

### ***Bear's Resilience***

Transmutation

*Level:* Brd 2, Sor/Wiz 2

*Components:* V, S, M

*Casting Time:* 1 action

*Range:* Touch

*Target:* Creature touched

*Duration:* 1 hour/level

*Saving Throw:* Will negates

*Spell Resistance:* Yes

The transmuted creature becomes more rough and rugged, and can suddenly take more hits than normal. The creature gains 1d4+1 temporary Constitution points. This causes the target to gain 2 HP every level it has, as well as increasing the Fortitude save, and other uses of the Constitution modifier.

*Material Components:* A pinch of bear's fur.

### ***Ape's Intelligence***

Transmutation

*Level:* Brd 2, Sor/Wiz 2

*Components:* V, S, M

*Casting Time:* 1 action

*Range:* Touch

*Target:* Creature touched

*Duration:* 1 hour/level

*Saving Throw:* Will negates

*Spell Resistance:* Yes

The transmuted creature now has a higher intellect and seems to be more scholarly. In fact, they have become more intelligent. The target gains 1d4+1 Intelligence points. Spellcasters affected by this spell gain temporary bonus spells, temporary languages, and other uses for the Intelligence modifier. This spell cannot be used to increase Intelligence when a character levels up.

*Material Components:* A pinch of ape's hair

### ***Common Sense***

Transmutation

*Level:* Brd 2, Sor/Wiz 2

*Components:* V, S, M

*Casting Time:* 1 action

*Range:* Touch

*Target:* Creature touched  
*Duration:* 1 hour/level  
*Saving Throw:* Will negates  
*Spell Resistance:* Yes

The subject transmuted becomes more in tune with the world around them, and has gained a deeper intuition and common sense. The subject gains 1d4+1 temporary Wisdom points, which in turn increases a monk's AC, adds to the Will save modifier, and any other uses for the Wisdom modifier.

*Material Component:* A small piece of parchment or paper

### ***Silver Tongue***

Transmutation  
*Level:* Brd 2, Sor/Wiz 2  
*Components:* V, S, M  
*Casting Time:* 1 action  
*Range:* Touch  
*Target:* Creature touched  
*Duration:* 1 hour/level  
*Saving Throw:* Will negates  
*Spell Resistance:* Yes

The transmuted subject now seems to have a way with words, and is rather good at speaking. The target of the spell gains 1d4+1 Charisma points. These points increase a Bard's Perform skill modifier, gives a sorcerer temporary bonus spells, and any other uses for the Charisma modifier.

### ***Breathe Fire***

Evocation [Fire]  
*Level:* Sor/Wiz 4, Fire 4  
*Components:* S  
*Casting Time:* 1 action  
*Range:* 15-foot cone  
*Target:* You  
*Duration:* Instantaneous  
*Saving Throw:* Reflex half

You call the force of aggression deep within your soul, and turn it into fire. The fire emanates from your mouth, affecting you and everyone within a 15-foot cone. Breathe Fire deals 2d6 damage to anyone within the 15-foot cone. They are entitled to a Reflex save for half damage. The spellcaster cannot speak or cast any spell with verbal components for 10 min.

### ***Force Sphere***

Evocation [Force]

*Level:* Brd 5, Sor/Wiz 5

*Components:* V, S

*Casting Time:* 1 action

*Range:* 100 ft. +10 ft./level

*Target:* One creature

*Duration:* 1 hour/level

*Saving Throw:* See text

A sphere, formed completely out of your own energy, forms in between your hands. A forceful forward push of your arms hurls the sphere directly at your target. A direct hit deals 2d6 damage. The target is entitled to two saves. First, is a Reflex save for half damage, and then a Fortitude save to prevent being knocked down. A spellcaster who casts this spell twice within 10 minutes suffers 1d4 subdual damage, since you are drawing your own energy into the spell.

### ***Body Electric***

Transmutation

*Level:* Brd 3, Drd 3, Sor/Wiz 3

*Components:* V, S

*Casting Time:* 1 action

*Range:* Touch

*Target:* Creature touched

*Duration:* 1 hour/level

*Saving Throw:* None

The newly transmuted creature now flows with electricity in their veins. They deal an extra 1d6 electricity damage when they attack with a wooden or metallic weapon or if they hit with an unarmed strike. Any person who touches the target of *body electric* unarmed, or with a wooden or metallic object automatically is dealt 1d6 electricity damage. You are dealt 1d6 electricity damage when the spell wears off.

### ***Sonic Boom***

Transmutation

*Level:* Brd 4, Sor/Wiz 4

*Components:* V, S

*Casting Time:* 1 action

*Range:* 100 feet/+10 feet per level

*Target:* One creature

*Duration:* Instantaneous

*Saving Throw:* Fortitude negates

You swing your arms in front of you and cross them, which creates a physical embodiment of sound, which is hurled forth at the target. Upon hitting, it deals 1d8 sonic damage. The target is entitled to a Fortitude save to negate becoming deaf for 1d12 minutes.

### ***Reach***

Transmutation

*Level:* Brd 2, Sor/Wiz 2

*Components:* V, S

*Casting Time:* 1 action

*Range:* Personal

*Target:* You

*Duration:* 1 hour/level

*Saving Throw:* None

Your limbs become extremely flexible and expandable. You stretch your neck, arms, fingers, and legs out 50 ft. without risk of hurting your organs, blood vessels, or bones. You can reach with your arms and legs out to use an unarmed strike with this spell as well. If your limbs are stretched when the spell wears off, they are immediately shrunk back to original length, dealing you 1d6 damage. While you are affected by this spell, you get +2 to Reflex saves. Stretched limbs can also be used to entangle a person, granting the caster a +4 bonus to grapple checks.

### ***Body Missile***

Transmutation

*Level:* Brd 3, Sor/Wiz 3

*Components:* V, S

*Casting Time:* 1 action

*Range:* 30 feet

*Target:* You

*Duration:* 1 round

*Saving Throw:* Reflex half

Your body becomes imbued with mystical energy, and your legs suddenly grow stronger. You jump forward horizontally and hurtle yourself head first (or hands first) at the first target you see. You are magically carried like this until you reach the 30-foot mark. Anyone directly in your path can make a Reflex save for half damage. Anyone hit by *body missile* takes 1d10 damage.

### ***Energize***

Enchantment

*Level:* Brd 6, Drd 6, Sor/Wiz 6

*Components:* S, M

*Casting Time:* 1 action

*Range:* Touch

*Target:* Up to 3 small objects (ex. playing cards, rocks, small plates)

*Duration:* 10 min./level or until used

*Saving Throw:* Reflex half

The next hand-held, non-weapon object you touch becomes enchanted with an excess amount of kinetic energy. This energized object now becomes a useful weapon. It can be hurled up to 100 ft. and explodes on impact to any within a 10 ft. radius. The energized objects can deal 1d8 damage per caster level (maximum 20d8) divided among the objects as you wish. So a 12<sup>th</sup> level wizard can make one 12d8 object, two 6d8 objects, three 4d8 objects, or four 3d8 objects.

### ***Control Sands***

Conjuration

*Level:* Drd 9

*Components:* V, S, M

*Casting Time:* 1 action

*Range:* 20-foot radius

*Target:* Sand within the 20-foot radius

*Duration:* 3 rounds

*Saving Throw:* None

You now have the ability to control and manipulate the sands around you to do your bidding. Sand can make a slam attack against any opponent for 4d8 damage. The slam attack counts as a normal attack roll, and uses the druid's highest melee attack modifier, with a +2 magical modifier on it. You may also use the sand to create a 20-foot sandstorm, immediately blinding all within the 20-foot radius. The druid may also use the sand to bury a Medium sized creature or smaller. The subject is entitled a Reflex save to escape being trapped. A buried creature can last under the 20-foot mound for three minutes before suffocating. The buried person can try to burrow his way out of the mound with a Dexterity check (DC 25) to move 6 inches. Armor check penalties apply for the Dexterity check. Friends who are not trapped may help burrow on the outside.

*Material Components:* The sand

### ***Claws***

Transmutation

*Level:* Brd 3, Sor/Wiz 3

*Components:* V, S

*Casting Time:* 1 action

*Range:* Personal

*Target:* You

*Duration:* 10 min./level

*Saving Throw:* None

Three steel claws sprout forth on each of your hands, each claw protruding individually from in between your knuckles. You may use these claws with a special unarmed attack (provoking no attack of opportunity) with a +2 magical modifier on attack rolls. These new claws deal 1d8 slashing damage on a successful hit. The claws also grant a +2 bonus to Climb checks. You are dealt 1d6 damage when the claws disappear.

### ***Holy Lance***

Conjuration

*Level:* Clr 5, Sor/Wiz 5, Good 5

*Components:* V, S

*Casting Time:* 1 action

*Range:* 100 feet + 10 ft./level

*Target:* One creature

*Duration:* Instantaneous

*Saving Throw:* Fort negates extra damage

The embodiment of all holiness comes to you in the form of a javelin. The caster must hurl it the very round she gets it or it dissipates. The *holy lance* has no effect if thrown at a good creature, but has an automatic hit and deals 2d8 damage to any evil creature it hits. The creature who is hit is dealt an extra 2d4 damage if they don't pass a Fortitude save.