

The Wanderer's Chronicles – Available Spells

- All spells from The Complete series of books that are not trumped by the Spell Compendium
- All spells from the Manual of the Planes or the Planar Handbook that do not appear in any other product.
- All spells from the Draconomicon/Races of the Dragon that are not limited specifically to dragons (Half dragons have full access to these spells)
- Any spells from the Miniatures Handbook that functions on an individual basis. Spells that can only be used on large groups (Such as military units) are restricted.
- All spells from the Spell Compendium
- All spells from the SRD that do not appear in any other books (Note that some of the spells for some domains appear in the SRD in the Divine Spells document)

New Spells

Accelerate

Transmutation (Chronomancy)

Level: Chr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 Full Round Action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: None

This spell is a more powerful version of the *haste* spell. When cast, the creature touched gains two full rounds of actions for each normal round that passes. This includes casting two spells per real round, making two full attack actions, etc. However, this comes at a price. At the end of the spell, the target must make a Fortitude save (Standard DC for the spell) or spontaneously age 1d10+10 years and become exhausted. If the target of this spell is the caster, he gains a +2 bonus to the save.

The material component of this spell is a crystal in the shape of an hourglass.

Accelerate Metabolism

Transmutation (Chronomancy)

Level: Chr 1, Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Full Round Action

Range: Touch

Target: Creature touched

Duration: Special, see text

Saving Throw: See text

Spell Resistance: Yes

This spell actually increases the rate at which the target consumes energy. On a successful melee touch attack, the target begins to weaken from lack of food and water. The target immediately becomes fatigued. If the target fails a Fortitude save, they lose 1 point of Strength and Constitution for every two caster levels to a minimum of 1 until the target eats. This does not result in death unless the loss of Constitution modifier drops the target below zero hit points. The target must begin consuming any and all food

on it, including potions and other food-based magical items. For each round spent eating, the target restores one Constitution and Strength point. Items are consumed in order of easiest to access. Thus liquids in waterskins will be consumed before potion bottles. Snacks in a pocket will be eaten before rations in a backpack, and so forth.

The material component of this spell is a piece of rotten food which is hurled towards the target.

Accelerated Image

Chronomancy

Level: Chr 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

By bending the image of the target into the future, this spell causes opponents to misjudge when attacks are coming in. This gives the target a +1 to all melee attacks and damage. This spell can be stacked with any other spell that gives a bonus to attack and damage; however, it cannot be stacked with *delayed image* and will cancel that spell.

Age Creature

Chronomancy

Level: Chr 2, Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Full Round Action

Range: Close (25 + 5 feet/2 levels)

Area of Effect: Single creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell increases or decreases the age of any creature with an Intelligence of at least 1 by a maximum of one month per caster level of the chronomancer. The caster determines just how much ageing occurs. Ageing occurs at a rate of three months per round. The target can make a

The Wanderer's Chronicles – Available Spells

Fortitude save to resist the spell. If this save is failed, the target must make a second Fortitude save at the end of the spell or die from the stress. Should the creature survive, it is stunned for one round and staggered for one round thereafter. Any actions taken during the ageing process are taken at a -4 penalty and require a Will save to commit. No spellcasting can be completed, as the target is passing too quickly through time.

The material component is a piece of matter from a similar creature to the target (Thus ageing a dragon requires a single dragon scale of any color. Ageing a human requires the hair of any human)

Note that ageing effects to stats apply, and if a creature is aged past its maximum age or below its minimum age it is destroyed. Furthermore, no Hit Dice or levels are gained or lost, unless that is a part of ageing the creature (Such as dragons).

Age Creature, Greater

Chronomancy

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 Full Round Action

Range: Close (25 feet + 5 feet/level)

Area of Effect: 1 creature/3 levels of the same type

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *age creature*, with the exception that multiple creatures can be affected and the maximum ageing increases to one year per caster level.

Age Plant

Chronomancy

Level: Chr 3, Drd 3, Sor/Wiz 4

Components: V, S (M)

Casting Time: 1 Full Round Action

Range: Close (25 ft + 5 ft/2 levels)

Area of Effect: See text

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell increases or decreases the ageing of plant matter in a certain area. The caster can affect an area equal to 100 square feet per level, and can either affect all plants in the area or only one kind of plant. The plants can be altered up to one month per level, and the amount of ageing is chosen at the casting of the spell. The ageing takes place at a rate of one month per minute. If the normal cycle of the plant is exceeded (Annual crops, for example) then the plant life dies. If the ageing process goes too far backwards, the plant recesses to seed form. Also note that reverse ageing cannot bring back dead plant life.

The material component is only necessary when one type of plant is targeted, in which case a sample of the plant is needed.

Cereis' Insight

Divination

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 Standard Action

Range: Personal

Target: You

Saving Throw: None

Spell Penetration: No

You gain an intuitive insight into the weaknesses and flaws of a mechanical device. You can make untrained Disable Device and Open Lock checks as if you had ½ ranks in each skill. You gain an insight bonus equal to your caster level (Max +15) on Disable Device and Open Lock

Claws of Steel

Transmutation

Level: Chr 4, Rng 3, Drd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: None

Created recently by a sect of druids in concert with the Cloaks of Steel arcane order out of Or-Giantha, *claws of steel* was originally an attempt to empower the bear rider troops with stronger attacks. It has since spread to the Notara Mounted Air Command and other militaries that use clawed beasts as troops or mounts. The spell coats the claws of the touched target in a sheath of steel. This allows the creature to sunder weapons as if it had the Improved Sunder feat. It also increases the damage die of the claws by one step. The creature also gains a +1 to attack and damage for every five levels of the caster.

However, the creature affected takes 1d6 points of damage during each sunder attempt as well as 1d4 points of damage every other round in combat. Most druids and rangers use this spell on a very limited basis as a quick boost to their animal companions in a tough fight. Evil druids and rangers who worship Malygru cast it often in combat, and some wizards make it permanent on their troll slaves and bodyguards.

The material component of the spell is a shard of sharpened steel. Daggers or knives work as the component, leaving just the weapon's grip behind. If a magical weapon is used, the weapon is consumed and its abilities are added to the claws.

The Wanderer's Chronicles – Available Spells

Cyrl's Gaze

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 Standard Action

Range: Personal

Target: You

Duration: 1 round/3 levels

Saving Throw: None; see text

Spell Resistance: No

You gain a gaze attack out to close range (25 feet + 5 feet/2 levels) for the duration of the spell. Each creature that can see you must make a Will save every round at the beginning of its turn to avoid the effect. In addition, you can actively gaze at a target (as an attack action) and force it to resist.

Depending on the Hit Dice of the target, the gaze may have either of two effects:

HD	Effect
Equal to or greater than caster	Charmed
Less than caster	Confused

During the spell, your eyes appear to be black pits.

Cyrl's Speaking Skull

Illusion (Shadow)

Level: Clr 4

Components: V, S

Casting Time: 1 Full Round Action

Range: Close (25 feet + 5 feet/2 levels)

Effect: Intangible skull

Duration: Permanent until discharged

Saving Throw: None; see text

Spell Resistance: No

This spell creates an intangible image of a floating skull that trails flames. These flames are illusion, so they do no damage. The skull has a fly speed of 40 feet (perfect), but it cannot move more than 20 feet from its point of origin. It simply floats threateningly until discharged.

When the spell is cast, the caster sets two trigger conditions. The first activates a message that the skull delivers as if it were a *magic mouth*. The second causes the skull to spit a line of flame 10 feet long that does 1d8/2 levels damage (Max 5d8) at the creature that triggered it. A Reflex save is allowed for half damage. Anyone failing the save must make a Fortitude save or be dazzled for 1 round.

The triggering effects can be different or the same. In the case where the conditions are the same, the skull would spit its flame as it spoke. Once the triggering conditions for both effects are met, the skull disappears. It can produce each effect only once, so once the message is delivered, the skull will not speak even if the conditions are met.

Dawn

Evocation [Light]

Level: Clr 3

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Close (25 feet + 5 feet/2 levels)

Area of Effect: 5 foot radius burst

Duration: Instantaneous

Saving Throw: Reflex partial, see text

Spell Resistance: Yes

The spell creates a dazzling burst of sunlight in the area of effect. Any creature in the area of effect to which sunlight is harmful or unnatural is blinded and takes 4d6 points of damage. All others take 2d6 points of damage. A successful Reflex save negates the blinding and halves the damage.

Undead creatures take 1d6/level (Max 10d6) points of damage. A successful Reflex save negates the blindness and halves the damage. Vampires are treated as if being completely exposed to sunlight (Which possibly destroys them). The UV light generated also damages fungi, molds, oozes, and slimes as if they were undead.

Dawn dispels *darkness* spells of 3rd level or less within its area.

Delayed Image

Chronomancy

Level: Chr 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The recipient of a *delayed image* spell is surrounded by a thin magical aura that bends time slightly around the target. This gives the target a +2 bonus to Armor Class and a +1 bonus to saves versus directed magical attacks. This spell can be stacked with any other spell that gives a bonus to armor class or saves. It cannot, however, be stacked with *accelerated image*. Any attempt to do so will cancel both spells.

Detect Age

Divination (Chronomancy)

Level: Chr 0, Sor/Wiz 1

Components: V, S

Casting Time: 1 Standard Action

Range: Personal

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes (Harmless)

The Wanderer's Chronicles – Available Spells

The first spell most budding chronomancers learn, this spell simply allows the caster to know the exact age down to the second of an object or creature. Creatures that are immortal give no age. Constructs are treated as an item; the time given is the time from their completion. Undead give off two ages. The first is the age they were when they died, the second the time they have been an undead creature. Dead creatures are also treated as items, the age given from the time they died.

Detect Temporal Disturbance

Divination (Chronomancy)

Level: Chr 1, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: 60 feet

Target: Personal

Duration: Concentration, up to 1 round/total caster level

Saving Throw: None

Spell Resistance: None

This spell works like *detect magic*, except it picks up disturbances in the space-time continuum. These include sligates, planar portals and rifts, and the aftereffects of temporal spells, as well as any other spell that alters the passage of time (*haste, slow, time stop*, etc.) and any other temporal disturbance. If the caster concentrates for one round, he can tell the strength of the disturbance (As the table below). On the third round, on a successful Spellcraft check, the caster can determine what caused the disturbance (whether it was a spell, passage of a Temporal Prime-based creature or the time dimensional, or the temporal deletion of a creature)

On Temporal Prime, this spell runs until the caster dismisses it. It finds the nearest temporal disturbance, and the caster instantly knows everything about it.

Disturbance	Aura Power			
	Faint	Moderate	Strong	Over-whelming
Temporal Creature (HD)	7 or lower	8-19	20-32	33+
Active Spell (Spell Level)	3rd level or lower	4 th -6 th	7 th -8 th	9 th +
Temporal Item (Creator Level)	5 th level or lower	6 th -11 th	12 th -20 th	21 st +
Aftereffects of temporal spell (Spell level)	4 th level or lower	5 th -7 th	8 th -9 th	10 th /Deific magic

Temporal effects fade over time, but not as fast as magical auras. For each week that passes, lower the aura of the spell one level on the Prime Material. The auras never fade on Temporal Prime.

Earth Heal

Conjuration (Healing) [Earth]

Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: 60 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

This spell creates a column of mud and dirt that covers the target's wounds and cleanses them. The target gains 2d6+1/level (Maximum of +10) points of healing. This healing is earth-based, so undead can be healed by it. Creatures immune to earth damage can be healed by this spell. This spell was the first original spell created by Mortanna in her quest to become the Elemental Queen. She used it to prove to her followers that they were special.

The material component for this spell is a clump of dirt or mud shaped into a small sphere, which must be crushed and tossed at the target.

Fire Whip

Evocation [Fire]

Level: Brd 2, Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: A fiery whip that extends from one hand

Duration: 1 round/level or 3 rounds

Saving Throw: None or Fortitude partial

Spell Resistance: Yes

This spell creates a fiery whip from the hand of the caster or touched target. The wielder may attack any target as if they were proficient in whip. The whip has a +1 to attack and does 1d6 points of damage plus Strength and 1d6 fire damage. The wielder may also choose to entangle the target with the whip. A successful touch attack is required. If the attack succeeds, the target must make a Fortitude save. A successful save means the target was merely struck and takes damage. Failure means the target is wrapped by the whip. The target can only move, taking no actions that require hands or arms. Thus no attacks, potion use, spellcasting (Unless a verbal only spell) or any other action that would require moving the hands and arms are allowed. The target may make a Fortitude save each round for three rounds. Each round the save is failed, the target takes another 1d6 fire damage. After three rounds, the fire whip

The Wanderer's Chronicles – Available Spells

fades, and the target is released. Creatures immune to fire or of the elemental (fire) type are immune to this spell.

Glow Bomb

Evocation [Force]

Level: Chr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 Standard Action

Range: Medium (100 feet + 10 feet/level)

Area of Effect: 40 foot radius burst, see text

Duration: See text

Saving Throw: See Text

Spell Resistance: See Text

Created by an unknown spellcaster shortly after the return of the deep dwarves to the world, *glow bomb* is a horrendously destructive spell, even long after it has been cast.

In the initial blast of the spell, all creatures in the blast radius must make a Reflex save to avoid 1d6/level of damage.

Every round thereafter those remaining in the area of effect must make a Fortitude save or be subject to glow rock poisoning. This poisoning causes 1d8 Strength and 1d8 Constitution damage, with an additional 1d4 Strength and Constitution damage every hour until the save is made, the affected receives a *neutralize poison, restoration, or heal* spell or similar powerful healing magic, or the target dies. Deep dwarves are extremely vulnerable to this effect, and they do not get their usual poison save bonus, as well as taking a -2 penalty to the save.

The effect lasts in the area for one round per level of the caster, with the DC of the save reducing by 1 for each round that passes, to a minimum of 14. A one inch sheet of lead gives a +4 bonus to the save, and if a person is encased in lead (Wearing a suit of lead full plate, for example) they need not make the Fortitude save.

The material component of this spell is a small piece of glow rock or two hemispheres of gold worth 1000 GP each. Chronomancers alternately call this spell *radiation blast*, because it mimics a futuristic explosive weapon.

Glow Bomb, Greater

Evocation [Force]

Level: Chr 8, Sor/Wiz 8

Casting Time: 1 Full Round Action

Area of Effect: 80 foot radius burst, see text

Duration: See text

A nastier and far more powerful version of the *glow bomb* spell, this version of the spell affects a larger area, the damage done is 1d8 per caster level, and the poisoning effect takes 1 day/caster level to fade. The save DC drops at the same rate as the effect, so a 20th level caster's spell would affect an area for 20 days and would take 20 days to decrease the save, to a minimum of 14.

Guard Sight

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell sharpens the senses of the target. They gain a +4 insight bonus to Listen and Spot checks and gains uncanny dodge for the duration of the spell, retaining their Dexterity bonus to Armor Class even when caught flat-footed or struck by an invisible attacker. (Though it still loses this bonus if immobilized.)

Hand Fire

Evocation [Light]

Level: Clr 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster's hand is surrounded with winking motes of light, resembling a cluster of constantly renewed sparks. The light can be any color chosen, but cannot be changed after casting. The spell provides illumination equal to a candle, but does not burn.

It can also be used as a melee touch attack up to once/level. If a living creature is struck, it takes 1d4 points/2 levels (Max 5d4). Against undead, the spell does 1d6 per level (Max 5d6). It has no effects on targets that are not living or unliving (Constructs, extraplanar creatures, etc.)

Heavy Dust

Evocation [Earth]

Level: Brd 3, Clr 2, Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Standard Action

Range: Medium (100 feet +10 feet/level)

Target: One single creature

Duration: Instantaneous plus 3 rounds

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell encapsulates the target's feet and legs in solid earth and dust. The target takes 1d4/level points of damage, to a maximum of 8d4. The target must also make a Reflex save. A successful save ends the spell. A failed save means the target's legs are encased in dirt. The target

The Wanderer's Chronicles – Available Spells

is considered immobile. The target suffers an effective -2 to its Dexterity score and cannot make any move actions that change its location (The target cannot walk, run, fly, etc). Creatures immune to earth take no damage, but must still make the Reflex save. Burrowing creatures and any creature that can move through the earth are unaffected. A *freedom of movement* spell will release the target, as will a *grease* spell.

The material component of the spell is a hunk of dirt and rock that must be hurled at the target.

Know Time

Chronomancy

Level: Chr 0, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 Standard Action

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

A simple spell, upon casting the caster knows the exact time down to the nanosecond. An Intelligence check (DC 12) is required to remember all of it. Failure means the caster is off by a few minutes.

The material component of this spell is either a clock gear or two small bronze rods and a leather wrist strap.

Life Sounding

Chronomancy

Level: Chr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 Full Round Action or 1 Standard Action

Range: Touch

Target: Creature or lifeline touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

When this spell is cast, the caster establishes a temporary link to the target's lifeline. A magical pulse travels both directions down the line, reflecting back when it reaches the target's birth and death points.

Using the basic echo principle, the caster gains a general idea of the length in each direction. If the person's age is known or can be guessed, then how much life they have left can be guessed at with some fair accuracy.

A chronomancer acquires an innate feeling for the spell's mystical echo and can instantly know the subject's age, as well as how much life is left, without having to make any other calculations. No save is permitted, but the target must be touched for the entire casting of the spell.

Using this spell on an immortal creature forces the caster to make a Will save or be stunned for 5 rounds. The casting time for the sorcerer or wizard version of the spell

takes one full round, while a chronomancer can cast it as a standard action.

The material component of the spell is an unblemished silver weight on a 1 foot length of chain. The weight must be replaced after each casting, but the chain remains.

Life Tether

Chronomancy

Level: Chr 3

Components: S, M

Casting Time: 1 Standard Action

Range: Line of sight

Target: One creature

Duration: 5 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

When this spell is cast on an intelligent creature, it fastens a magical tether to the creature's lifeline. The creature must be close enough for the caster to recognize it by sight. A Will save negates the effect. Though items can extend this range, spells or psionic abilities like *clairvoyance* or other scrying would not work.

If the chronomancer slips into Temporal Prime, he appears next to the creature's lifeline. The tether is seen as a thin white cord linking the two. As with *timeslip*, a large amount of turbulence may displace the caster, but he remains tethered to that lifeline.

If *life tether* is cast directly on a lifeline, no save is permitted. Slipping back into reality places the caster within 60 yards of the creature. A *detect temporal disturbance* leads the caster directly to the tethered creature. This can be useful in finding the creature that a particular lifeline belongs to.

The material component of this spell is a 1 foot length of cord braided with strands of silver.

Lilithia's Lash

Evocation [Electricity, Evil]

Level: Clr 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Personal

Target: The caster

Duration: 1 round/level

Saving Throw: Fortitude negates (See Text)

Spell Resistance: Yes

The spell creates a long whip of red and black energy that emanates from the caster's hand. It is wielded as a whip and the caster is considered proficient with this whip. Attacks made are ranged touch attacks. The lash does 1d8 +1/2 levels points of electrical damage (Max +5). Because of its negligible mass, Strength modifiers do not apply. Creatures struck must make a Fortitude save or be stunned for one round.

The Wanderer's Chronicles – Available Spells

If the lash successfully strikes a target, the caster can release it so that it continues to attack the target each round, leaving the caster's hand free. The lash uses the caster's base attack, but can only attack once per round. If the target dies, is destroyed or falls unconscious, the lash returns to you on your next action. If you do not grasp the lash when it returns, it dissipates, but otherwise you can use the lash on another creature and begin the process again.

Created as one of the many torture devices by the Painbringer's devil torturers, the *lash* was passed down to the mortal worshippers on the Day of Pain a thousand years ago. The spell was originally restricted to Lilithia's clerics, but other evil deities have worked out the basics of the spell. Though it maintains the name, almost any evil caster can be seen using it.

Mace of Brias

Evocation [Force]

Level: Clr 3

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Personal

Effect: Mace of force

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

This spell creates a glowing mace of force that appears in the caster's hand. You must make a melee touch attack to strike a target with the mace. If it hits, it does 1d6/ 2 levels (Max of 10d6). An undead target takes an additional +1 per level (Maximum +10). Any creature struck must make a Fortitude save or be paralyzed for 1 round. You may attack with the mace in the round it appears.

The mace occupies your hand, though it does not disappear if you cast another spell. If you are targeted with any single target spell, you can choose to have the mace absorb it.

When the mace absorbs a spell, or leaves your hand for any reason, it vanishes.

Martyr's Pact

Necromancy [Good]

Level: Clr 4

Components: V, S

Casting Time: 1 Standard Action

Range: Medium (100 feet + 10 feet/level)

Target: One Willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You and the target exchange hit point totals with a target that has fewer hit points than your do. If the target was unconscious and dying, you become unconscious and dying. If the target was unconscious but stable, you

become unconscious but stable. The spell transfers only actual hit points, not temporary ones. The spell fails if you have less hit points than the target.

Created by clerics of Kendria and Tibis, the spell spread to other clerical orders quickly. Few good orders do not use the spell at one time or another, though the more neutral orders only use it as a last resort.

Minor Paradox

Chronomancy

Level: Chr 3

Components: V, S, M

Casting Time: 1 Full Round

Range: None

Target: See Text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

The casting of this spell allows the caster to change an action that recently happened. The caster can take back any action that he has taken in the previous five minutes. Alternatively, he can insert a standard action within that time, if possible. For example, he could not cast a spell on an ally, or change its target, or take an action instead of readying for an event that didn't happen. He could not, however, cast a second spell while keeping the first. If an action taken back prevented combat (Not insulting the goblin leader, not trying to feed the paladin to the dragon) then the GM and the player must figure out a way to make up for the lost time

The material components of this spell are a shard of glass from a broken hourglass and a handful of fine sand.

Nissria's Cloak

Abjuration

Level: Clr 1, Pal 1, Rgr 1

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell glows with a soft, faint, rosy radiance as bright as candlelight. This gives the target a +1/level sacred bonus (Max +10) to saves versus spells that cause pain, effects that would cause the target to be sickened or nauseated, or fear effects. This spell is often carried by priests and other champions of Nissria when they go undead hunting.

Paradox

Chronomancy

Level: Chr 6

The Wanderer's Chronicles – Available Spells

Components: V, S, M
Casting Time: 1 Full Round
Range: None
Target: See Text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows the chronomancer to alter a minor event from his past that may affect the present. Such an event could be exchanging one memorized spell for another, or having bought a cask of lamp oil instead of a cask of ale.

The event to be changed should not be more than three hours in duration, and it must be something that was personally done by the chronomancer, or something he could have influenced. (Perhaps the rogue insulted someone, and the chronomancer could explain it away at the expense of the half-orc.) Something should always be given up when this spell is used. The event changed can be as far back as one month.

It is the GM's call as to how the change proceeds forward, if at all. The changes may have unforeseen consequences.

The material component of the spell is an hourglass, which is turned over twice and consumed.

Paradox, Greater

Chronomancy
Level: Chr 9
Components: V, S
Casting Time: 1 hour
Range: None
Target: See Text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell majorly alters an important event in the caster's past. This works much like *paradox*, but the event can be up to one year past. Such an event could be changing from a multiclassed bard/chronomancer to a cleric/chronomancer, learning Craft (Alchemy) instead of Knowledge (Architecture), or learning a new spell instead of creating a magical staff. The event must be one the chronomancer had control of at the time, and something must always be given up.

The change should always be evident but not necessarily work the way the character wants. The GM also should remove any and all items or relationships he feels would no longer make sense. Also, there is a 50% chance of the turbulence caused summoning a time dimensional or one of the Temporal Guardians.

Planar Rift

Conjuration (Teleportation)

Level: Clr 6
Components: V, S, M
Casting Time: 1 Standard Action
Range: Medium (100 feet + 10 feet/level) or Creature touched
Area or Target: A rift 5 feet wide and 20 feet +5 feet per level or Single Creature
Duration: 1 round/2 levels or Instantaneous
Saving Throw: Reflex (Area) or Will (Targeted)
Spell Resistance: No (Area) or Yes (Targeted)

Devised as a combat version of the *plane shift* spell, the *planar rift* spell tears a gash in the fabric of reality. There are two versions of the spell. One targets an area, while the other targets a single creature. The spell opens a gate to a random Lower or Upper Plane, depending on the user's choice. See the table below. In the area effect version, a rift tears in physical space. During the duration of the spell, all creatures in the line of effect and on either side of it must make a Reflex save each round or be pulled in. Unattended objects are immediately pulled in, as are unconscious or dead creatures. Any creature pulled in takes 2d10 points of damage as they are slammed into the surface of the other plane by the force of the rift. The rift is one-way, so creatures cannot come from the Outer Plane into the Prime Material.

The targeted version of the spell requires a melee touch attack roll. If successful, the target must make a Will save or be pulled in, along with their gear. Familiars, animal companions and other such attached creatures are not affected. Any familiar targeted with the spell who fails the save is considered destroyed, with all the attendant effects on the master.

Roll (d%)	Upper Plane	Lower Plane
01-10	Arcadia	Acheron
11-25	Mount Celestia	Nine Hells
26-40	Bytopia	Gehenna
41-60	Elysium	Gray Waste of Hades
61-75	Beastlands	Carceri
76-89	Arborea	The Abyss
90-99	Ysgard	Pandemonium
00	Random Plane	Random Plane

Unlike the spell *reality maelstrom*, this spell only opens into the Outer Planes, and the caster has some control over where exactly the spell goes.

The material component of this spell is a golden loop one inch across. For the rift version of the spell, the loop must be bent into a line. For the touch version, the loop needs to be held.

Sever Lifeline

Chronomancy

The Wanderer's Chronicles – Available Spells

Level: Chr 9

Components: V, S, M

Duration: Permanent

Casting Time: 1 Full Round Action

Range: None

Area of Effect: The caster

Saving Throw: None

Spell Resistance: No

This spell permanently detaches the caster from his lifeline. This negates the rule concerning doubling lifelines, and that's all most casters care about. However, the effects of severing one's lifeline can be dire.

For all purposes, the chronomancer has "died," and serious turbulence results as the timestream adjusts to the change. There is a 20% chance that a vortex is formed by this disturbance, and nothing short of divine intervention can reverse the spell.

The caster is considered a native of Temporal Prime. Strands do not affect the caster, but spells that work on extraplanar creatures now affect the caster, as do certain temporal spells (*Temporal shell*, if not cast by the affected caster, will hedge him out, *temporal shield* now gives its full bonus to anything the caster does, etc.). However, other temporal spells have no effect (*Life sounding*, *age creature* and the like do not work). The caster does not age on Temporal Prime, but ages normally in reality. The caster is not immortal, and can certainly be killed. There is also a 10% chance the casting of the spell is immediately detected by the Temporal Guardians, and they will definitely discover it within a few subjective weeks. They will probably approach the caster with a request to join the Order.

The material components of this spell are a silver dagger enchanted to store a tether, and 10,000 GP worth of diamond dust, which is sprinkled on the blade. The lifeline is actually severed on Temporal Prime, at the point it turns into the insubstantial silver mist trail.

Shield of Nissria

Abjuration

Level: Clr 5

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Living Creature touched

Duration: 1 round/5 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains damage reduction 15/-. This spell can only be cast on living creatures, and stacks with any damage reduction the creature has.

Shield of Nissria, Greater

Abjuration

Level: Clr 7

This spell functions as *shield of Nissria*, except the damage reduction is 20/-, immunity to negative energy and energy drain and resistance 20 to acid, cold, electricity, fire and sonic energy.

Shining Air

Evocation [Air]

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Standard Action

Range: Medium (100 feet + 10 feet/level)

Target: Single Creature

Duration: Instantaneous plus 3 rounds

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell buffets the target with blasts of air. The target takes 1d4 points of damage per level to a maximum of 8d4 points. The target must also make a Reflex save. If the target fails the save, they are blinded. Each round the target takes an additional 2d4 points of damage and is blinded, unless the save is made, in which case the spell ends. The blinding effect and extra damage ends after three rounds. Creatures immune to air and elemental (air) types are immune to this spell.

The material component of this spell is a wax-sealed thin glass vial filled with the caster's breath. The vial is shattered in the caster's hand.

Skill

Divination

Level: Brd 1, Chr 1, Clr 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

This spell enables the subject with a touch of divine guidance. They gain a +5 competence bonus on a skill check of your choice. A subject that does not have that skill is treated as having ½ of a rank in the skill, therefore considered trained, though the ½ rank gives them no bonus.

Alternatively, you can make the target proficient in one weapon (Simple, martial or exotic) or one armor type (Light, medium or heavy) for the duration of the spell, as if having the appropriate feat.

Slipgate

Chronomancy

Level: Chr 5

Components: V, S

The Wanderer's Chronicles – Available Spells

Casting Time: 1 Full Round
Range: Medium (50 ft + 5 ft/level)
Area of Effect: 20 square foot area
Duration: Permanent
Saving Throw: None
Spell Resistance: None

Upon casting this spell, the chronomancer twists the momentum of time to create a permanent gate between reality and Temporal Prime. The slipgate is totally flat, but can be in any contiguous shape that the caster desires, up to 20 square feet in area. Care must be exercised, as denizens of the timestream are attracted to this portal and may be lying in wait on Temporal Prime or possibly even come through to reality. Slipgates are a liability as much as a convenience.

The material component for this spell is a diamond worth 5,000 GP that has been on Temporal Prime for one subjective day. The caster must make a Spellcraft DC 20 check or the gate collapses in 1d4 rounds. The diamond is consumed no matter the outcome.

Sliprain

Evocation [Water]
Level: Brd 3, Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 Standard Action
Range: Medium (100 feet +10 feet/level)
Target: Single creature
Duration: Instantaneous plus 3 rounds
Saving Throw: Reflex partial
Spell Resistance: Yes

This spell slams the target with a ball of grease-like water. The target takes 1d4/level to a maximum of 8d4. They must also make a Reflex save. Failure on the save covers the target in slippery water. The target is considered slowed. They make a Reflex save every round to resist the spell. After three rounds, the slow effect fades. Creatures immune to water and of the elemental (water) type are immune to this spell.

The material component of the spell is a small vial of water and grease that is shattered on the ground.

Slow Metabolism

Transmutation (Chronomancy)
Level: Chr 1, Clr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 Full Round Action
Range: Touch
Target: Creature touched
Duration: Special, see text
Saving Throw: None
Spell Resistance: No

Used for long-distance travelers who may not have access to large amounts of food, this spell allows a creature to need to consume food only once every 24 hours per caster level, up to a total of 7 days. Also, poison onset times are offset by one hour/level, as long as the poison has not reached its full effect. No save is required.

The material component of this spell is a small cracker or wheat cake consumed by the target.

Sparkblast

Evocation [Electrical]
Level: Chr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25 +5 feet/2 levels)
Target: One creature/bolt or creature touched
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: Yes

Created by the ancient dragon casters of the sunken continent of Aus, this spell was rediscovered by members of the Order of the Pure Spark, an arcane order based out of the Euroan city of Gahn. The spell fills one of the caster's hands with electrical sparks. The caster can fire a bolt of electricity from his hand once a round as a ranged touch attack. The bolt does 4d6 electrical damage. The caster can alternatively make a melee touch attack. In this case, the remainder of the spell discharges, and the target takes 2d6 points of damage per round remaining in the spell's duration. It's rumored that there is a divine version of this spell available only to worshippers of Valikos.

Strength of Beastform

Transmutation
Level: Clr 4, Drd 4, Sor/Wiz 4
Components: V, F
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Useful only to lycanthropes, this spell only works when the lycanthrope caster is in humanoid form. While under the effects of this spell, the caster gains his damage reduction (Usually 5/silver or 10/silver), the scent ability, and the feats you have access to in animal form. In addition, you gain one half the adjustment for each ability score that you gain in animal form, rounded down to the nearest multiple of 2. (For example, a werebear would gain +8 Strength, +4 Constitution but no addition to the Dexterity score because half of +2 rounded down to the nearest multiple of 2 would be 0.)

The Wanderer's Chronicles – Available Spells

If you make a Control Shape check while under the spell effect, you take a -4 penalty on the check.

The material focus for this spell is a lock of hair from your animal form.

Temporal Lock

Chronomancy

Level: Chr 5

Components: V, S, M

Casting Time: 1 Standard Action

Range: Medium (100 feet + 10 feet/level)

Area of Effect: 40 foot radius burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This spell locks an area from any and all temporal magics. Only the normal flow of time is possible in this area. Any spell that alters the flow of time is blocked, even something as simple as a *haste* or *slow* spell.

The material component of this spell is a lead weight and a lodestone.

Temporal Push

Chronomancy

Level: Chr 3

Components: V, S

Casting Time: 1 Standard Action

Range: Medium (50 feet + 5 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: See Text

Spell Resistance: Yes

This spell shoves a creature through a partial slipgate to Temporal Prime. This slipgate is not fully formed, so the subject returns to reality at a later point in time. The creature is thrown forward up to one round plus one round per level of the chronomancer. The amount must be decided before casting the spell. The target leaves and returns in the same state and orientation. To the target, no time has passed. If a physical object or being occupies the space when the spell ends, the target is shunted away to a safe spot.

During the casting of the spell, the target makes a Will save. If successful, the caster must then make a Will save or be affected by the spell. Every round after the first, the target may make a Wisdom check (DC 15) to escape the effects of the spell. The target may act on the round it returns to the normal world.

For every four levels, the caster may affect a second creature. The creatures targeted must be within 30 feet of each other.

Temporal Seal

Chronomancy

Level: Chr 7

Components: V, S, M

Casting Time: 2 Full Round Actions

Range: Medium (100 feet + 10 feet/level)

Area of Effect: 40 foot radius burst

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell permanently seals an area from all temporal effects. No temporal spells may be cast into or out of the area. Any spells that are in effect are immediately ended. Spells cast outside the area are allowed to function, but end once the targeted item or person enters the area. The spell can only be disrupted by a *greater dispel magic*, *miracle*, *limited wish*, *wish* or similar powerful magics.

The material components for this spell are a crystal globe worth 2,000 GP and a silver bell with a lead clapper. Both are consumed in the casting.

Temporal Shell

Chronomancy

Level: Chr 9

Components: V, S, M

Casting Time: 1 Full Round

Range: Personal

Area of Effect: 10 foot radius

Duration: 1 subjective minute/level

Saving Throw: None

Spell Resistance: No

This spell creates a temporary bubble around the caster, which is not affected by Temporal Prime. In essence, it creates a bubble between moments in time. While inside the shell, the chronomancer and anyone around him is immune to the passage of time, except as it directly applies to them. This gives the caster an opportunity for actions like using *healing* potions, waiting for spell effects to wear off, etc.

Once created, the shell cannot be moved, and the caster cannot leave it without ending the spell immediately. Any creatures in the area of effect when the spell is cast are considered in the shell and can interact with the chronomancer normally. If they step out (Or are forced out) of the shell, they are frozen instantly until the spell ends.

The material components of this spell require some preparation. A crystal sphere valued at 1,000 GP is necessary. A diamond worth at least 5,000 GP must be enchanted with a *temporal stasis* spell and placed within the sphere. The entire device must then be touched by a time dimensional while on Temporal Prime (Contact need not be voluntary). When the spell is cast, the entire device is consumed by the spell.

Temporal Shield

The Wanderer's Chronicles – Available Spells

Chronomancy

Level: Chr 2

Components: V, S, M

Casting Time: 1 Standard Action

Range: Personal

Target: Self

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

Created to protect chronomancers against temporal effects, this spell covers the caster in a thin membrane of temporal energy. In addition to giving the caster a +4 force shield bonus to Armor Class, it also allows the caster to momentarily transition between planes to avoid effects. On the Prime Material, the spell gives the caster a +2 temporal bonus to any Reflex or Will save. On Temporal Prime, the caster gains a +4 bonus to all saves against any temporal effect (Including exposure to a vortex)

The material components for this spell are a piece of cured leather and a small lens.

Timeheal

Chronomancy

Level: Chr 3, Sor/Wiz 4

Components: V, M

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Special

Spell Resistance: None

This spell takes the creature it was cast on and pushes it back in time to a point where it was in better health. This simulates a healing ability without actual clerical healing. Time is of the essence, as the caster can only go back so far safely.

The caster is able to push the body back one round in time for every level. For example a 10th level wizard/3rd level chronomancer could push someone back 13 rounds in time safely. The caster can go farther back, but for every round past the limit, the caster has a 5% cumulative chance of failing in casting the spell. Thus, if the same caster decided to go back 25 rounds, he would have a 60% chance of failure.

Multiple *timeheals* cannot be stacked to take someone back farther and farther in time. It can also not recall a spirit from death and thus cannot be used as a cheap *resurrection* spell. A dead body affected by a *timeheal* may be fully healed, but will still be dead. However, if the spirit can be returned to the body, then the body will be as healed as possible with the spell.

Timeheal can also be used to harm an opponent that has just healed itself. In this case, the caster must succeed at a touch attack, and the target makes a Fortitude save.

Any healing done from the point the body is drawn from is negated, and all of the damage is immediately reapplied. The resources used to heal the target have been wasted.

The material component of the spell, other than the body, is a single black pearl and a leaf from an oak tree.

Time Freeze

Chronomancy

Level: Chr 9

Components: V, S, M

Casting Time: 1 hour

Range: None

Area of Effect: 60 foot radius +10 feet per 1,000 GP additional

Duration: 1 year per 100 GP

Saving Throw: None

Spell Resistance: Yes

This spell completely freezes time in the area of effect. Nothing moves or changes in the area: living beings are locked in stasis, items do not decay. Only the caster remains unaffected, and even they must leave the area within the first ten minutes of the spell or be trapped within it. Creatures with spell resistance can make a single check to not be affected. If the check is unsuccessful, then the creature is trapped in the frozen area. Items and people can be removed from the area after the spell is cast, and they will return to normal time. The caster can determine how long the spell lasts, down to the second, during the casting. This need not be to the maximum the caster can affect.

At the end of the spell, the area of effect fades, and all the creatures and items inside it return to their normal actions as if no time had passed. The spell's duration and area of effect depend on the amount of gemstones used.

The material components of this spell are a specifically carved stone pedestal and gemstones totaling at least 1,000 GP per caster level. If the caster wants the spell to last longer and affect more of an area, they must spend an additional 1,000 GP. Each 1,000 GP adds ten feet to the radius and 10 years to the spell duration. The gemstones are consumed during the spell, but the pedestal is not. The gemstones cannot be removed from the pedestal during the spell, but if the pedestal is destroyed then the spell ends.

Timereaver

Chronomancy

Level: Chr 8

Components: V, S, M

Casting Time: 3 Full Rounds

Range: Close (25 feet +5 feet/2 levels)

Area of Effect: 10' radius

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The Wanderer's Chronicles – Available Spells

This spell sends those within its area of effect backward or forward in time, up to five years per caster level. In effect, it encases those affected in a null-time bubble and pushes them into and along Temporal Prime. The bubble moves along the timestream and then returns to reality at the desired point in time. To those inside, no time has passed.

This is the only way a chronomancer can cause others to travel extensively throughout time without actually accompanying them. This can cause a real problem for subjects that have no way to return from wherever they are sent. Of course, if they cause enough of a problem in the natural order, they (and the chronomancer) may receive a visit from the Temporal Guardians.

If a chronomancer casts the spell on himself, then this is an easy way to travel through time with little or no risk. It is not cheap, though.

The material components of this spell is a ruby worth 10,000 GP or more, which is crushed into dust during the casting with a silver hammer. The gemstone is consumed, but the hammer is not.

Timeslip

Chronomancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: Self plus 1 living creature/2 levels OR 25 lbs of non-living matter/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

The chronomancer's bread and butter, *timeslip* is how they get into and out of Temporal Prime without using permanent sligates. Any creature intending to attack someone who manages to *timeslip* away first loses their standard action. Slipping into Temporal Prime places the caster and his companions immediately downstream of their own lifelines. Lifelines trail off into the silver mist. If the area has heavy turbulence, the caster and companions are shifted downstream to a relatively clear area.

When reentering the Prime Material, the caster must focus on a particular lifeline. If the caster succeeds at a caster check (DC is 5 + target's character level or hit dice) he and his companions can appear in the nearest safe spaces to the creature. Otherwise they arrive 1d10 miles away. If the target is an ally or considered Friendly to the caster, then no check is necessary, and the caster can determine where they appear.

Items worn or carried by the caster shift with him, along with 25 lbs/level of non-living matter or a single living creature and all it is wearing or carrying per two levels. Unwilling targets are allowed a Will save to resist the spell.

The material components of this spell are a blue or silver square of fine silk (Worth 5 GP at least) and a small piece of basalt.

Timestorm

Evocation (Chronomancy)

Level: Chr 6, Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 Full Round

Range: Long (400 feet plus 40 feet/level)

Area of Effect: 100 foot radius area, expansive

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

This spell creates a warp in the space/time continuum, causing sections of the area to pass through time faster or slower, or with some alteration. The initial area is a 100 foot radius burst effect. Every round the radius expands by 10 feet until the spell ends.

The effects are massive. Everyone and everything in the area takes 10d8 points of damage and must make a Fortitude save or be warped in time. Each round objects and beings in the area must make an additional Fortitude save or take another 2d8 points of damage. All beings must also make a Will save or act under the effects of a *confusion* spell. Any and all objects reduced to 0 hit points are destroyed and rotted to nothingness. The damage is constant alteration of the area's relation to Temporal Prime, thus the damage bypasses all damage reduction and resistances. At the end of the spell, time resumes its normal function, but the damage remains.

The material components of this spell are a diamond worth 5,000 GP that has passed through a sliggate twice, and a vial of temporal mist.

Troll Regeneration

Conjuration (Healing)

Level: Clr 5

Components: V, S

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell gains the regenerative abilities of some monsters. Only acid and fire attacks cause actual damage, all other attacks inflict only subdual damage. The target heals this subdual damage at a rate of 4 hit points per round.

If knocked unconscious by subdual damage, the target can be killed with a coup de grace attack that uses fire or acid. Certain spells and effects ignore regeneration (Disintegration, poison, etc.) Regeneration also does not restore hit points lost to starvation, thirst or suffocation

The Wanderer's Chronicles – Available Spells

A regenerating creature can regrow lost parts of the body (Although the spell's duration is usually not long enough, unless the part is very small, such as a finger, eye, etc.) and can reattach severed limbs as a move action. Severed parts not attached wither and die normally.

At the end of the spell, all subdual damage is converted to real damage.

Tyrant's Power

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Close (25 feet +5 feet/2 levels)

Targets: You and up to one creature/level, no two of which can be more than 30' apart

Duration: 1 round/level

Saving Throw: No and Will negates

Spell Resistance: Yes

Created by priests of Xalthin to prove their superiority, this spell steals energy from others. Targets other than the caster suffer a -2 circumstance penalty on saves, attack and damage rolls. As long as at least one enemy is affected, the caster gains the following:

- +1 bonus on attack rolls, Reflex saves and a +1 bonus to AC Any condition that causes you to lose your Dexterity modifier to Armor Class also loses you this AC bonus
- All of your movement modes are increased by 30 feet, to a maximum of twice your normal speed. This is an enhancement bonus
- When using a full attack action, you gain an additional attack with any weapon you are holding, using your full base attack bonus, plus applicable modifiers. This does not stack with *haste* effects or speed weapons
- If you do not take an attack, you may cast an additional 0 or 1st level spell you have memorized as a free action (As if prepared with the Quicken Spell feat). For every two caster levels beyond 9th, you may apply this to a spell one level higher (2nd level spells at 11th, 3rd level spells at 13th, etc.) to a maximum of 5th level spells

If all affected enemies are freed from the spell (Death, successful *dispel magic* spells or the like) the spell ends immediately.

Tyrant's Undeath Contract

Necromancy [Evil]

Level: Clr 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Created initially by Xalthin's priests to make sure they could rule the world forever, this spell tears off a piece of the target's soul, infuses it with negative energy, and rebonds it. This process creates a blasphemous transformation on the creature when it dies.

The subject of this spell loses 2 points of Constitution upon casting. When it dies, the corrupted life force initiates a slow change in the body. The body animates as a vampire. If the creature's remains are destroyed, the spell fails to complete.

Even if the spell is dispelled before the subject dies, it still does not regain the lost Constitution points.

The material components of this spell are a heart-shaped piece of obsidian and a black onyx gem worth at least 50 GP per Hit Die of the subject creature at the time the spell is cast.

Wall of Moonlight

Evocation [Good, Light]

Level: Clr 4

Components: V, S

Casting Time: 1 Standard Action

Range: Medium (100 feet + 10 feet/level)

Effect: Vertical plane with an area up to one 5 foot square/level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell forms an immobile, shimmering wall of swirling, pearl-white light in the shape you desire. The wall need not be anchored to any surface, and creatures can readily pass through it. Any undead creature that comes into contact with it takes 4d12 points of damage. A creature of evil alignment or carrying the holy symbol of any evil deity takes 2d12 points of damage. This damage stacks, so an evil undead carrying an evil holy symbol takes 6d12 points of damage, while an evil priest would take 4d12 points of damage. This damage is divine in nature, so is thus not reduced by damage reduction or any energy resistance. Magic items that come into contact with the wall glow with red *faerie fire* for 1d4+1 rounds.

The wall sheds bright light out to 20 feet in all directions and shadowy light 40 feet in all directions. It dispels any *darkness* spells of 4th level or less within 40 feet of any part of it.

If evoked in a spot where creatures exist, they take damage as if having passed through the wall.

The Wanderer's Chronicles – Available Spells

White Flame

Conjuration (Healing) [Fire]

Level: Brd 4, Clr 4, Drd 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 Standard Action

Range: 40 feet

Target: All creatures in a 10 foot radius burst

Duration: Instantaneous

Saving Throw: Will half (Harmless)

Spell Resistance: Yes (Harmless)

This spell creates a globe of white, purifying fire. Everyone within the area of effect is healed for 4d6 + 1/level (Max +15). Creatures immune to fire can be healed by this spell. This spell is one of many created by the elemental mage orders of Euroa in concert with the clerics of the four elemental gods and the sorceress Mortanna.

The material component for this spell is a powered dust made from crushed diamonds and various insect wings, which costs 50 GP. Alternately, the wings of a faerie can be used.