Before the Dawn, Part II Spells

Angazhani Champion's Spells

Deeper Darkness (At Will)
School evocation [darkness]; **Level** cleric 3
Duration 10 min./level (D)
  This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.
  This spell does not stack with itself. *Deeper darkness* can be used to counter or dispel any light spell of equal or lower spell level.

Darkness
School evocation [darkness]; *Level* bard 2, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, M/DF (bat fur and a piece of coal)
Range touch
Target object touched
Duration 1 min./level (D)
Saving Throw none; *Spell Resistance* no
  This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.
  If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

* This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.*

Dimension Door (At Will)
School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V
Range long (400 ft. + 40 ft./level)
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)
  You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. 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 two Large 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.
  If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.
  If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dispel Magic (At Will)
School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You can use *dispel magic* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel magic*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are

dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dominate Monster (DC 21) 3/day
School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 9
Target one creature

This spell functions like *dominate person,* except that the spell is not restricted by creature type.

Dominate Person
School enchantment (compulsion) [mind-affecting]; *Level* bard 4, sorcerer/wizard 5
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid
Duration 1 day/level
Saving Throw Will negates; *Spell Resistance* yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its

abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Fear **(DC 16) 3/day**
School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (the heart of a hen or a white feather)
Range 30 ft.
Area cone-shaped burst
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

See Invisibility **(Constant)**
School divination; **Level** bard 3, sorcerer/wizard 2
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.

Charau-Ka Chieftain's Druid Spells

Haste
School transmutation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a shaving of licorice root)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow.*

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Create Water
School conjuration (creation) [water]; **Level** cleric 0, druid 0, paladin 1
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: Conjuration 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.

Detect Poison
School divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target or Area one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell 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.

Entangle (DC 14)
School transmutation; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)
Area plants in a 40-ft.-radius spread
Duration 1 min./level (D)
Saving Throw: Reflex partial; see text; **Spell Resistance**: no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn.

Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Flaming Sphere (DC 15) x2

School evocation [fire]; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (tallow, brimstone, and powdered iron)
Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-diameter sphere
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Flare (DC 13)

School evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)

Effect burst of light
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Magic Stone +9 (1d6+2)

School transmutation; **Level** cleric 1, druid 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Targets up to three pebbles touched
Duration 30 minutes or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Purify Food and Drink

School transmutation; **Level** cleric 0, druid 0
Casting Time 1 standard action
Components V, S
Range 10 ft.
Target 1 cu. ft./level of contaminated food and water
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink,* but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Shillelagh (already cast) +7 (2d6+3) +8 (2d6+3)

School transmutation; **Level** druid 1

Casting Time 1 standard action
Components V, S, DF
Range touch
Target one touched nonmagical oak club or quarterstaff
Duration 1 min./level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Summon Nature's Ally I

School conjuration (summoning); **Level** druid 1, ranger 1
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one of the creatures from the 1st Level list on Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally II

School conjuration (summoning); **Level** druid 2, ranger 2

This spell functions as *summon nature's ally I,* except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

School conjuration (summoning) [see text]; **Level** druid 3, ranger 3

This spell functions like *summon nature's ally I,* except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Table 10–2: Summon Nature's Ally

1st Level	Subtype
Dire rat	—
Dolphin	—
Dog	—
Eagle	—
Frog, poison	—
Giant centipede	—
Fire beetle	—
Mite (gremlin)	—
Pony (horse)	—
Stirge	—
Viper (snake)	—

2nd Level	Subtype
Ant, giant (worker)	—
Elemental (Small)	Elemental
Giant frog	—
Giant spider	—
Goblin dog	—
Horse	—
Hyena	—
Octopus	—
Squid	—
Wolf	—

3rd Level	Subtype
Ant, giant (soldier)	—
Ape	—
Aurochs (herd animal)	—
Boar	—
Cheetah	—
Constrictor snake	—
Crocodile	—
Dire bat	—
Electric eel	—
Giant crab	—
Leopard (cat)	—

Monitor lizard —
Shark —
Wolverine —