New Spells

Shadow Mace

Evocation [Shadow]
Level: Shadow 1
Components: V, S, DF
Casting Time: 1 Swift Action
Range: 0 ft.
Effect: Shadowstuff Mace
Duration: 1 min. / level
Saving Throw: None
Spell Resistance: Yes

A 3-foot long, mace of shadowstuff springs forth from your hand. You wield this weapon as if it were a light mace. Attacks with the *Shadow Mace* are melee attacks. The mace deals 1D6 points of bludgeoning damage, and 1D4 points of negative energy damage. The caster need not have their divine focus in hand, it must simply be on their person.

Glibness, Mass

Transmutation
Level: Lies 6
Targets: One creature/per 2 levels, no two of which can be more than 30' apart.
Duration: 1/min. per level.
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell functions like Glibness, except that up to one creature per two levels can be affected.

Anarchy

Enchantment (Compulsion) [Mind Affecting]
Level: Anarchy 2
Components: V, S, M
Casting Time: 1 Swift Action
Range: Close 25' + 5' per two levels
Target: One living creature
Duration: 1 Round
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes a single target to become *Confused* for 1 round. See *Confusion* spell to determine the exact affect on the subject.

Divine Material Component: A small piece of a broken object.

Prince of Lies

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Lies 9
Components: V, DF
Target: One Creature / Round
Casting Time: One standard action
Range: Close (25' + 5' / 2 levels)
Target: One creature / per round
Duration: Concentration (Up to one round per two levels max 10 rounds at 20th level)
Saving Throw: Will negates
Spell Resistance: Yes

You create an uncanny weave of lies that is associated with the target, if the target fails its will save it believes you and follows your suggestions for one round. Each round you may turn your lies on a new target or continue your lies to the same target. Retries from a successful save are allowed. However if you fail to effect a target due to spell resistance future retries automatically fail. The DC to resist *Prince of Lies* is based on the normal spell DC and the table below.
You may select your suggestions from the following options.
Suicide: The subject performs a full round coup de grace on itself as soon as it can. (coup de graces provoke attacks of opportunity) The subject gets a + 2 bonus to its will save if *suicide* is suggested. If the target has no means by which to end his life, he will spend his next round doing whatever he can to kill himself.
Disarm: The subject drops whatever is in its hand/s (a free action). Takes off its shield if it has one (move action). And then removes items in whatever order it normally would.
Attack: The subject attacks whomever or whatever you designate to the best of its ability.
Give: The subject will come to you and offer you the item you request if it is on their person.
Tell: The subject will answer your questions to the best of its knowledge. (Max three question)
Sign: The subject will sign what you tell him to.
Other options may be available at the DMs discretion, the only way to tell what will work is to try. Self-destructive suggestions always provide a + 2 bonus the subjects saving throw.
If you know the subjects name increase the save DC by 1
If you know a little of the subjects past increase the save DC by 1
If you know a dark secret of the subject increase the save DC by 2
Self-destructive instructions decrease the save DC by 2
If it is obvious you are a servant of Ravis the save DC decreases by 1

Pure Anarchy

Enchantment (Compulsion) [Mind Affecting]
Level: Anarchy 9
Components: V, S, M
Casting Time: 1 Swift action
Range: Touch
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes a single target to become *Confused* permanently, as per the spell. This spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell by a spellcaster of equal or higher level. While confused the subject takes 1D4 points of Wisdom damage per day with no save.
Divine Material Component: A flawed gem worth at least 1 GP.

Weight of Your Words

Enchantment (Compulsion) [Death, Mind Affecting, Language Dependant]
Level: 9 Truth
Components: V, DF, XP
Casting Time: 1 Full Round
Range: Close 25' + 5' per two levels
Target: One living creature
Duration: 2 Rounds
Saving Throw: None
Spell Resistance: Yes

You call upon Glitanius, God of truth, to pay witness to your questions and judge the target. In the first round of the duration you may ask the target a question as a move equivalent action, the target has a feeling that if he doesn't answer truthfully something bad will happen, although he is not sure what will happen. If the target answers truthfully and fully, or simply does not know, the spell ends. If the target lies, avoids important information, or ignores the question he takes half his current hitpoint total in divine damage no save. In the second round of the duration you may ask the target a question as a move equivalent action, it can be the same question or a new one. If the target answers truthfully and fully, or simply does not know, the spell ends. If the target lies, avoids important information, or ignores the question he is struck dead with no save. If the target cannot hear you or is unable to talk this spell has no effect.

XP Cost: 500 XP.

Single Combat

Abjuration
Level: 5 Balance
Components: V, S, DF
Casting Time: 1 Standard action
Range: Close 25' + 5' per 2 levels
Target: Two creatures, each must be in melee threat range of the other.
Duration: 1 round/level
Saving Throw: Will negates initial effect and secondary, see text.
Spell Resistance: No

This spell wards two creatures engaged in melee combat as though a special version of *Sanctuary* were cast on them. The spell functions like *Sanctuary* although each of the two recipients can attack each other with no save required, and without breaking the effect. The two targets of the spell cannot attack anything but each other without first making a will save. Once one of the targets has been defeated the spell ends. If one of the combatants succeeds on their Will save to attack a different target then the effect of *Single Combat* ends for that combatant only.

Eye for an Eye

Abjuration
Level: 9 Fate
Components: V, S, DF
Casting Time: 1 Standard action
Range: Personal
Target: You
Duration: 1 round/level

When you take damage from any attack directed at you, an equal amount of damage is returned to the attacker. This damage is the same type that you took. This does not include area of effect spells or other affects that do not target you personally. Likewise if you attack anyone while under the protection of this spell you take an equal amount of damage. You can still target your allies with helpful spells, in fact when you use such spells while under the effect of *Eye for an Eye* you also gain the benefits. For example, Coop casts *Eye for an Eye* and walks over to Ike, while in transit Coop provokes an attack of opportunity from Orc 1. Orc 1 hits and deals 8 damage to Coop and 8 damage to himself. The next turn Coop casts cure light wounds on Ike healing him for 7 and himself for 7. The real question you should be asking yourself is, why is someone who wields 9th level spells getting hit for 8 damage and healing people for only 7?

Force of Words

Evocation [Sonic]
Level: Initiate of Sardack 1
Components: V
Casting Time: 1 Standard Action
Range: Close (25' + 5' / 2 levels)
Target: One solid non-magical object weighing no more than 1 lb per caster level.
Duration: Instantaneous
Saving Throw: None or Will negates (object), see text.
Spell Resistance: Yes (object), see text.

Force of Words creates a loud, ringing noise that breaks a single non-magical object. Any non-magical item with a hardness less than 5 and weighing up to 1 pound per caster level is immediately destroyed, no save. Potions do not count as magical items against the effects of this spell. Attended items with a hardness of 5 or more are allowed a will saving throw to negate this effect. Spell resistance applies if the targeted item is in the possession of a creature with spell resistance.

Greater Force of Words

Evocation [Sonic]
Level: Initiate of Sardack 3
Components: V
Casting Time: 1 Standard Action
Range: Close (25' + 5' / 2 levels)
Target: One Creature or Object
Duration: Instantaneous
Saving Throw: None or Will Half (object), see text.
Spell Resistance: Yes (object), see text.

Greater Force of Words blasts the target with tremendous cacophony dealing 1d8 points of sonic damage per two caster levels (maximum 5d8). If the target of the spell is a non-magical unattended item it receives no save against the effect. If however the target is a creature or an object in possession of a creature or an unattended magical item it receives a will saving throw for half damage. Spell resistance applies if the target, or targeted item is in the possession of a creature with spell resistance. This spell deals ½ damage to oozes, and 1.5 times damage to constructs.

Blessing of Sardack

Transmutation
Level: Initiate of Sardack 5
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round / Level (D)

This spell grants you a fly speed of 60' (or 40' if you are wearing medium or heavy armor, or if you carry a medium or heavy load). You can ascend at half speed and descend at double speed with good maneuverability. You gain a +2 sacred bonus to strength and constitution. You gain a +4 enhancement bonus to your natural armor.

Divine Focus: The Initiate of Sardack must have a holy symbol of Sardack worth at least 100 GP.

Greater Blessing of Sardack

Transmutation
Level: Initiate of Sardack 7
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round / Level (D)

This spell grants you a fly speed of 60' regardless of the type of armor or load that you are carrying. Your maneuverability is perfect. You gain a +4 sacred bonus to strength and constitution. You gain a +6 enhancement bonus to your natural armor.

Divine Focus: The Initiate of Sardack must have a holy symbol of Sardack worth at least 500 GP.

Spark of Life

Conjuration (Healing)
Level: Initiate of Glitanius 1
Components: V, S
Casting Time: 1 Standard Action
Range: Close (25' + 5' / 2 levels) or personal
Duration: Instantaneous
Saving Throw: Will half (harmless); see text.
Spell Resistance: Yes (harmless); see text.

When casting this spell make a ranged touch attack. If successful you channel positive energy into the subject that cures 1d8+1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a will save to take half damage.

Greater Spark of Life

Conjuration (Healing)
Level: Initiate of Glitanius 3
Components: V, S
Casting Time: 1 Immediate action
Range: Close (25' + 5' / 2 levels) or personal
Duration: Instantaneous
Saving Throw: Will half (harmless); see text.
Spell Resistance: Yes (harmless); see text.

When casting this spell make a ranged touch attack. If successful you channel positive energy into the subject that cures 2d8+1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a will save to take half damage.

Earth Avatar

Transmutation [Good]
Level: Initiate of Glitanius 5
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round / level (D)

This spell transforms you into a plant creature. For the duration of the spell you take on several plant features. You retain your base attack, saving throws, skills and ability to use armor and weapons. You gain a +4 bonus to strength and constitution. You gain low light vision and immunity to poison, sleep effects, paralysis, polymorph, stunning and critical hits. You lose the ability to speak, and cannot cast spells with verbal components. Finally, your land speed is reduced by 10', 5' if you are small sized. And you gain a burrow speed equal to your land speed. You may not burrow through stone, worked or natural.

Divine Focus: The Initiate of Glitanius must own a holy symbol of Glitanius worth at least 100 GP.

Shadow Bolt

Evocation (Shadow)
Level: Initiate of Ravis 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25' + 5' / 2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fort Negates
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5) and becomes blind for 1 round. The subject's Strength score cannot drop below 1. A successful fortitude saving throw negates this effect. This spell has no effect on evil aligned creatures.

Rebirth

Transmutation
Level: Initiate of Glitanius 7
Components: V, S, DF, M
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched.
Duration: Permanent until triggered.
Saving Throw: None
Spell Resistance: No

This spell allows the target to enter a binding agreement with Glitanius that brings the target back to life if slain. When this spell is cast, the subject's Constitution is permanently lowered by 1 point. In exchange for this, if the subject should die, they are immediately brought back to life in a new form as determined on the chart below, at half hit points, with no loss of level or spells memorized. However, the resurrected creature does not regain the Constitution point when returned to life. If the spell is dispelled before the subject dies, the subject does not regain its lost Constitution point. A *wish* or a *miracle* spell can return the lost constitution, but only after the *rebirth* has been activated or dispelled, and at the willing cost of 1,000 EXP to the recipient of the spell.

Rebirth Chart
1st Roll: 1-50, Male. 51-100, Female.
2nd Roll: 1-30: Human, 31-45: Hill Dwarf, 46-55: Mountain Dwarf, 56-70: Wood Elf, 71-80: Reg'Ostran, 81-99: Thirvolan, 00:DM's Choice

Divine Focus: A Holy symbol of Glitanius worth at least 500 GP.

Material Component: An emerald worth at least 1,000 GP.

Greater Shadow Bolt

Evocation (Shadow)
Level: Initiate of Ravis 3
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: All Non-evil creatures in a 20' radius centered on you.
Effect: Multiple Rays
Duration: Instantaneous
Saving Throw: Fortitude Negates
Spell Resistance: Yes

This spell functions like *Shadow Bolt* except as noted above and as follows. You must make one ranged attack against all valid targets in range.

Shadow Life

Necromancy
Level: Initiate of Ravis 5
Components: V, S, DF
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 Round / Level

You gain immunity to all death spells, magical death effects, energy drain, and negative energy effects (such as from *inflict* spells). This spell doesn't remove negative levels that you have already gained, nor does it effect the saving throw necessary 24 hours after gaining a negative level. *Shadow Life* does not protect against other sorts of attacks, such as hit point loss, poison, or petrification, even if those attacks might be lethal. *Shadow Life* can be used in reaction to being subject to any of the attacks it wards against. In such a case you are not subject to the effect if *Shadow Life* would normally protect you. Every time *Shadow Life* protects you from an effect remove 1 round from the duration of the spell.

Divine Focus: A Holy symbol of Ravis worth at least 100 GP. The caster need not be holding the focus, it simply must be on their person.

Dark One's Blessing

Transmutation [Evil]
Level: Initiate of Ravis 7
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 1 Round / Level

You take on a hazy shadow form, making you hard to target. You act as if under the effect of a *blur* spell in all light conditions other than daylight. For the duration of the spell you gain the Hide in Plain sight class feature when not in an area of bright illumination.
You gain cold resistance 20, and electricity resistance 20.
You gain a +6 profane bonus to Dexterity
You gain dark vision with a range of 120'
Finally, you gain damage reduction 10/magic.

Divine Focus: A Holy symbol of Ravis worth at least 500 GP

Radiance's Shield

Evocation [Fire]
Level: Initiate of Radiance 1
Components: V
Casting Time: 1 Immediate Action
Range: Personal
Target: You
Duration: Instantaneous

This spell grants its caster a +2 sacred bonus to armor class for one attack. All adjacent creatures to the caster (allies and enemies) take 1d6 points of fire damage. No saving throw or spell resistance applies to this damage.

Greater Radiance's Shield

Evocation [Fire]
Level: Initiate of Radiance 3

This spell functions like *Radiance's Shield* except that the sacred bonus to armor is increased to 4 + the casters Charisma modifier, and the fire damage is increased to 3d6.

Blinding Light of Radiance

Evocation [Light]
Level: Initiate of Radiance 5
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Touch
Target: Object touched
Duration: 10 min. / Level (D)
Saving Throw: Fort negates
Spell Resistance: None

The object touched sheds light as bright as full daylight in a 60 foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its effect, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires). If *Blinding Light of Radiance* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed. *Blinding Light of Radiance* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. *Blinding Light of Radiance* counters or dispels any darkness spell of equal or lower level, such as *Deeper Darkness.* In addition, non-lawful sighted creatures that enter, or are within, the radius of bright illumination when the spell is cast must make a fortitude saving throw. Failure indicates that the non-lawful creature is blinded for 1d4 rounds. Once subjected, a creature is immune to future blinding effects of this casting, whether or not the saving throw is successful

Divine Focus: A Holy symbol of Radiance, worth at least 100 GP.

Chaos Shard

Evocation [Force]
Level: Initiate of Rafar 1
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Medium (100' + 10' / Level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will partial, see text.
Spell Resistance: Yes

This spell creates a beam of force. You must succeed on a ranged touch attack to effect your target. If successful you deal 1d8 points of force damage, no save. And the target must succeed on a will saving throw or be dazed for one round, the daze portion of the spell is a mind affecting effect.

Greater Chaos Shard

Evocation [Force]
Level: Initiate of Rafar 3

This spell functions like *Chaos Shard* except that the damage dealt is equal to 1d8 per two caster levels (maximum 5d8). Those that pass the will saving throw and avoid the daze effect are instead dazzled for one round.

Radiance's Favor

Transmutation [Lawful]
Level: Initiate of Radiance 7
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 1 Round / level (D)

This spell causes you to grow, greatly increasing your height and mass, multiply your weight by 16. This increase changes your size category by two larger than your normal size, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/Chaotic. At 16th level it becomes 10/Chaotic, and at 20th level it becomes 15/Chaotic (its maximum). Your size modifier for AC and attacks changes as appropriate to your new size category, as will your reach and weapon damage. See the core rulebook for size modifiers. This spell doesn't change your base speed. If insufficient room is not available for the desired growth, the casting of this spell fails. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including projectile or thrown weapons) instantly returns to their normal size. This means that thrown weapons deal their normal damage including your enhanced Strength (projectiles deal damage based on the size of the weapon that fires them). Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase your size while you are under the effect of the first casting.

Divine Focus: A Holy symbol of Radiance, worth at least 500 GP.

Dragon Lord's Gift

Transmutation [Chaos]
Level: Initiate of Rafar 5
Components: V, S, DF
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 1 Round / Level

The great god of dragons blesses you with a fraction of their combat ability. For the duration of this spell you gain the ability to fly as though under the effect of a *fly* spell. You gain a +6 enhancement bonus to Strength, a +4 enhancement bonus to Constitution and low light vision. In addition, you may breath a 120' line of energy that deals 1d6 points of damage per caster level (max 20d6). This energy is comprised of an equal amount of fire, cold, electricity and acid damage. Those in the path of the line may attempt a reflex save for half damage DC 15 + your constitution modifier. This special breath weapon is an extraordinary ability and not subject to spell resistance. Using the bestowed breath weapon automatically ends the effect of this spell, if you are in the air when this spell ends either from an expired duration or using your breath weapon you automatically gain the effects of a *feather fall* spell for one round.

Divine Focus: A Holy symbol of Rafar, worth at least 100 GP.

Mask of Chaos

Enchantment [Mind-Affecting]
Level: Initiate of Rafar 7
Components: V, S, DF
Casting Time: 1 Standard Action
Range: 30'
Target: 1 Living Creature per round.
Duration: 1 Round / Level
Saving Throw: Will negates
Spell Resistance: Yes

As a standard action you may target a living creature that can see you. If that target fails their will saving throw they become permanently under the effect of a *Confusion* spell. This is considered a gaze attack and all rules that apply to gaze attacks also apply to this spell with one exception, valid targets within range are not automatically subject to the gaze. The caster must use a standard action to subject a creature to the effects of this spell.

Divine Focus: A Holy symbol of Rafar, worth at least 500 GP.

Burning Fury

Transmutation
Level: Initiate of the Sand God 1
Components: V, S
Casting Time: One Standard Action
Range: Personal
Target: Self
Duration: Instantaneous

Upon completion of this spell you may make two ranged or melee attacks. Your second attack is performed with a -2 penalty.

Speed of the Sands

Transmutation
Level: Initiate of the Sand God 3
Components: V, S, DF, M
Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: 1 Round / Level

This spell functions as *Haste* except as noted above and as follows. When the subject of this spell moves they leave behind a trail of fire in every square that they moved through. This trail of fire lasts until right before the characters next turn at which point it vanishes. Any creature in this fire at the end of the casters turn or that moves through a square containing this fire takes 1d6 +1 point of fire damage per caster level (max +10)

Material Component: A pinch of desert sand.

Dune Heart

Abjuration
Level: Initiate of the Sand God 5
Components: V, S, DF, M
Casting Time: 1 Standard Action
Range: Touch
Target: Creature Touched
Duration: 10 min / Level, or until exhausted.
Saving Throw: Will Negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains 5 temporary hit points per two caster levels (maximum 50 at 20th level). Once the temporary hit points are exhausted the spell immediately ends. While under the effect of this spell you gain a +1 morale bonus to attacks.

Divine Focus: A Holy symbol of the Sand God, worth at least 100GP
Material Component: Powdered precious stones worth at least 200 GP.

Portents

Divination
Level: Initiate of the Sand God 7
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Creature Touched
Duration: 1 hour / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell instills flashes of images of a thousand possible futures at once into the target's mind. It is impossible to pick the images apart to glean any knowledge from them as they happen so fast. However as a result the target of this spell gains a +1 insight bonus to armor class, attacks, saving throws, ability checks and skill checks for the duration of the spell.

Divine Focus: A Holy symbol of the Sand God, worth at least 500 GP.