dice or less, of what even sort the caster

names when the summoning is made. The animals will take 1 round to arrive. Waterborne animals can only be summoned while in the water. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned, fantastic animals or monsters cannot be summoned by this spell.

Summon Elemental (Conjuration/Summoning)

Level: 4
Range: 120'
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

There are actually four spells in the *summon elemental* spell. The practitioner is able to summon an elemental from the planes of Earth, Air, Fire, or Water, depending on the material components and wording of the spell. Summoned elementals will have 8, 12, or 16 hit dice, depending on what the caster desires.

The caster must have a good source of the element from which to summon the given elemental, a bonfire or body of water are needed to summon Fire and Water elementals. The caster must also have the proper material components for the elemental to be summoned.

The caster can order the elemental to do their bidding. The task must be something the elemental can do. This continues until the spell duration ends, or the caster sends the elemental back to its own plane.

The material component of the spell (other than the element at hand) are as follows:

Air Elemental -- burning incense
Earth Elemental -- soft clay
Fire Elemental -- sulfur or phosphorus
Water elemental -- water and sand

Summon Monster 4 (Conjuration/Summoning)

Level: 4
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 4 rounds +1 round per level
Casting Time: 1 Action
Area of Effect: One or more summoned creatures
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one creature from the 4th-level list, [1d3](#) creatures of the same kind from the 2nd-level list, or [1d4+1](#) creatures of the same kind from a lower level list.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that

cannot support them.

Tanglefoot (Alteration, Abjuration)

Level: 4
Range: 240 yards
Components: V, S
Duration: 2 turns/level
Casting Time: 1 Action
Area of Effect: 100 sqyds/level
Saving Throw: None
Spell Resistance: No

This spell temporarily makes a region of ground more difficult to cross. The effect is to slow the movement of anyone trying to move over the affected terrain. Running is impossible, at best a creature can make only half its normal walking speed. The caster's party is not effected by the spell and may move normally.

A variety of effects result from the spell depending on the terrain: grass twists around ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.

When casting this spell the practitioner must have an uninterrupted line of sight to the terrain to be affected. The practitioner can choose the shape of the area up to the maximum area of effect. Only one continuous area of *tanglefoot* can be created. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

Thief's Lament (Alteration)

Level: 4
Range: 30'/level
Components: V, S
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: 5 foot cube/level
Saving Throw: Will Negates
Spell Resistance: Yes

A thief entering an area enchanted with *thief's lament* suffers a great reduction in his thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to use any special thieving skills are made at a -8 reduction.

The spell affects a cube whose sides equal the caster's level times five feet (a 10th level caster could affect a cube 50 feet on a side).

Tree Steed (Alteration, Enchantment/Charm)

Level: 4
Range: 30'
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One log or plank
Saving Throw: None
Spell Resistance: No

This spell enchants a log of plank, or similar piece of wood to become a temporary steed. The log or plank must be at least 1 foot wide, 3 inches thick and 3 to 10 feet long. Any type of wood is suitable.

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When the spell is cast the log sprouts four horse like legs. The *tree steed* can be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of riders and gear the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw6) floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, and can be damaged by both normal and magical attacks. It has an AC 12 and 5 hit points per foot of length.

The material components are a log or plank of suitable wood and a horseshoe.

Wall of Thorns (Conjuration/Summoning)

Level: 4

Range: 240'

Components: V, S

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: One 10 foot cube/level

Saving Throw: None

Spell Resistance: No

The *wall of thorns* spell creates a barrier of very tough, pliable tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the *wall of thorns* suffers 25 points of damage, minus damage equal to the creature's AC. There are no adjustments to AC for dexterity. It takes a Strength check DC 20 to break through the wall. Any creature within the area of effect of the spell when it is cast crashes into the *wall of thorns*, and must break through to move. The damage is based on each 10 foot thickness of the barrier.

If the *wall of thorns* is chopped at it takes at least 30 minutes to cut a path through a 10 foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in twenty minutes, creating a *wall of fire* effect while doing so. In this case the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the *wall of thorns* appears where the caster wills, up to 80 yards distant. The spell lasts for ten minutes for each level of the caster. It covers one 10 foot cube per level of the caster, in any shape the caster desires. Note that those creatures with the ability to move through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier at will.

