

LESSER ENERGY ORB

(Artemis Tavor)

Evocation (Acid, Cold, Electricity, Fire, or Sonic)

Level: Sor/Wiz 2

Components: V,S

Casting time: 1 standard action

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

Targets: Up to five creatures or objects, no two of which

can be more than 15ft apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Choose one form of energy when you prepare this spell. At casting, a small orb of that kind of energy strikes the target, doing 1d8 of damage. A successful ranged touch attack is required. A successful Fortitude save (DC11+ability modifier) halves the damage.

For every two levels of experience above third you gain an additional orb, up to a maximum of five at 11th level. You can aim the orbs at any combination of eligible targets. All orbs must be of the same energy type.

MAGIC WEDGIE

(Elanduin Maverique, Bard of the Brightwood)

Transmutation

Level: Sor/Wiz 1, Brd 1

Components: V,S

Casting Time: 1 standard action

Target: One humanoid creature

Range: 30ft

Duration: special

Save: special

With a ranged touch attack, you cause the undergarments (or closest approximating garment) of the affected creature to pull upwards and lodge uncomfortably in the victim's gluteal cleft. At the time of casting and each round after that the spell is in effect, the victim must make a Concentration check (DC15) or lose his Dexterity bonus to

Armor Class for that round. The discomfort of a Magic Wedgie gives the victim a 25 percent chance of spell failure (which stacks with any other chance of failure) and a -2 penalty on skill checks involving the body such as Climb, Jump, or Swim. The condition lasts until the victim takes a full round action to adjust his clothing, which provokes an attack of opportunity.

This spell is only effective against humanoid creatures who are wearing clothing and are subject to sneak attacks. Undead, constructs, shape-changers and outsiders are always immune to the spell.

NET

(Artemis Tavor)

Evocation

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 standard action

Range: Close (25' plus 5ft/level)

Area of Effect: see text

Duration: Instantaneous

Save: Reflex (see text)

This spell causes a net (as the weapon) to appear above and then fall on a chosen target, entangling him. The subject can make a Reflex save (DC12+caster level) to avoid being entangled.

Once created the net is completely normal and nonmagical. An entangled creature can free himself by breaking it (DC25 Strength check), by cutting himself free (1d4 rounds) with a light slashing weapon not more than 18 inches long, or by an Escape Artist check (DC25). Another person can help the creature escape the net as a full round action.

The size of the Net, and the size of the creature that can be entangled, is a function of the caster level.

Level	Entangles
1-4	1 Medium or Small creature
5-8	1 Large, 2 Medium or 4 Small
9-12	2 Large, 4 Medium or 6 Small
13+	1 Huge, 3 Large, 6 Medium, 8 Small

When multiple creatures are targeted they must occupy adjacent squares and each saves independently. Creatures of Tiny or smaller size cannot be entangled by the Net.

Material component: a short piece of cord from a net.

COLDCHICK

(Elanduin Maverique, Bard of the Brightwood)

Conjuration (Creation)
Level: Sor/Wiz 3, Bard 4, Asn 2
Components: S,F
Casting time: 1 standard action
Duration: 1 round
Range: Close (25 feet +5ft/level)
Target: One creature
Save: None

You cause an invisible force to come into being behind the target creature and attack him. Treat the force as a Rogue of your level with a Strength equal to your prime spellcasting ability (ie, the one that determines your bonus spells and save DC adjustment). A successful melee attack does damage as a Sneak Attack: 1d6 plus the force's Strength adjustment plus the Rogue's Sneak Attack bonus. A critical hit (20) does double damage.

All damage done by this spell is non-lethal (subdual) damage. The force dissipates immediately after attacking, successful or not. The spell is only effective against creatures vulnerable to Sneak Attacks and fails automatically if attempted on an ineligible target.

Focus: A masterwork quality sap.
(Proficiency with the sap is not required.)

SEEKING

(Barnaby Dumbarton, completing research begun by Artemis Tavor)

Divination
Level: Sor/Wiz 3
Components: V,S,F
Casting time: 1 round
Target: You
Duration: 1 hr/level

You establish a psychic connection to a specific object, such that you can sense its approximate direction and distance from you by taking a standard action to concentrate. You may check the distance and direction as often as desired during the spell's duration and you will get an answer that is reasonably accurate each time even if the object is moving.

The accuracy of this spell is a function of how well the object is known to the caster. Something owned by and very familiar or important to the caster will be felt strongly and the distance/direction sense very accurate even over distances of a hundred miles or more. Something the caster has only seen through scrying and knows little about will establish a much weaker connection and the margin of error could be considerable. This is left to the DM to determine according to the needs of the situation. At a minimum, the caster should be able to get a basic compass direction and an estimate of distance. As that distance closes, the caster should be able to get more accurate data with subsequent concentration actions.

The spell will provide at least some data as long as the object is on the same plane as the caster. There is no maximum range, but the spell can be effectively blocked by Mislead, Nondetection, or Polymorph Any Object. The spell does not provide any information other than distance and direction to the object.

STICKS AND STONES

(Artemis Tavor)

Evocation

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 standard action

Range: Close (25' plus 5ft/level)

Area of effect: 20' radius from selected point

Duration: special

Save: special

You cause a damaging shower of wood and stone debris to fall in the affected area, as if a small building were collapsing.

In the round the spell is cast, all creatures in the area of effect take 1d6hp damage. A successful Reflex save halves the damage.

Those who do not leave the area of effect take 2d6hp damage in the second round (Fortitude save for half damage) and must make a Reflex save or be entangled, as the spell.

Those still in the area of effect in the third round take 3d6hp of damage (Fortitude save for half damage) and are covered by rubble. There is a cumulative 10 percent chance per round that such creatures suffocate and die if not rescued. Creatures who do not need to breathe simply remain stuck until they or someone else frees them. Creatures of Large size and above are entangled rather than covered and do not suffocate.

A successful DC30 Strength or Escape Artist check by a trapped creature shoves enough rubble aside to free itself as a full round action. An untrapped person can do the same with a DC25 Strength check to free one trapped creature as a full round action.

The pile of rubble created by the spell is normal, nonmagical wood and stone. It remains in a pile 10 feet high and 20 feet in diameter until physically removed.

Material components: a one inch sliver of wood and a one ounce fragment of stone taken from a ruined building.

TAVOR'S AUGMENTATION

(Artemis Tavor)

Transmutation

Level: Wiz 4

Components: V,S,F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Special (see text)

When you cast this spell your mind is imbued with the ability to understand, study, and cast any allowed spell up to 9th level. The spell must be one available to your character if s/he were of sufficiently high level (ie, not part of a disallowed school or a different class list) and you must have the requisite ability score to cast it (ie, 18 INT for an 8th-level spell). You still pay the XP cost for a spell that has one, and spells with negative side effects have their normal chance of causing those effects on you. The spell's effective caster level is the minimum caster level normally allowed for that spell.

You must begin studying the spell immediately after casting Tavor's Augmentation (the ability to decipher magical writings is included in the Augmentation spell), and you must cast the spell within one hour of preparing it or the spell is lost.

The duration of Tavor's Augmentation ends when the spell learned through Augmentation has been cast or lost as above. Casting a spell in this way is extremely taxing to the mind; after using Tavor's Augmentation, you lose all spellcasting ability until you rest for a time equal to one hour for each level of difference between your highest allowed spell and the spell cast via Augmentation. For example: a 7th-level wizard using Tavor's Augmentation to cast Wish, a 9th-level spell, must rest for 5 hours (spell level 9 minus max level 4) before regaining the ability to cast spells. This is over and above the rest requirement for recovering spells.

Focus: a crystal prism of at least 1000gp value.

FORGET

(Croius, third Magister of Tavor)

Enchantment

Level: Sor/Wiz 5

Components: V,S

Casting time: 1 standard action

Target: One or more humanoid creatures

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

Duration: Instantaneous

Save: Will negates

You can erase recent memories of one humanoid creature. The creature must be intelligent and capable of memory for the spell to work.

Unwilling targets get a Will save based on how long a period of memories you want to erase:

Period	Base DC
Under 1 hour	30
1-12 hours	25
12-24 hours	20
Over 24 hours	15

You may add your ability modifier to the save DC. Only the most recent memories (ie, X amount of time prior to the casting of the spell) can be erased. The longest period of memories you can erase is 1 day per 5 caster levels. The number of creatures you can affect is 1 per 5 caster levels (ie, two at 10th level, three at 15th, four at 20th). Multiple targets within the spell's range must have the same period erased, and each saves independently of the others.

The subject will be aware that there seems to be a "hole" in his memory but will not remember being subjected to the spell. Dispel Magic or Remove Curse can recover the memories if cast within one day of the erasure. Otherwise, the memories are permanently gone. Note that the spell does not allow you to implant false memories and does not preclude the subject discovering what has been forgotten by normal means (someone else telling them, interpreting physical evidence, etc).

POLYMERGE

(Artemis Tavor)

Transmutation

Level: Sor/Wiz 7

Components: V,S,M

Casting time: 1 standard action

Range: Close (25' plus 5ft/level)

Duration: until dispelled

Save: Fortitude negates

This spell merges a living creature with an inanimate object, creating an object with the persona of the subject creature but the physical properties of the object. For example, a person Polymerged with a door would create a door that could interrogate callers and choose whom it would allow to pass.

Polymerged objects always appear to be carved or imprinted with the face of the creature, which animates when the object speaks. The object has all of the creature's senses and intellect but none of its special or supernatural abilities. It has the AC, HP, break resistance, etc. of the object and can move only in ways the original object was capable of moving. All items on the subject creature's person at the time of the merge are merged into the resulting object and cannot be recognized or separated from it. The polymerged creature does not age and does not require food or rest, although it can sleep if it chooses.

An unwilling creature can make a Fortitude save (DC16+ability modifier) to resist being merged. A successful save negates the spell.

A Dispel Magic can separate the two objects if the caster level check succeeds. The original caster can separate the objects at will. Otherwise, the effect is permanent.

Material components: the creature and object to be merged.

ARCANE SURROGATE

(origins unknown)

Necromancy

Level: Sor/Wiz 8

Components: V,S,M

casting Time: 5 minutes

Range: Close (25' plus 5ft/2 levels)

Target: Selected creature

Duration: Special

Save: Will negates (see text)

This spell allows you to have another person, the surrogate, bear the XP cost or other negative effects of a spell you cast that would normally accrue to the caster. Such effects include XP costs, ability damage/drain, and negative levels.

An unwilling surrogate gets a Will save (DC20+ability modifier) to avoid the effect. You must take whatever steps are necessary to keep an unwilling surrogate within range for the time it takes to cast both the intended spell and the Surrogate spell or the intended spell will fail and you will suffer the negative effects yourself. The target creature need not be conscious but must be alive and capable of sustaining the effect to be taken on (ie, have sufficient XP, levels, ability score, etc.) A subject reduced to zero in a vital statistic will die, fall into a coma, etc. as appropriate to the loss. XP loss can reduce the surrogate's character level.

Material component: a one-ounce vial of vampire blood.

TOTAL RECALL

(Artemis Tavor)

Enchantment

Level: Wiz 9

Components: V,S

Casting time: 15 minutes

Target: You

Duration: special

Any spells that you study and prepare within 8 hours of casting this spell are absorbed into your mind in a lasting way such that you automatically know them and can cast them

again the next day without further study.

You can prepare as many spells in this way as you wish up to your limit of spell slots per day less the 9th level slot used to cast Total Recall.

You must rest for eight full hours (or spend equivalent in trance for an elf) in order to recover the studied spells. The spells recovered are always the exact same ones prepared by means of Total Recall. Spells with metamagic feats may be included and will be regained each day in the altered form. Any spell slots not used to prepare spells with Total Recall can be used to prepare spells normally.

Each day after the first, you must make a successful Will save or the Recall spell fails and you must study normally to regain spells. The save DC is 15 plus the number of days you have been using Total Recall. The maximum length of time you can use Total Recall in one casting is one day per experience level. You can choose to end the spell at any time so long as you have not cast any of the prepared spells that day.

A second casting of Total Recall fails immediately if the first is still active.

Example of usage: Messner the Mage, an 18th level wizard, casts Total Recall on himself before his daily spell preparation. He can now prepare an entire day's spell allotment less one 9th level spell. The next day, after 8 hours of rest, he wakes up with no spells prepared. He makes a DC16 Will save and the exact same set of spells he prepared the day before are once again in his memory and ready to use. He can also choose to prepare normally a 9th level spell in the slot he used the previous day to cast Total Recall. On the next day, day 2, he again rests for 8 hours but fails his DC17 Will save. The Recall spell fails and he must study normally to prepare spells that day. If Messner were to make his save every day, the spell still fails automatically at the end of day 18 (DC33).