

From Under Ice Spells

Dalun Guards Spells

1st (3/day)

Cure Light Wounds

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.

Guidance

School divination; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

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

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Keen Senses (APG 230)

School transmutation; **Level** alchemist 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, M/DF (a hawk's feather)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

Light

School evocation [light]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, 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.

Magic Fang

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 1 min./level

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

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Magic fang can be made permanent with a *permanency* spell.

Resistance

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

Casting Time 1 standard action

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

Range touch

Target creature touched

Duration 1 minute

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

Resistance yes (harmless)

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

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

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.

Kiryena Spells

Hex:

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Evil Eye (Su): [-2, 6 rounds] [-2, 7 rounds]

The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

Healing (Su): (Cure Moderate Wounds)

A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure moderate wounds*.

Misfortune (Su): (1 rd)

The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round.

Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Endure Elements (cold only)

Constant

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

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 24 hours

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

Resistance yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Spells

Blindness /Deafness (DC 16)

School necromancy; **Level** bard 2, cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V

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

Target one living creature

Duration permanent (D)

Saving Throw Fortitude negates; **Spell**

Resistance yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Cure Moderate Wounds

Daze (DC 14)

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

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

Target one humanoid creature of 4 HD or less

Duration 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more

HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

False Life

School necromancy; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a drop of blood)
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).

Frostbite (UM 221)

School transmutation [cold]; **Level** druid 1, magus 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Targets creature touched
Duration instantaneous

Saving Throw none; **Spell Resistance** yes
Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Icicle Dagger (UM 224)

School conjuration (creation) [cold]; **Level** sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S
Range 0 ft.
Effect one icicle
Duration 1 minute/level

Saving Throw none; **Spell Resistance** no
You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 *frost dagger*. At 11th level, it gains the *returning* property when thrown, melting away and reforming in your hand just before your next turn.

Mage Armor

School conjuration (creation) [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (a piece of cured leather)
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell 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.

Message

School transmutation [language-dependent]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, F (a piece of copper wire)
Range medium (100 ft. + 10 ft./level)
Targets one creature/level
Duration 10 min./level

Saving Throw none; **Spell Resistance** no
You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Ray of Frost

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

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Sleet Storm

School conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

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

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

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

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

Spit Venom (UM 240) DC 17

School transmutation [poison]; **Level** cleric 4, druid 3, witch 3

Casting Time 1 standard action

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

Effect one stream of venom

Duration instantaneous; see text

Saving Throw Fortitude partial; **Spell Resistance** no

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC.

Unshakable Chill (UM 246) DC 15 (DC 17)

School necromancy [cold]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M

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

Target one creature

Duration 10 minutes/level; see text

Saving Throw Fortitude negates (see text);

Spell Resistance yes

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (*Core Rulebook* 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

III Omen, Wand of (APG 229)

School enchantment (compulsion) [mind-affecting]; **Level** witch 1

Casting Time 1 standard action

Components V, S, M (hair from a black cat)

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

Target one creature

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** yes

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level).

A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.