

PLANESCAPE CAMPAIGN SETTING
CHAPTER 5: MAGIC

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It pained Dillan to see what had become of his home. Once the small burg had exemplified the best of Arborea, its small homes dotting the lush valley and tall trees towering above to form a canopy of leaves that protected them from the worst of the plane's weather. Animals and children would run throughout the underbrush, their imaginations presenting them with untold wonders under every rock and behind every bush. Even during the hardest times the town's folk, whether man, woman, or spirit, would gather at night to dance and sing together around blazing fires. The Athar had formed the hamlet as an oasis for those seeking a peaceful home away from the manipulations of the gods and their followers. Their lives weren't easy, but no day was wasted, each was worth living.

That blithe energy had fallen away, however, and the air became choked by bitterness and hatred. The passion which filled their hearts turned to jealousy and rage. What had started as a small feud between lovers had grown to consume the whole village, turning family against family and dividing the town. Now a wall split the valley and its residents, sitting like an open wound across the realm's face. A necessary evil, as if looking at the ugly gray stone was better than seeing those on the other side. The poison infecting the town had become so intense that now the whole valley was on the verge on shifting to another plane. Arborea was rejecting them, and no one could say where they'd end up. The whole matter only divided them further. In his desperation to find some resolution, Dillan had even sought help from the pantheon's that dwelled nearby, but their clerics had been turned away. The gods had no interest in easing the pain of those who had rejected them.

A hand on his shoulder made Dillan jump. "Hey." He turned around to look at Alan, who smiled at him reassuringly. "That gloomy look doesn't suit you. Trust me, its going to be alright." Alan pulled him close and their lips met, softly at first but then passionately as their arms locked around one another. When they parted, tears were sliding down Dillan's cheeks. Alan leaned forward to kiss them away, then said "You must have hope, they need us to be strong."

Dillan shook his head, "But does it have to be this way?! Do you really need to-"

"It's my right to choose, my freedom to give. You must believe in what we do, Dillan. The gods would rather see our people suffer, and our friends have forgotten what it is we fight for. If we don't trust in each other, in the principles we have tried to live our lives by, then the magic will fail and everything will be for naught."

Dillan nodded slowly, his fingers tracing the silver blade in his hand. Alan lifted his chin up into another kiss and the two fell onto the bed of wild grass and scattered leaves. They lay there together making love, all barriers between them falling away, letting their passions consume them completely and mixing the grief of the last several years with the intensity of their bond. And in an instant it was over as Dillan buried the dagger deep in Alan's chest, streams of blood pouring onto the ground. Tears soon mixed with them, tears of grief and joy, of sorrow and blind hope. Sobs wracked his body and his cries sent birds in the forest flying in all directions. Yet magic filled the air, and everything around the couple seemed to become energized, as if witnessing their act had roused the valley's spirits.

His lover motionless beside him, Dillan turned to look again at the village they had called home, gazing at the wall as if it would fall apart before his eyes. Doubt filled his mind. Was the magic enough? Could a sacrifice freely given, an act of passionate love and devotion, make up for years of rage and hatred? Would it be worth it? Was their belief great enough?

At the bottom of the valley several birds settled onto the wall, and as their claws scratched at the stone several large chucks fell to the ground.

Magic on the Planes

The planes are magical, plain and simple. Every piece of ground and every planar creature ever to live has a bit of the planes' magic in them. The laws of science developed on some Prime worlds just can't completely define the multiverse; the supernatural and the contradictory are part of life. Some newcomers might smile blissful at this notion, patting their spell book or grasping their holy symbol, pleased that the magic they rely on so heavily is all the more prevalent on the planes. Things simply aren't that easy, however, and every spellcaster needs to know the ways of things if they're going to survive the first trip beyond the City of Doors. Many planes have their own unique alterations to magic that are best read about rather than discovered first hand. Most of this information can be researched or bought, but per the Rule of Three, there are three axioms that are relatively universal across the multiverse and should be considered before casting a spell: Dimensional Relations, Planar Natives, and Spell Alterations.

Dimensional Relations

In the end, virtually all of the planes are connected: the Inner Planes connect to the Prime Material through the Ethereal, the Prime Material connects to the Outer Planes through the Astral, and the Outer Planes connect to the Inner Planes through the Ordial. That isn't to say all the planes are accessible from one another, however. Primes don't recognize this because the Prime Material connects to both the Ethereal and the Astral Planes (and they know nothing of the Ordial); but the Inner Planes have no direct access to the Astral, and the Outer Planes have no connection to the Ethereal. When someone casts a spell that creates a connection to a plane that isn't bordered by the current plane, the spell simply fails. For example, casting *ethereality* on the Outer Planes isn't going to work; there's no Ethereal Plane to connect to. The same applies to casting *astral projection* on one of the Inner Planes. That's why every spellcaster should have an understanding of the cosmology and dimensional relations before venturing out on to the planes.

Dimensional relations are not quite as restrictive as you might imagine. It only applies to spells that affect planar boundaries; thus summoning, banishing, and divination spells work normally in most parts of the multiverse. In addition, because the Pseudo Planes are coexistent with the entire multiverse, spells that draw on the Planes of Dream, Shadow, or Time operate as well. Extradimensional spaces are a special case. These tiny pockets of space are hidden from normal senses and can be found on just about any plane, with the exception of the Astral Plane due to its unique nature. Table 5-1 has a list of spells from the *Player's Handbook* that are affected by dimensional relations. Apply the same principles to new spells and powers from the *Expanded Psionics Handbook* and *Planescape Campaign Setting*.

TABLE 5-1: SPELLS AFFECTED BY DIMENSIONAL RELATIONS
<p style="text-align: center;">Astral Spells (do not operate on the Ethereal or Inner Planes)</p> <p><i>Astral projection</i> <i>Dimension door</i> <i>Teleport</i> <i>Teleport, greater</i> <i>Teleportation circle</i> <i>Teleport object</i> (teleportation aspect)</p>
<p style="text-align: center;">Ethereal Spells (do not operate on the Astral or Outer Planes)</p> <p><i>Ethereal jaunt</i> <i>Ethereal mount</i> <i>Ethereality</i> <i>Leomund's secret chest</i> <i>Leomund's tiny hut</i> <i>Phase door</i> <i>Teleport object</i> (ethereal aspect)</p>
<p style="text-align: center;">Extradimensional Spells (do not operate on planes without extradimensional space)</p> <p><i>Maze</i> <i>Mordenkainen's magnificent mansion</i> <i>Rope trick</i></p>

Planar Natives

Everyone has a home plane, the place where they were born, one of the few places they're considered native. While traveling through the multiverse most creatures are considered extraplanar and become susceptible to certain magical effects. When a creature is on its home plane it's not extraplanar, however, and therefore becomes immune to spells and effects that target extraplanar creatures, such as the ever-popular *protection from evil* and *banishment*

spells. Banishing tanar'ri to their home plane just isn't going to work when their already in the Abyss. Nor will a *gate* or *planar ally* spell cast by someone on the same plane grab them, as those spells must reach out to other planes.

Other creatures have stronger connections to their home plane, and gain strength when on their territory or gradually lose power after an extended time away. Petitioners are a good example of this property; while on their home plane most petitioners are immune to necromantic spells of any kind as their soul's connection to their home plane cannot be altered. Some exemplar are weaker on certain planes or cannot even leave their own, perhaps due to conflicts between their nature and the energies of other realms. And while there's no question deities are strongest within their own realms, some people go so far as to argue they become weaker the farther they travel, which is why they so rarely leave their own domains (such speculation is normally attributed to wishful thinking by the Athar, however). Another important note to remember is no creature is considered extraplanar on the Border or Pseudo Planes, due to their unique connection with the Cardinal Planes. In addition, no spell can banish anyone from Sigil.

At first thought, it might seem an obvious choice to memorize spells to banish extraplanar creatures while traveling on the planes. However, it doesn't take long to realize that most of the creatures planewalkers meet while traveling are on their home plane already, and it's the planewalkers who are the extraplanar creature. Furthermore, spells like *holy word* can become a real double-edged sword when they accidentally banish your companions! Thus, spells that affect extraplanar creatures are often only at their full potential when used as a defense for one's own plane. On the other hand, spells that prevent planar travel such as *dimensional anchor* can be very handy in avoiding *banishment*. Table 5-2 has a list of spells from the *Player's Handbook* that affect extraplanar creatures.

**TABLE 5-2: SPELLS THAT TARGET
EXTRAPLANAR CREATURES**

Banishment
Blasphemy
Dictum
Dismissal
Forbiddance
Gate (calling creature aspect)
Holy word
Magic circle against chaos/evil/good/law
Planar ally
Planar ally, greater
Planar ally, lesser
Planar binding
Planar binding, greater
Planar binding, lesser
Protection from chaos/evil/good/law
Summon monster spells
Trap the soul
Word of chaos

Variant: Predetermined Banishment Effect

Most banishing spells and effects do not specify where the character ends up after returning to their home plane. This is not normally important in the case of NPC's, but it may become more of an issue for player characters. Instead of selecting a random location, the DM may decide that the character is banished back to their hometown, which will more than likely have some portals nearby allowing the character to reunite with companions reasonably quickly. An even softer approach is to banish characters back to the location they were on before going to a plane, such as the other side of a portal. While this option may make it easier on players, it also weakens the purpose of the spells, and can potentially lead to situations where banishing a creature becomes pointless or traveling through one-way portals is no longer a great concern.

Spell Alterations

Spellcasters have to be mindful of the schools and types of spells they use on different planes. Every plane treats the schools and subtypes differently; spells and spell-like abilities may be enhanced, impeded, limited, or altered in some other way depending on where they are cast. These effects are not even constant for a single plane; various layers or realms of a plane may alter how magic operates in completely different ways. Most spell alterations are based on the nature of the plane or that of the presiding deities, and can be overridden by gods or

particularly clever mortals. Of course, some spell alterations can be quite beneficial, but overall it's better to have an idea what the outcome will be before casting the spell.

Like most things, belief is often the biggest factor in how magic is affected on the planes. There are a countless number of ways different spellcasters can achieve similar results, but in regions where one paradigm of magic is dominant other methods of magic will often become limited. For example, the planars of Ysgard mostly worship the Asgardian Pantheon, which has since time began used the lore of runes as a source of power and wisdom. Furthermore, Ysgard is a plane of hard work and perseverance; life there isn't easy unless you've put in the effort to make it so. Thus, you can expect spells that create something for nothing to have trouble functioning, but incorporating the rune lore (and thus adapting to the predominant belief) might improve a spellcaster's chances of performing spells successfully. Another more poignant example is the Abyss; rumors hold that either the Abyssal Lords or the plane itself twists all magic so that it can bring about only evil results, making it extremely dangerous for spellcasters who do not make some sort of deal with the local demons.

There are four categories of magic traits. The first three are the most spread throughout a single plane and unlikely to change, while the last can change from realm to realm or over time.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or are more powerful in effect on these planes. If a spell is enhanced, certain metamagic feats can be applied to it without changing the spell slot required or casting time. Spellcasters on that plane are considered to have this feat for the purpose of applying it to that spell.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on these planes, often because the nature of the plane interferes with the spell. Impeded magic planes may stop spells based on their school, subschool, descriptors, or level. Individual spells are rarely impeded on a plane-wide basis, but they may be impeded in the realm of a god or other powerful being. To cast an impeded spell, the caster must make a Spellcraft check (DC 15 + the level of the spell). If the check fails, the spell does not function and is lost.

Limited Magic: These planes only permit spells and spell-like abilities from certain schools, subschools, descriptors, or levels to be cast. Other spells and spell-like abilities simply do not work.

Altered Magic: These planes have specific and unique changes to certain spells based on their school, subschool, descriptors, level, or by the spell itself. The changes can be as minor as an additional visual or auditory effect, the requirement for a certain type of material component, or the spell could produce a completely opposite effect than what was intended. Planes with altered magic represent the greatest hazard to spellcasters, and are good reason to give pause before casting spells on a plane you're not familiar with.

Magical Items

Whether arcane, divine, or psionic, magical items carry their magic within. Yet magical equipment is still affected by dimensional relations and spell alterations, particularly any which simulate spells. Take a *ring of invisibility* to a plane where illusion spells do not function and the ring won't work either. More importantly, some magical items may attract attention from the natives of a plane. An unholy weapon brought onto the Upper Planes is a beacon of evil to the celestials and deities there. Spells or equipment that can be used to hide magical auras are especially useful when carrying such items.

Variant: Altered Magic and Spell Keys

For simplicity, most planes are only listed with the enhanced, impeded, or limited magic traits. The planes are far more complicated, however, and the gods often interfere directly in how spells operate. Rather than come up with a daunting list of rules for each plane, we leave it to individual DMs to invent unique alterations as befitting the region and the story. Specific spell alterations have the potential to add an extra degree of excitement and surprise to an encounter on the planes, and most of all they can develop the character of a plane. Used to an extreme, however, they can become a nuisance to players and a distraction from the other aspects of an adventure. DMs are encouraged to use altered magic as a tool to add depth to each locale and as a way of getting spellcasters to really think about their magic paradigms. When using altered magic keep in mind that the planes are highly morphic, and it's possible that a spell alteration that existed the day before no longer applies, particular when it's only a hindrance to the players enjoying themselves.

When using the altered magic trait, the DM may decide to introduce spell keys. Spell keys attune the caster's spell to the magical forces of a plane, allowing spells to operate normally when they would otherwise be altered. Like portal keys, they can come in nearly any form, such as drawing a rune in the air, whistling a tune, or offering a sacrifice, and are normally based on the specific plane and spell.

Spell keys come in two types: general and specific. General spell keys allow spellcasters to use a school, subschool, or descriptor of spells correctly, such as allowing abjurations to operate correctly in the Abyss or making summoning work in Baator. Specific spell keys are tied to a single spell and region, for instance allowing *power word: kill* to work on Mount Celestia. Using spell keys may require extending the casting time of a spell and cannot be negated by metamagic feats. Thus, a spell key that requires playing a flute cannot be used with Silent Spell, and one that requires tracing a rune cannot be used with Still Spell. They also cannot be used in conjunction with magic items to attune their magical effects to the plane. Nonetheless, spell keys are highly prized by spellcasters on the planes, creating a market for those willing to sell their secrets (or make them up). There aren't spell keys for every situation, however, as it seems some planar absolutes just cannot be bypassed.

TRUE NAMES

It is said that long ago when the multiverse was first formed the deities agreed that everything in existence would be given a True Name - not just what it would be called, but what it *was*. The True Name would define its innermost characteristics and its place in the multiverse. Thus True Names held tremendous power not only over its owner, but also over every part of the multiverse it touched. Some theorize that the gods meant to keep the Names among themselves, using them as a means to categorize and comprehend their many creations. Somehow knowledge of True Names landed in the hands of mortals, however (some attribute this to a spiteful chaotic deity), and mortals soon began mastering as much of their use as they were able. Whether the legend is true or not, knowledge of True Names has long been a valuable commodity on the planes. While those capable of understanding them are quite rare, the power they possess is enough to keep most planar creatures at least nominally interested in rumors concerning them.

In truth, True Names are actually only the most basic representation of a much grander pattern, a language intimately tied to the fabric of existence. So complex and powerful to surpass even the complete understanding of the gods, most mortals are only able to grasp the smallest details of the language and must take the True Names Lore feat to comprehend its usage. Even the Fraternity of Order has only a very small collection of Names despite centuries of research and cataloging, and that is only available to those of the highest rank. Some

theorize that all magic is based off this system, and that the greatest archmages are those who have begun to perceive the entire multiverse as an expression of this language. Outsiders often have a better grasp of True Names compared to mortals, and most know their own and maybe even the Names of their servants. The gods, on the other hand, are believed not to possess such Names, though if they did they surely would have gone to such extreme lengths to remove any record of them for the point to be a moot point.

Despite being an intrinsically lawful facet of existence, there is little in the way of codified knowledge regarding True Names. There seems to be enough flexibility in their use that scholars cannot agree on what they are capable of given the knowledge of those who use them. Some individuals believe that living creatures aren't the only things to possess True Names, but inanimate objects, ideas, and even events in time do as well. One of their only universal traits seems to be the fact that possessing a True Name gives you profound knowledge and power over what it represents. Thus, mortal spellcasters often seek them out in hopes of binding more powerful creatures to their whim, though it's never that easy.

It bears repeating that few individuals ever discover True Names, let alone devote themselves to understanding them. At the same time, their use is often at the center of legends where individuals seek out a True Name for truly epic tasks, or in even more remarkable tales the heroes achieve wisdom and power by coming to understand their own Names. Most adventures pursue rumors of True Names without ever coming close to the power they seek, however, while merchants selling rare tomes of lost Names by the dozens abound on the streets of major planar cities. Point being, players should not expect to see them used in every campaign, and they are best used as plot elements by the DM. If a player is considering taking the True Names Lore feat they should discuss the matter with the DM to determine if True Names will be used in the game and if the character will have the time necessary to study them.

Learning True Names: Understanding True Names is only the beginning, actually acquiring one is where the real difficulty comes in. Discovering True Names is best handled as its own adventure or fit into a long-term story by the DM. Learning any Name is an extraordinary event after all, and should come as a result of great effort and sacrifice. Characters will likely have to gather individual fragments over time by combining several different methods and leads. Syllables of a Name may be slowly put together by examining every aspect of someone's life, from their origin and past actions, to their personality and motivations, and even their connection to people and places in the multiverse. Few people understand themselves well enough to know their own Name, however, and such understanding can take a lifetime to achieve. Therefore most adventurers also explore places such as the Astral, Dream, or Shadow Plane where lost lore or ephemeral knowledge can sometimes be found, or brave alien regions such as the Hinterlands or the Far Realm in hopes that wisdom can be found in the madness there. It may also require bargaining with exemplar or even deities, though such deals always come with a high price. In the end, such endeavors almost always bring the characters closer to understanding the person representing by the Name, and that fact alone often dissuades researchers, for being able to know the minds of creatures such as archfiends can be enough to draw someone into their dark ways. Even after completing learning a True Name characters are likely to attract attention from those who would steal such knowledge or who seek to ensure no one else possesses such power. Simply put, the more powerful the individual represented by the Name the more likely other planewalkers, exemplar, and other forces will be interested in how that power is used, to say nothing of whoever the Name belongs to.

If the DM feels that a particular True Name can be found through occult research and there is sufficient time to allow for such an endeavor, they may instead allow characters to simply put forth the money and the time necessary. In this case research typically requires access to libraries and other consultants costing at least 1,000 gold and the use of the *legend lore* spell every week, for one week per 2 HD of the creature (modified as the DM feels appropriate). At the end of this period the character must cast *commune* or *contact other plane* and then make

an appropriate Knowledge check against a DC equal to 10 + the creature's Hit Dice (again, modified by the DM). If successful they have discovered the True Name, while failure means the research must begin again from scratch. The only Names that have survived with any regularity are those of various fiends, which often end up landing in the hands of arrogant prime wizards. Naturally, most fiends spend a great deal of resources tracking down and removing any evidence of their Names, though a few are bold enough to use such knowledge as a lure for unprepared wizards.

Using True Names: Knowing another creature's True Name grants a great deal of power over them, and it is for that reason exemplar go to such lengths to protect their Names. Typical powers granted by knowing a creature's True Name include:

- The ability to ignore magical obfuscations such as *mislead* and *nondetection*, and use of a *scrying* spell always succeeds against the creature.
- The ability to cast *teleport* or *greater teleport* on the creature without being included in the spell.
- A +4 insight bonus to attack rolls, Armor Class, and saves against the creature's abilities.
- A +10 insight bonus to Intimidate and Sense Motive checks against the creature.
- The creature's spell resistance (if any) is at half strength for purposes of resisting the character's spells and spell-like abilities.

Merely speaking someone's True Name sends pulses through the fabric of existence. A creature whose Name is spoken can sense something tugging at their soul with a successful Wisdom check (DC 20). A creature that is familiar with True Names recognizes that someone has spoken their Name and may attempt to use *scrying* to find the speaker, though the attempt is treated as if they have no knowledge of the target. True Names can be spoken in a *planar binding* or similar spell to call a specific creature, denying the target a Will save or spell resistance to resist the spell and giving the caster a +6 bonus to Charisma checks made to give the creature orders as part of the spell.

The ultimate manipulation of True Names lies in a powerful ritual involving multiple rhyming verses. The speaker must be within 30 feet of the target and begins by calling out the target's True Name and arcane words that describe its nature, a process which takes 3 full rounds. The speaker must then say a number of rhyming verses dependent on the desired effect and make a successful Knowledge (arcana) check for each effect (see Table 5-3). Unless otherwise stated each verse requires one full round to speak, must be heard by the target, and allows a Will save (DC 10 + speaker's HD + Charisma modifier) and lasts as if cast by a 20th level caster. The speaker knows whether an effect succeeds, and may combine and retry effects, continuing as long as they can feasibly do so at the DM's discretion. Any interruption ruins the ritual, and frees the target from any of its effects. Because of the rhyming verses, it is advisable to prepare the ritual ahead of time and to have protections against interruptions. Having the creature restrained, such as through a *magic circle*, is also very helpful.

Check Result	Number of Verses	Effect
20	1	Each verse gives the target a -1 penalty to attack rolls, damage rolls, saves, spell resistance, and skill checks for the day. No save allowed.
20	1	As the <i>suggestion</i> spell, with a max of 3 uses per ritual.
20	3	The target surrenders, and will not attack unless harmed for one hour.
25	5	As the <i>plane shift</i> spell.
30	4	As the <i>dominate monster</i> spell for one day.
30	5	As the <i>polymorph other</i> spell.
35	7	As the <i>polymorph any object</i> spell.
35	7	As the <i>demand</i> spell. The speaker doesn't need to be near the target.
40	10	As the <i>trap the soul</i> spell, except any inanimate object may be used.

WILD MAGIC

Few schools of the arcane are held in such awe and fear as that of wild magic. Drawing on chaos itself, practitioners of wild magic tap into a primal force of creativity and destruction greater than the most powerful archmages. Yet the power it grants is also what frightens away most would be wild mages and draws the ire of others, for even the most skilled wild mages are playing a game of chance, and the consequences are rarely limited to the caster alone.

No one is quite sure where or when wild magic was first discovered. It has been practiced on dozens of prime worlds as well as isolated parts of the planes for millennia. Confounding any attempt to understand its origins is the fact that the techniques used and results achieved with wild magic vary widely from place to place. Indeed, one of the main characteristics of wild magic seems to be that it can be approached from any angle, and numerous methods have been noted on the planes by those who research such things. It cannot be said that there is any "correct" form of wild magic, though some are certainly more powerful (and dangerous) than others. It should come as no surprise that the Xaositects have long demonstrated an affinity for wild magic, and the majority of wild mages on the planes are found among that faction, though the idea of it being widely taught among its members seems highly unlikely. The tanar'ri also seem to enjoy finding creative uses for wild magic in the Blood War, and several other organizations have attempted to gather information on the various types of wild magic practiced on the planes, including the Bleak Cabal, the Fated, and the Fraternity of Order. Though wild magic is inherently chaotic, spellcasters of any alignment may use it, and indeed many lawful spellcasters study it in the hope of pinning it down in concrete principles.

The rules for wild magic described here are a basic and free form approach that can be used on its own or in conjunction with another variant system. While wild magic is theoretically capable of just about anything the caster or the DM imagines, it is most often used to modify a normal spell in hopes of enhancing its effectiveness. Learning to use wild magic in this manner requires taking the Wild Spell metamagic feat and may involve studying under a wild mage. Unlike most metamagic feats, it does not need to be applied to a spell when it's being memorized and does not increase the casting time or level of the spell. The player simply chooses to channel chaos into their spell at the time of casting and rolls a d20. Compare the results of the roll to the Ability Modifiers and Bonus Spells table in Chapter 1 of the *Player's Handbook* and add the modifier to the caster level of the spell (minimum caster level 1). Thus a wild spell is equally likely of being stronger or weaker than it would normally be. If the range of the spell becomes too short to reach its target it simply fails in the case of a targeted spell or activates prematurely in the case of an area-effect spell.

Wild Surges: If the player rolled a 1, 5, 10, 15, or 20 then chaos has infected the spell and a wild surge has occurred. Wild surges cause uncontrollable alterations to how the spell functions by changing its effectiveness, giving it strange side effects, or transforming it into a different effect entirely. Wild surges can be beneficial, harmful, or just plain random and are the primary reason why wild mages are regarded with fear. To determine the nature of a wild surge the DM secretly makes a wild surge check by rolling a d20; the higher the result the more beneficial it is to the spellcaster or their allies, the lower the result the more detrimental it is. The exact effect can be just about anything, though wild surges are often more dramatic the higher the level of the spell being cast.

No extended list of effects can truly capture the variety of wild surges, Instead, the DM is encouraged to come up with wild surges on a case by case basis as appropriate for the characters and the theme of the story. Having a character suddenly sprout flowers from their hair or start speaking gibberish adds some humor to the game, but it probably isn't appropriate if the game's theme is horror or the characters are at the climax of the story. Purely mechanic effects, on the other hand, rob wild magic of its flavor and encourage players to view it as just another type of magic. While requiring the DM to come up with wild surges requires more work, with some practice a DM can learn to use wild surges as minor plot devices while being able to

ensure wild magic doesn't become unbalancing or disruptive. At the same time, keep in mind that this is *wild* magic, and there are bound to be some strange and unusual outcomes to wild surges. There's also nothing wrong with holding off on deciding how a wild surge manifests; maybe the effect was too subtle for the characters to notice immediately or maybe the forces of chaos are hanging over the caster's head waiting for an appropriate outlet. A little suspense can go along way to add to the thrill of wild magic. See Table 5-4 for a few examples of wild surges for a generic spell.

Chaos Taints and Epiphanies:

Whenever the DM rolls a 1 or 20 on a wild surge check an extreme wild surge occurs in the form of a chaos taint or an epiphany respectively. Chaos taints are acquired when a spellcaster loses control over the chaotic energies and becomes a victim of the very forces they are attempting to channel. The spell itself may or may not work, but

either way the wild mage has paid the price for experimenting with such power. Unlike most wild surges, chaos taints are detrimental effects that stay with the caster permanently, marking them with strange physical transformations or cursing them with supernatural ailments. The caster's skin might change to the color and texture of stone, they may be accompanied by a soft wailing and cold wind wherever they walk, or they may feel the uncontrollable urge to yell hysterically whenever they sense magic being used on them. There's no telling how a chaos taint will manifest, but they always serve as a hindrance to the mage or set them apart from their peers. Like most wild surges, the severity of a chaos taint is often based on the level of the spell being cast. In the end it's up to the DM to determine if there are any mechanical benefits or penalties for a given chaos taint. The character must find a way to live with their new condition as nothing short of *wish* spell can remove a chaos taint.

Epiphanies, on the other hand, are about the best thing a wild mage can hope for. Instead of losing control of their spell the forces of chaos opens the character's eyes and allows them to view the multiverse in a completely new light. For an instant the character realizes how limited their perceptions have been and just how much reality bends to their will. Though not a *miracle* or *wish* spell per se, seemingly impossible events of good luck occur and the DM may even decide to ask the player for input as to what they would most desire as an outcome of the wild surge. A Harmonium patrol may suddenly round the corner and decide to help the characters subdue an opponent, a balor pursuing the party may find its wings breaking apart as if made of dust, or a portal may spontaneously open where there was none before. Others may mistake the events as mere coincidence, but the wild mage knows the truth. Epiphanies may even remove the effects of a chaos taint, though this happens rarely and can never remove more a single one chaos taint. Just as chaos taints can be harsh awakenings to the perils of wild magic, epiphanies are an addictive taste of what it can accomplish.

TABLE 5-4: EXAMPLES OF WILD SURGES

Wild Surge Check	Possible Wild Surge Result
1	The character gains a chaos taint
2	The character or an ally is temporarily petrified
3	A <i>fireball</i> explodes centered on the character
4	A creature hostile to the character's party is summoned
5	The spell rebounds on the caster, if offensive
6	<i>Dimension door</i> affects everyone in the area randomly
7	The spell's target randomly changes
8	Everyone's feet begins sticking to the ground
9	It suddenly begins raining
10	There is a burst of light and sound
11	Music appropriate to the scene begins playing
12	Time in the area is temporarily sped up
13	The character finds a bag of platinum coins later on
14	The character is affected by <i>invisibility</i>
15	The spell is empowered or enlarged
16	An enemy's armor falls off
17	A harmful effect on the character is dispelled
18	The character or an ally is affected by a <i>heal</i> spell
19	The character or an ally become temporarily invincible
20	The character experiences an epiphany

NEW SPELLS

In addition to the new spells provided in the *Planar Handbook*, several spells are provided below that are suited for a Planescape game, with special attention made to spells used by the factions. This is certainly not the limit of such spells, but should provide some inspiration for DMs and players to invent their own spells unique to the planes. Of special note, a few of the spells described below require the caster to actually share the beliefs of a faction in order to function, as it wouldn't make any sense for them to work in the hands of someone who thinks their ideas are nonsense. While they do not actually require faction membership, players and DMs should keep their characters beliefs in mind when choosing among these spells.

Baatezu Bane

Evocation [Chaotic, Evil]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One baatezu

Duration: Instantaneous (1d4+1 rounds); see text

Saving Throw: Fortitude negates

Spell Resistance: Yes; see text

Many weapons and spells have been crafted as a result of the Blood War. When *baatezu bane* is cast upon a baatezu the creature's unwholesome ichor begins to churn and seethe. The target suffers 4d6+6 points of damage and is stunned, unable to act in any way, for 1d4+1 rounds. This spell affects only baatezu, but due to its specific nature the caster gains a +6 bonus to spell penetration rolls.

Created by a cambion researcher, this spell was developed specifically to harm baatezu and is given freely by the tanar'ri to any spellcaster that wishes to learn it. In fact, rumors tell of special tanar'ri strike teams that break into libraries and wizards' towers all over the planes in order to leave this spell behind. If anyone thinks such organization is beyond the tanar'ri, they're badly underestimating the length they will go to wipe out their ancient enemy.

Material Component: A bit of baatezu ichor, flesh, or bone worth at least 10 gp.

Barmy Touch

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One humanoid creature

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

A favorite tool of Bleakers who want someone to see the multiverse through the eyes of the bottom wrung of society, *barmy touch* inflicts a type of dementia upon the target. The effects of this spell are not normally immediately apparent, though others may notice a slight shift in the target's demeanor. You must choose the type of insanity from the list below at the time of casting.

Fugue: The target experiences memory lapses after periods of stress (such as combat). They act normally during the events themselves, but later cannot remember anything they did or what happened, leaving disturbing blank spots in their recollection.

Hysteria: The target acts with extreme emotion to stressful situations, provoking outbursts of anger, frustration, and melancholia. Naturally, this often makes the situation worse and increases stress levels, prompting even stronger reaction.

Paranoia: The target experiences delusions of persecution and becomes extremely suspicious of others, believing that those around them are spying on them or otherwise have ill intentions towards them. Even friends and loved ones are regarded with distrust, and the smallest incidents can cause the target to lash out.

Object Fixation: The target becomes obsessed with an object in their possession of the DM's choice. They consider it the most important thing in all of existence; they may believe it is the source of their power, a relic of immeasurable worth, or literally what's holding the multiverse together. Any attempts to take the object from them will undoubtedly provoke extreme anger.

Visions: The target is haunted by voices and images that only they can see. The nature of these visions are up to the DM, but they are normally erratic and disturbing, sometimes giving voice to the target's subconscious thoughts while other times seeming to guide them towards some very important truth.

Material Components: The scales of a green salad worth at least 100 gp.

Beckon

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Current plane

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As *lesser beckon* except the spell reaches out to a target anywhere on the same plane and lasts one hour per caster level. Furthermore, the compulsion is accompanied by a vague sense of your direction, which the target can follow to find your location even if you move in the meantime. The spell ends once the duration expires or the target moves within 30 ft. of you.

Material Components: A silver bell worth 10 gp and a handful of dirt from your location.

Beckon, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

With a word and a brief motion of your hand you send a mental signal to an individual that you know. The target gets the unmistakable impression that you want them to come to you immediately. This spell does not actually force the target to find you or impart whatever reasons you have, it only makes it clear that you want them to come.

Blessed Forgetfulness

Enchantment [Good, Mind-Affecting]

Level: Clr 4, Pal 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This archon-created spell serves a high purpose: to ease scarred and injured minds. *Blessed forgetfulness* removes any madness suffered from contact with the howling winds of Pandemonium, the terrors of the Lower Planes, or similar painful memories. In effect, the memories are dulled and become less painful for the target to bear. It does not cure the effects of magically induced *insanity* or *feblemind* spells, however.

Material Component: A few drops of holy water.

Bone Craft

Necromancy

Level: Sor/Wiz 6

Components: S, F, M

Casting Time: At least 4 hours; see text

Range: Touch

Target: Two large or smaller corpses; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Though the Dustmen are hardly a martial order, they must often go to great lengths to defend their strongholds from thieves and darker creatures seeking the bodies and souls that come into their care. This spell was developed in order to help them create more powerful undead guards. *Bone craft* grafts two corpses together into one, referred to as the composite body. When *animate dead* is cast upon the composite body a skeleton or zombie more powerful than normal is created. This procedure can be performed multiple times, adding more corpses to the composite body to create a progressively more powerful undead minion. This spell is one of the faction's most guarded secrets and is only taught to its dedicated members; anyone that leaves the Dustmen is expected to destroy any copies of it they may possess

This spell improves the *animated* creature in several ways. Its total number of Hit Dice is equal to the highest of the two base creature's Hit Dice plus half of the second's (rounded up) plus 1. Furthermore, after combining three corpses of the same size a composite body one size larger is produced with the increased natural armor and natural attack damage appropriate to its size. Thus, grafting three medium corpses with 1 HD each and using *animate dead* upon it would create a large skeleton or zombie with 5 HD, and grafting three large corpses with 5 HD each would create one huge skeleton or zombie with 13 HD. The two corpses that are to be fused together do not have to be the same size; a medium corpse could be added to a large composite body and its size would only increase once enough medium corpses had been added to it.

The composite body automatically possesses all weapon proficiencies, feats, and subtypes that the base bodies would have once *animate dead* was cast upon it. You may also choose to give it any natural attacks of the base creatures, such as claw or bite attacks. More importantly, every use of *bone craft* allows you to grant the composite body two abilities from the list below. This is the true utility behind this spell, for with the proper grafting and stitching the undead

creature created can threaten even skilled warriors. These abilities are cumulative over multiple castings; using *bone craft* to add a third corpse to composite body would allow you to add two more abilities in addition to whatever it possessed.

Additional Feat: The body gains a feat of your choosing that it meets the prerequisites for. It cannot take any feats which require class abilities, Intelligence, or anything else inappropriate at the DM's discretion.

Extra Attack: By adding an extra arm, maw, or tail the creature may make an extra secondary attack each round. It suffers penalties to its secondary attacks as normal, which can be reduced by the Multiattack feat.

Improved Movement: By adding an extra leg you increase the creature's base speed by 5 and grant it a +2 bonus to Jump checks and to resist tripping.

Special Abilities: With the DM's permission you may invent unusual abilities of your own. For instance, a zombie may be able to fire its hand at a target as a projectile, or a huge skeleton may be able to grapple medium or smaller creatures and trap them within its hollow chest. The DM may decide that such special abilities constitute two or more choices in terms of this spell.

Bone craft can only be used to combine a number of corpses equal to the caster's Intelligence modifier into one composite body. Each use requires four hours of surgery plus an additional two for each time the spell has been used on the bodies before. For instance, grafting four skeletons together would require four hours for the first two, six to add the third, and eight to add the last.

Material Component: A variety of tools, ointments, and other chemicals worth 500 gp.

Celestial Refuge

Abjuration [Chaotic, Good]

Level: Clr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

There is likely nothing more that the eladrin despise than seeing a free spirit shackled and chained. By evoking their protection through *celestial refuge*, you can gain some aid in escaping capture from anyone pursuing you with hostile intention. This spell is only useful among crowds, however, for it draws the attention of nearby nonlawful creatures and implores them to defend your freedom. While it does not cause them to fight on your behalf or do what you say, people nearby are likely to challenge any pursuers and create obstacles for them, particularly if the pursuers have bad reputations. *Celestial refuge* even draws on the sympathy of evil individuals, who see an opportunity to disguise their own ill deeds while striking at those who might be just as oppressive to them someday.

Material Component: The tear of an eladrin worth at least 20 gp.

Chain of Command

Divination [Lawful]

Level: Clr 6

Range: Current plane

Target: 1 creature under your authority/level

Duration: 10 minutes/level (D)

As *lesser chain of command*, except you can establish links with a number of creatures under your authority equal to your caster level. Each creature included in the link can speak to all the others, though you may choose to limit who can talk through the connection. If anyone other than you breaks the link everyone else connected may continue speaking.

Chain of Command, Lesser

Divination [Lawful]

Level: Clr 4

Components: V, S, DF

Casting Time: 1 full round

Range: Current plane

Target: One creature under your authority; see text

Duration: 1 minute/level (D)

Saving Throw: Will save negates (harmless)

Spell Resistance: No

The Harmonium face the daunting task of maintaining a strict hierarchy as their organization spreads across the planes. This spell was designed to help alleviate the burden of maintaining communication between different bases across vast distances and relies heavily on their conception of status and authority. *Lesser chain of command* allows you to establish a telepathic link to anyone you know within an organization you belong to and who is ranked below you, so long as they are on the same plane as you. This mental channel is two-way and allows the creatures to communicate regardless of language. Both individuals can break the link at any point, and if either moves onto a different plane the connection ends. You can only contact individuals who recognize your authority over them, though their personal opinions of you do not matter. Naturally this spell cannot be used by those within loosely organized groups such as the Free League or the Xaositects, and even the unofficial status granted by the Transcendent Order is not enough. On the other hand, most religious organizations are structured enough to use this spell.

Chains of Water

Transmutation [Water]

Level: Drd 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: One large or smaller size creature

Duration: 1 round/level; see text

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell animates a source of water nearby into forming strong bonds that wrap around the target, grappling and pinning them. The target can free themselves by with a successful grapple check against your base attack. The spell ends and the water falls to the ground if the creature avoids being caught or breaks from the chains.

Focus: There must be at least a tub's worth of water within range of this spell.

Communal Strength

Abjuration [Good]

Level: Clr 4, Pal 4

Components: V, DF

Casting Time: 1 minute

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

Target: One living creature/3 levels; see text

Duration: Concentration, up to 10 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

While it may be the duty of heroes to protect the weak, together even the meekest can prove their mettle against those that threaten them. By casting this spell upon willing individuals, you bestow a greater form of the spell *shield other* upon another person within range. The subject gains a deflection bonus to AC and a resistance bonus on saves equal to the number of volunteers, not counting the caster or the recipient. Furthermore, half of the damage taken by the recipient is absorbed and spread equally among the volunteers as nonlethal damage.

For example, a 9th level cleric casting *communal strength* can bring three individuals together and bestow their strength on a fifth individual, granting them a +3 deflection bonus to AC and +3 resistance bonus on saves. If the recipient took 20 points of damage, 10 points of that damage would be split as nonlethal between the three volunteers at 4, 3, and 3 points.

For the duration of the spell the caster and the volunteer can take no other actions and must be in a suitable position such as linking hands or kneeling down together and praying. While they must remain within range of one another, though the recipient of the effect may move up to a mile from the group before the spell is ended. As soon as a volunteer takes as much nonlethal damage as their current hit points they fall unconscious, weakening the effect but not ending the spell.

Cubehopper

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

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

Area: Two cubes in the same layer of Acheron

Duration: 1 hour/level (D); see text

Saving Throw: None

The *cubehopper* spell opens a temporary gate between 5 to 50 feet in diameter connecting any two cubes in the same layer of Acheron, providing quick and safe transportation for small raiding parties. The gate lasts until a number of creatures equal to the caster's level have passed through or until its duration expires. Leaders of Acheron's orc and goblin armies are notorious for using this spell to escape routs and massacres.

Material Component: A chip of iron from each of the cubes connected by the gate.

Curious Courier

Conjuration (Creation)

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

Components: S, M

Casting Time: 1 minutes or longer; see text

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Correspondence can be incredibly difficult on the planes, and though many courier services exist they are often stationed in the largest cities, leaving smaller towns and villages with little reliable contact with the rest of the multiverse. This simple spell creates a small personalized flying creature capable of delivering a prepared message nearly anywhere on the planes to someone you have met. This creature is a tiny chimerical beast unique to the caster based on their personality and other characteristics, enabling the distinguished eye to recognize the author of any *curious courier* delivered a second time. The chimera is always capable of flying

and possesses a limited plane-shifting ability that allows it to cross into coterminous planes, assuming nothing prevents planar travel. Thus it could move from one of the Outer Planes to the Astral and from there to the Prime Material Plane or any of the other Outer Planes, or continue through the Prime Material Plane to the Ethereal and Inner Planes. The creature has an innate sense for the location of the recipient provided they are not disguised by magic and will eventually reach them assuming they are not in an area warded against interplanar travel and the creature is not intercepted by someone who knows to be looking for such a messenger.

The caster does not know the state of the *curious courier* once the chimera departs and it may take several weeks before the recipient receives the message depending on their location, making this spell slower than traditional couriers. The exact time is equal to 4d4 days plus an additional 1d2 weeks for every planar shift necessary to reach the target. Once the message has been delivered the carrier simply evaporates.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A blank sheet of parchment which the message is written on during casting; thus this spell cannot be used to deliver existing documents or other objects.

Curst Word

Abjuration

Level: Clr 9

Components: V, S, DF, XP

Casting Time: 1 standard action

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

Target: One creature; see text

Duration: Permanent

Saving Throw: Will negates; see text

Spell Resistance: Yes

Your admonishment banishes one creature to the prison-plane of Carceri. The target is instantly transported to a random location on Carceri and is barred from leaving through use of spells or portals, which only result in them being teleported elsewhere on Carceri. Nothing short of *freedom*, *miracle*, *mordenkainen's disjunction*, or *wish* cast in the presence of the affected creature can break the enchantment. Should the creature find some other means of escaping the prison plane the spell ends, but even the River Styx only seems to allow those affected by this spell to escape on occasion.

You can only target a creature with fewer HD than you with *curst word*. If the target has committed an act of betrayal that you know of it receives a -4 penalty to its save.

XP Cost: 50 XP per target's HD.

Dead Life

Necromancy [Death, Evil]

Level: Clr 8

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Target: One humanoid creature.

Duration: Instantaneous

Saving Throw: Fortitude partial and Will partial; see text

Spell Resistance: Yes

Despite any illusions to the contrary, the Deadeners know that this multiverse is but a shadow of true life, and that everyone here is already dead. Only individuals that believe this philosophy

may use *dead life*, for it removes any pretense of life from the targeted creature, bringing body and soul one step closer to True Death. The Dustmen rarely use this spell, for their respect of Death cautions against such tampering, but many among the faction also hope to have it used upon them in the belief that it will bring them closer to enlightenment and Truth.

The effects are determined by which saving throws the target fails. If they fail the Fortitude save, their body is transformed into something similar to undead creatures such as vampires. They grow cold and pallid, their sense of touch and taste are dulled, and their emotions wane to the point of being passionless and stoic. Their body no longer requires rest or sustenance, neither of which provides any of the pleasure they once did, and they neither grow nor heal naturally, meaning their body can become riddled with bare patches of skin and open wounds. Only negative energy provides the means to heal damage, but positive energy now has the opposite effect. The target becomes immune to morale effects, sleep effects, fatigue, exhaustion, ability drain, and energy drain, but gains none of the other advantages possessed by true undead.

If the target fails the Will save, their soul is altered such that they can truly be considered one of the undead. They can be turned or rebuked as normal, they are affected by spells that target the undead, and upon dying their soul is destroyed and cannot be restored by *raise dead* or *reincarnate*. Furthermore, the target's alignment moves one step closer to evil. The only way to undo the effects of *dead life* is through *miracle*, *wish*, or some other extraordinary means.

Material Component: A vial of blood that has been placed upon an altar within an *unhallowed* region for at least a week. The blood is smeared upon the caster's hand before touching the target (the caster has no risk of using this spell upon themselves unless desired).

XP Cost: 1000 XP.

Debunk

Divination

Level: Clr 4

Components: V, S, M

Casting Time: 1 minute

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

Target: One creature representing a religion; (see text)

Duration: 1 hour (D)

Saving Throw: Will negates

Spell Resistance: No

One of many tools wielded by the Athar against the gods, *debunk* directs you to evidence that a religious figure is a charlatan or has ulterior motives. This effect manifests as a pulling toward some object on the same plane that is damaging to the target's reputation, such as evidence that the local priest is using community money to pay for their gambling addiction, or something that suggests the disease cured by a wandering cleric was actually brought with him. This spell does not do all the work for you, it's up to you to use the evidence found and convince any detractors, but it generally provides the first step to bringing down any servant of the gods in the eyes of their supporters.

This spell does not by any means determine guilt, for it's possible to be directed towards seemingly incriminating evidence even when the target is truly innocent of any wrongdoing. The fact that *debunk* can lead someone to damaging evidence whether the target is guilty or not is a sore point for some Athar, but the majority opinion remains that so long as it turns people against the gods, such moral qualms are a small price to pay.

Material Component: A religious symbol of the target's professed faith given to the caster by the target, which is then broken into four pieces during the spell.

Detect Spell Alteration

Divination

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

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can determine the local spell alterations on a single spell that you have memorized. It will not tell you the full criteria for the alteration, only the effects on the spell in question. For instance, when using *detect spell alteration* on a memorized *fireball* while on the Plane of Fire it will not inform you all fire spells are enhanced throughout the entire plane, only how the *fireball* spell itself is affected. It will provide full information on the alteration of that spell, however, so that if an extra component is needed you know what the component is and if the spell will only operate during certain times of the day you know when those times are.

Material Component: A magnifying glass worth 100 gp.

Dream Conduit

Illusion (Phantasm) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8

Components: V, F

Casting Time: 1 minute

Range: Unlimited

Target: One living creature; see text

Duration: (D) See text

Saving Throw: Yes; see text

Spell Resistance: Yes; see text

Powerful spellcasters realize the potential the Region of Dreams has as a conduit to minds throughout the multiverse. Most living creatures access it when they sleep, thus those capable of moving through different dreamscapes can interact with others across impossible distances. This spell enables you to enter the dreamscape of an individual by naming them and holding an item personal to them. Upon casting *dream conduit* you enter a trance as your mind projects into the Plane of Dreams and waits for the target to go to sleep. Once in the target's dreamscape you can speak and interact with them normally, take part in their dream, or try to influence the dreamscape yourself. See the psionic power *dream watch* for more information on influencing another's dream.

While nothing you do can physically harm the target, you can affect them with nondamaging spells of 4th level or lower provided the spell targets a single creature and is not from the schools of Conjuraton, Evocation, or Transmutation. The target receives a saving throw as normal and immediately realizes what is going on, though as part of their dreamscape you can attempt to disguise your identity. If they fail their save the spell affects them normally, though it does not activate until they wake up. While the target is unable to respond in kind they are free to force themselves awake at any point, which also ends the spell.

If the target is awake when *dream conduit* is cast you can choose to wake up (ending the spell) or remain in the trance until they go to sleep. You are unaware of your own surroundings or of the activities around you while in the trance. While physically defenseless, any sort of disturbance, such as a loud noise or being targeted by a spell, breaks you from the trance and

ends the spell. The duration of this spell is however long it is before the target goes to sleep and then wakes up. Creatures who don't sleep or dream, or are somehow isolated from the Plane of Dreams, cannot be targeted by this spell.

Focus: An item of value to the target, such as a family heirloom, or something from their body, such as a sample of their hair or blood.

Dimensional Tether

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: One willing creature

Duration: 1 hour/level (D)

Saving Throw: No

Spell Resistance: No

This spell creates a shimmering green thread around the waist of the target, trailing back several feet before disappearing. The spell keeps its target tethered to whatever plane they happen to be on, providing the same effects as *dimensional anchor*. In addition, should the affected creature walk through a naturally occurring portal the thread tautens and the creature may not go more than 5 feet past the portal's exit. However, the tether allows the target to backtrack through such a portal, even if it normally goes only one direction, providing an excellent means of determining a portal's destination with reduced risk. As it works only on willing targets, *dimensional tether* may be dismissed by either the caster or the subject.

Material Components: A few strands of climber's rope.

Earth Thrust

Transmutation [Earth]

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or two creatures no more than 5 ft. apart

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: No

By placing your hands upon the ground you call upon the earth to erupt at the feet of your target, sending pillars of stone rushing forth and throwing them into the air. The targets take 5d4 bludgeoning damage and if they fail the Reflex save they are thrown 20 feet from you and land prone on the ground. This spell cannot target any creature more than 15 feet off the ground. If an obstacle prevents the completion of the target's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent breaks in the space adjacent to the obstacle (assuming it does not break).

Ecstatic Decay

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One corporeal creature or object

Duration: 1 round/2 levels (D)

Saving Throw: Fortitude partial (object) and Will partial

Spell Resistance: Yes

This spell rapidly decomposes a creature's body while overwhelming them with exquisite pleasure unlike anything else in the multiverse. If the target fails their Fortitude saving throw they are affected by a slow disintegration process, taking 1d6 points of damage per round (maximum 10 rounds). A target reduced to 0 or fewer hit points by this damage is entirely disintegrated, leaving behind only a trace of fine dust. Objects, constructs, and undead take 2d6 damage per round instead, but are immune to the secondary effect described below.

Having failed their Fortitude save, if the target then fails a Will save the decay is accompanied by feelings of immense pleasure that stuns the creature for the duration of the spell as it writhes in ecstasy. Many a Doomguard spellcaster has become addicted to this sensation, and the spell is frequently traded between the Doomguard and the Society of Sensation.

Ecstatic decay does not affect objects constructed entirely of force, such as a *wall of force*, unless they have specified HP scores. It also fails to affect magical effects such as a *globe of invulnerability* or an *antimagic field*.

Material Component: A pinch of dust from the remains of a disintegrated creature.

Exalt

Evocation [See text]

Level: Clr 7, Drd 7

Components: V, S, M, DF

Casting Time: 8 hours

Range: Touch

Area: Up to 10 ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell taps into the energy of a plane and draws it to the surface as a well of power. There is no initial physical change, but *exalted* sites tend to morph and grow over time as the plane's energy collects in the region. Such domains are highly sought after and often fought over, for they provide several valuable effects to those who share traits with the plane.

First, spells and spell-like effects that share an alignment or energy trait with the plane gain a +2 bonus to their DC and are cast at +2 caster level. Furthermore, all attacks are considered aligned based on the plane for purposes of bypassing damage reduction. For example, within an *exalted* site in Ysgard all attacks would be considered chaotic and good against creatures vulnerable to those alignments, while chaotic and good spells would gain a +2 bonus to their DC and be cast at +2 caster level.

Secondly, you may decide to intensify any of the plane's special features within the *exalted* site. This makes effects such as the impassioned nature of Arborea or the winds of Pandemonium ever stronger, and adds a +4 bonus to the DCs of any saves to resist the effects. You can also create permanent localized magical or weather effects appropriate to the region. For instance, you could summon a violent blizzard that never abates on the frozen wasteland of Jotunheim in Ysgard, while on Acheron you could make the area seem an ideal battleground, drawing armies to a hotspot of war for no reason other than it amplifies the plane's violent characteristics. Players are encouraged to come up with their own implementations, though each *exalted* site should only have one enhanced feature and shouldn't provide more than a minor bonus, if any.

Finally, creatures that linger in the area gradually take on the philosophy of the plane, temporarily moving one alignment step closer to that of the plane every hour until they leave

the *exalted* site. Individuals may begin to act out personality characteristics attributed to the plane within minutes; an *exalted* site on Carceri should make people paranoid and treacherous, while one on Arcadia may cause people to seek perfection and harmony in everything they do. The exact effects are up to the DM and should be role-played.

This spell can only be cast on the Inner and Outer Planes. You may shape the boundaries of the affected area as you please, limiting it to a single structure or shaping it to fill a lake or cave, etc. When you use *exalt* it has the type of the current plane's alignment. *Miracle*, *mordenkainen's disjunction*, *wish*, and the psionic power *neutralize area* (see below) are the only means to destroy an *exalted* site.

Material Components: Herbs, oils, and gems from the plane worth at least 5,000 gp.

Extradimensional Awareness

Divination

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

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /level)

Target: A circle centered on you with a radius of 100 ft. +10 ft. /level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You sense the use of spells using the transitive planes for travel in the area. You sense the use of the spells whether you can use them or not and may identify them with a successful Spellcraft check as if you were witnessing the effect. Specified spells include those mentioned in Table 5-1: Spells Affected by Dimensional Relations and possible others determined by your DM.

Faction Press

Illusion (Phantasm)

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

Components: S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: A piece of parchment

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Designed by members of the Free League to facilitate communication between their members without drawing the attention of the Harmonium and later stolen by the Revolutionary League, *faction press* disguises a message so only members of a determined faction can read it. Such messages are often posted in blatantly public places such as along building walls or wherever they're likely to blend in with other city advertisements. This spell involves you writing two messages on the parchment: one for the intended readers, and another that everyone else sees. If successfully dispelled by *dispel magic*, the secret message disappears leaving only the one intended for the general public. A *true seeing* spell reveals the hidden message, however.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A blank sheet of parchment which the message is written on during casting; thus this spell cannot be used to deliver existing documents or other objects.

Find Planar Paths

Divination

Level: Brd 4, Drd 4, Rgr 2

Components: S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

You can direction and distance to any planar paths or borders leading to coterminous planes as well as planar paths or portals leading to adjacent layers of the current plane within 1 mile per caster level. You gain a general sense of the plane or layer they lead to, but this spell does not provide information on traps, portal keys, or other impediments.

Genesis, Ethereal

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft.; (see text)

Effect: A demiplane coterminous with the Ethereal Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ethereal genesis creates a finite demiplane within the Ethereal Plane. At first the demiplane plane grows in radius at a rate of 1 foot per day to an initial maximum of 180 feet as it quickly draws substance from the surrounding ethereal vapors. Once your demiplane is created, you can travel directly to it using *plane shift*, some other spell, or a permanent link that you arrange for separately.

You determine the environment within the demiplane when you first cast *ethereal genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life of any kind, nor can it create construction such as buildings, roads, or dungeons. Likewise, you cannot create a demiplane out of valuable or rare material, such as silver or uranium. You can't manipulate the time trait on your demiplane; such power is beyond a spell even of this level. Beyond these restraints, what you are capable of when creating your demiplane is up to the DM.

Once your demiplane reaches 180 feet in radius, you can cast this spell again to gradually add another 180 feet of radius to it, and so on.

XP Cost: 1,000 XP.

Gift of a Second Chance

Necromancy [Good]

Level: Clr 4, Drd 4, Pal 4

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The Sons of Mercy believe that even the most vile individuals possess a spark of good within them, it has merely be buried by the pain and suffering that has lead them to the path of evil.

It is a shame then that so many evildoers must be killed, their souls sent to the Lower Planes where they will become tools for the true faces of evil. This spell is one solution; if cast upon a creature within three rounds of their death their soul is not reborn on its rightful plane as a petitioner or exemplar, but instead is later reborn as a mortal with another chance. Of course, the target may turn out just as dastardly as before, and *gift of a second chance* operates just as well on a virtuous person. The Sons of Mercy dismiss the idea of this spell being used against good individuals as unlikely, however, and freely teach it to others in hopes that they can stem the tide of evil souls making their way to the Lower Planes. Whether such tampering will provoke retribution from the fiends or the gods themselves remains to be seen. This spell cannot be used on Outsiders or petitioners.

Material Components: A clear crystal worth at least 100 gp.

Hagan's Supervising Eyes

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or area/2 levels, no two of which can be more than 30 ft. apart; see text

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Designed by a Fated businessman who suspected his employees were slacking off once he had gone home for the evening, *Hagan's supervising eyes* creates several floating orbs about half a foot large that will observe targets of your choosing and come alert you to any unauthorized activity. Each "eye" must be assigned to watch an individual or area and be given instructions no longer than a few sentences describing what you want to be alerted of. The constructs will follow your orders to the letter and are different colors so that you can differentiate them, but they possess little intelligence or interpretative ability. Furthermore, the eyes have only mundane visual and auditory capabilities, meaning they are able to see if a door opens or if a targeted creature speaks but cannot sense magic or see into coexistent planes.

When one of your instructed conditions is met the construct instinctively flies to your location, alerting you to what happened by projecting a short recording of what occurred into your mind. The eyes will automatically flee to you if attacked, though they are incredibly fragile and shatter upon taking any damage.

Howl of Pandemonium

Conjuration

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: 0 ft.

Area: 30-ft.-radius emanation centered on you or a cone-shaped emanation 60 ft. long

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

This spell enables you to channel the screaming winds of Pandemonium through your body and out through a numbing howl that incapacitates anyone nearby. The scream can either be focused into a 60 ft. cone or let out in a 30-ft.-radius; all creatures in the area are automatically deafened by the sound and suffer a -2 circumstance penalty to attack rolls and saving throws while within the area. Verbal communication is impossible and all sound-based effects are negated by the winds, including abilities such as a banshee's wail or spells such as *sound burst*. The spell also mimics the effects of a *gust of wind*, though the winds are not as

strong and a creature of any size can move towards you by making a successful Will save. You cannot move or take any other actions while maintaining the spell.

In addition to the above affects, creatures with Hit Dice less than the caster's must make a successful Will save or be affected by a *confusion* spell. Creatures of 2 Hit Dice or less who fail their save are driven into a catatonic state that lasts for 2d6 hours. The effects suffered from the spell linger after the winds cease, lasting a number of additional rounds equal to the rounds the creature was within the spell's area. Petitioners and other creatures native to Pandemonium are unaffected by this spell.

Though *howl of Pandemonium* was initially developed by Cabalists, it quickly found its way into the spell books of mages elsewhere. As befits their philosophy, the Bleakers simply didn't care who learned the spell.

Material Component: A pebble from Pandemonium, which must be consumed by the caster.

Impassion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 min./level (D)

Saving Throw: Will negates; see text.

Spell Resistance: Yes

Attributed to the elves of Arborea, *impassion* instills in the target an emotion of your choice, such as anger, sadness, or love, and rouses it to a fiery level. You cannot choose how the emotion manifests or how it is directed, though if attempting to invoke an emotion opposite of what the target is currently feeling they receive a +2 bonus to the Will save to resist. This does not bestow any mechanical effects, but the target is likely to act rashly or make a scene, and players should role-play the affects. Many Sensates use *impassion* to help others act on feelings they normally do not exhibit, while Xaositects simply like to shake things up.

Inspire Obedience

Enchantment (Charm) [Lawful, Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell causes you to be viewed as an exemplar of law, instilling fear and respect in all humanoid creatures that see you and fail a Will save. Anyone in your vicinity will be weary of even considering criminal activity, let alone starting trouble. *Inspire obedience* does not allow you to control nearby creatures, but affected creatures are inclined to obey you if only to avoid trouble and extra attention. Anyone who wishes to conduct some sort of illegal activity in your presence or directly challenge your authority must win an opposed Charisma check. Attacking an affected creature does not end the effect, but they are able to defend themselves and fight back normally.

Kiss of the Succubus

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

With one kiss this spell causes the target to become obsessed with you. Their thoughts increasingly stray to you, making it difficult for them to focus on anything else for more than a few minutes. The kiss must be administered in a seductive manner, and cannot be done so during any sort of combat. Once affected the target reacts to you as if under the effects of *charm person*, and after the first hour they begin to feel as if you are whispering in their ear wherever they go. This is in fact true, as you gain the ability to speak to them and hear their response to you no matter how far apart you are. While you do not gain any of their sensory information you can verbally guide them to do as you like, assuming you can convince them. The downside of this effect is the target feels so strongly about you that they may act unpredictable at times, particular if they believe you are being threatened or if by being excessively helpful they can earn your further favor.

Light of the Soul

Divination

Level: Clr 3, Pal 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Only individuals who share the Sons of Mercy's belief that all souls have a spark of good in them may cast this spell. *Light of the soul* enables the caster to actually see a soft luminance given off by the souls of creatures, even their own. The strength of the light depends on the morality of the individual, and thus may be used as a vague gauge of the virtue of those within sight, with the typical person of good alignment casting a light that provides illumination 5 ft. around them and evil individuals possessing only small flickers. This light can be seen through *darkness* spells of equal or lower level, though any spell or effect that conceals a person's alignment causes them to be portrayed as someone of neutral alignment. At the DM's option the light given off by extraordinary pure individuals may actually be blinding to users of this spell.

Mental Cell

Illusion (Phantasm) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 hour/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

Many of the confused and deranged individuals tended to by the Bleak Cabal are a danger to themselves and to others. When the madhouses are full or the Bleakers don't have it in them to sufficiently restrain someone, *mental cell* is used to ensure the target remains relatively

harmless until something more permanent can be arranged. Targets that fail their Will save find themselves trapped where they are, in an area approximately 30 ft. wide. No matter what direction they move or exit they take, the target finds themselves back where they started within a few seconds. This is normally used to restrict an individual within to room, but it may be used outdoors as well.

Of course, this effect is entirely within the target's mind and nothing stops someone from leading them from the area, which ends the effect. Likewise, the target can still see and interact with individuals around them, even participate in combat so long as it does not require leaving the area designed by the *mental cell*.

Material Component: Nail clippings from a madman.

Mind of the Hunted

Divination

Level: Rgr 2

Components: S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

By tasting a sample of a creature's blood you can gain a glimpse of their thoughts when the blood was shed. This can provide a variety of information such as who the creature was fighting, where they may have been heading, or some other priority they had on mind. The Sodkillers use *mind of the hunted* frequently to ascertain where one of their bounties could be hiding or to discover some indirect way of striking at them.

Material Component: A small sample of the creature's blood no older than a week.

Moment of Travesty

Transmutation [Evil]

Level: Clr 9

Components: V, S; see text

Casting Time: 1 round

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

Area: Creatures in a 5 ft./level radius

Duration: Instantaneous

Saving Throw: Will negates and Will halves; see text

Spell Resistance: No

One of the cruelest weapons known, *moment of travesty* was designed by members of the Doomguard who recognized destruction not only as a physical force, but saw its effect in moments in time and space where tragedy strikes and lives are shattered. This spell creates a pocket in time where everyone in range, including the caster, is sealed off from the multiverse and trapped in a single agonizing moment that stretches on for eternity.

The spell can only be cast within a minute of a suitable dramatic event, such as when a beloved friend dies, an individual is stripped of all their worldly possessions, or someone is betrayed by an intimate companion. If the pain is not suitably great, or the individuals suffering all make successful Will saves, the spell fails. Characters that make a successful Will save are not caught in the *moment of travesty* and anyone who is apathetic or actually happy about what happened gain a +4 bonus to the save. Those that fail the save seem to disappear and cannot act for all intents and purposes.

Though anyone who enters the area afterwards is unaffected and cannot see or interact with those who are, a feeling of uneasiness and great sadness pervades the locale. Use of *detect*

magic reveals the lingering aura of the spell, but like *imprisonment* most divinations spells cannot locate those in the time pocket and *freedom* is the only method of freeing them (though the caster does not need to know the individuals affected and everyone is released). Even upon being freed those affected suffer 3d6 points of temporary ability damage to their Intelligence, Wisdom, and Charisma as the agony of the moment catches up with them, though a successful Will save halves this damage.

Mournful Mutter

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Duration: 1 minute/level (D); see text

Target: 1 creature

Saving Throw: Will negates

Spell Resistance: Yes

Mournful mutter is only effective if cast upon a creature in the Ethereal Plane. This spell causes the vague memories of mourning spirits that have passed through the mists to haunt the target, surrounding him with barely audible murmuring. The mutterings are not normally coherent, but the target, as well as anyone within a one foot of them, can easily sense overwhelming sadness, loss, and pain in the voices. The sound seems to come from the ethereal vapors of the plane, and as soon as the target leaves the Ethereal Plane the spell ends.

Although not overtly harmful, the murmuring never ceases and instead continues to distract the target. Targets of *mournful mutter* incur a -2 circumstance penalty to all actions while the muttering continues.

Material Component: A coffin nail and a mourner's cowl.

Move Fire and Magma

Transmutation [Earth, Fire]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M

Duration: See text

This spell functions like *move earth*, except it pushes fire and magma to a nearby location. Normally the element must be moved in natural patterns - the flame or molten rock can't be moved up into the air, but must flow along surfaces. On the Elemental Plane of Fire or the Paraelemental Plane of Magma, however, the element can be moved in any direction the caster desires. If the fire moves to an area of nonflammable material - such as sand, silt, and so on - it extinguishes naturally, while shifting either substance into a sufficiently sized body of water effectively eliminates them.

Neither fire nor magma will fill the emptied area until the spell expires; thus a spellcaster can use *move fire and magma* to create a safe zone in a hazardous environment. The affected area remains free of fire and magma for at least 10 times the casting time of the spell. Once the duration ends the fire or magma moves back into the area if it would naturally do so.

Material Components: Several small chunks of coal and a small bag of wet sand.

Obfuscate

Abjuration

Level: Clr 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Area: Up to 10-ft. radius/level emanating from the touched point

Duration: 1 week/level

Saving Throw: None

Spell Resistance: No

This spell shields an area and anything within it from divination effects of your choosing, effectively granting the effects of *nondetection* and *obscure object* while also countering spells such as *find traps*, *find the path*, and *speak with dead*. Furthermore, events that transpired twenty-four hours before *obfuscate* was cast and for its entire duration are similarly blocked and cannot be learned about by spells such as *commune*, *contact other plane*, or the psionic power *destiny's trail* (see below). Anyone attempting to use such spells or powers must make a successful caster level check (1d20 + caster level) against a DC of 15 + your caster level for them to succeed.

Obfuscate does not interfere with divination effects that predict the future, such as *augury*, *divination*, or *moment of prescience*. It also does not stop someone of learning about an *obfuscated* location indirectly. For instance, a caster could use *contact other plane* to discover where a group of adventurers is headed even if their destination was under the effects of *obfuscate*, but as soon as they were within this spell's radius no further information could be gained.

You may choose to exempt certain spells from this protection for convenience or in order to avoid undue attention. Thus, you could choose to allow *detect* spells to function normally while still negating *scrying* attempts. You may also manipulate the shape and size of the spell's area up to the maximum radius determined by your caster level in order to ensure certain areas are undetected.

Discern location does not instantly bypass *obfuscate*, but grants a +4 bonus to the caster level check.

Material Components: Seven incensed candles worth 50 gp each which are lit around a diagram representing the target area drawn on the ground in dirt or with chalk or ink. The melting wax of the candles is poured along the diagram's outline and then the candles are blown out one by one.

Planar Union

Divination

Level: Clr 8, Drd 8

Components: V, S, XP

Casting Time: 1 hour; see text

Range: Personal

Target: You

Duration: Concentration; see text

Perhaps the only forces more knowledgeable and powerful than the gods are the very planes upon which they dwell. This spell allows you to merge your mind and soul with the current plane in order to seek secrets or enlightenment, though at great risk. At its most basic level, *planar union* provides answers to four types of questions. You can learn where someone or something is on the plane, or get a sense of what's happening at a specific location. It can provide you with knowledge of how to reach a destination on a plane. It also allows you to speak with echoes of petitioners and exemplar that have merged with the plane. Finally, the

spell may reveal how the plane (and the forces it represents) it perceives a situation or what it desires from it. You may ask multiple questions, but each question beyond the first requires an extra hour of concentration, but you do not need to pay any additional experience cost (see below).

Though everyone experiences this connection differently, in many ways it is like seeking insight from a hurricane. Any response comes not in words, but as symbols and impressions that speak of things much grander, and which could easily overwhelm the most stalwart mind. On the other hand, a plane knows virtually anything related to its domains and unlike when consulting exemplars and deities there is virtually no chance that answers you receive are tailored to some ulterior end. Bear in mind that such absolute forces do not perceive the affairs of finite creatures as we do, and that morality and ethics may very well be considered straightforward and objective when from a mortal perspective they are anything but.

While you can learn much by skimming the surface as it were, true enlightenment is found deeper, where even the planes begin to touch something bigger. There may be nothing that cannot be discovered by those willing to risk the journey, whether of past or future, mortal or god, practical or philosophical. You can ask virtually any question and expect an answer, though not necessarily in terms you comprehend and what you do glean is still filtered through the perspective of the forces comprising the plane.

This requires the same amount of time, but delving so deeply into such primordial forces is not without its consequences. Caster's returning from such a sojourn may lose some of their sanity, develop strange illnesses, or even experience changes in alignment or beliefs. Particularly valuable or dangerous questions may result in the caster disappearing for days or weeks only to reappear in different parts of the plane later, not necessarily remembering all that transpired. A few may fall into a stasis for extended periods of time, unable to be roused prematurely by anything but the most powerful magic.

The exact effects are up to the DM and should be appropriate to the information the caster seeks; this spell serves as a doorway to truths otherwise unattainable but is by no means the easy route. For example, legend has it that one priest of great power sought the origins of the multiverse itself through use of *planar union*, only to fall into a death-like coma from which he has not awoken. Though five centuries has passed, a sect within the Fraternity of Order maintains vigilance over his torpid form in anticipation of the day he rises with an answer even the gods might not have.

XP Cost: 500 XP.

Plague-Mort Affliction

Necromancy [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One zombie

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You infect the rotting meat of a zombie with a special type of disease said to ravage the carrion of the Abyss' former gate-town. The zombie's belly swells and a sickening stench surrounds the creature, accompanied by traces of yellow gas that can be seen dragging on the ground behind it. Any creature that enters the zombie's threatened area must make a Fortitude save every round against the spell's DC or contract the zombie plague disease detailed below. A creature in a grapple with the zombie takes a -6 circumstance penalty on their saving throw.

When the zombie is destroyed an explosion of contagious gas bursts forth from its belly, instantly covering a radius spread equal to twice the zombie's reach. Every creature within the cloud immediately takes 1d4+1 points of Constitution damage and contracts the zombie plague disease; a Fortitude save halves the Constitution damage and negates the infection. The plague cloud remains in the area for 1d4+1 minutes before dispersing and provides a small area of concealment. A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses it in 1 round.

Zombie plague disease:

- Infection method: inhaled, Fort save DC is equal to that of the plague-mort spell.
- Incubation period: 1 day.
- Damage: 1d4+1 temporary Constitution damage.

Material Components: A mummy's kidney and a dose of black adder venom worth at least 120 gp.

Protomatter Infusion

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 3 rounds

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

It is well known by those who spend much time in the Ethereal Plane that the protomatter that infuses the plane can serve as an enhancement to illusory spells. This technique consumes a small amount of stable protomatter in order to increase the realism of Illusion spells you cast, adding a +2 to the DC of any nondamaging Illusion spell for the duration of the effect.

Material Component: Half a square foot of ethereal protomatter.

Repudiating Gaze

Illusion (Shadow)

Level: Sor/Wiz 3

Components: V, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: No

Drawing on the half-truths and dark secrets of the Shadow Plane, this spell transforms your eyes into black orbs that exude some unquantifiable quality which causes all who look into your eyes to question their faith and beliefs. This ability must be used as a gaze attack against a single creature; if the target meets your gaze they are automatically shaken. Furthermore, if they do not make a successful Will save the darkness seeps into their soul and makes it difficult for them to call on the resolve necessary to perform acts of faith. Any time the affected creature attempts to cast divine spells, turn undead, or use Faction-Dependent feats they must make a successful Wisdom check at DC 10 to avoid a momentary lapse in faith. Failure means the target must take another action that round, though they do not lose use of a spell or ability.

Those who have felt the chilling effects of this spell often blame its design upon the Bleak Cabal. This is not the case, however, for even the Bleakers espouse that there is value in acts of charity, while this spell inflicts upon its victims the suspicion that there is nothing worth believing at all.

Disavowing gaze does not affect Outsiders or other similar creatures at the DM's discretion. The effects end once the spell expires.

Focus: Every use of this spell requires you to offer a secret of some value to you to the shadows by speaking it aloud in a clear voice. Whether anyone hears you is not important, but it cannot be spoken in a region affected by *silence* or anything similar.

Seal Portal, Lesser

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One intraplanar portal

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell functions like *seal portal*, except that you can only temporarily shut down a portal and it must be one that links two points on the same plane and layer.

A sealed gate displays the seal of the mage who cast the spell. If the caster has no personal sigil, their face is displayed instead.

Material Component: A bar of steel worth 25 gp.

Notes on Using *Seal Portal*

It is important to remember that in Sigil, the Lady of Pain's will over portals is absolute. No portal can be warded against Her wishes. In addition, it's worth pointing out that while *seal portal* can affect the portals of the gate-towns, Mount Olympus, and Yggdrasil, such a seal probably isn't worth the caster's time and effort. It is virtually assured that the rulers of the gate-towns retain spellcasters who can cast remove such barriers given time, and the portals of the Great Road are too widely used to remain shut for very long. As for Mount Olympus and Yggdrasil, those planar pathways are sacred to the Olympians and the Asgardians respectively, and no sane mage wants to tempt divine wrath by closing off the gods' portals.

Spirit Guard

Conjuration (Summoning)

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 hour

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

Target: An object or area no larger than a single room

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: No

Popular among the Dustmen, though by no means limited to them, *spirit guard* summons the spirit of a dead subject and binds it to a specified object or location no larger than a single room, effectively making them a ghost with the targeted point as its haunt. The spirit is magically charged with protecting its haunt but is otherwise free to do as it pleases, though it

cannot attack the caster or anyone else the caster specifies and is incapable of traveling more than a few feet from that which it is bound to. Initially, most conjured ghosts are both very confused and angry, and it's up to you to explain the situation as they see fit.

The level and capabilities of the summoned ghost depend on the body used, though *spirit guard* cannot be used to bind a spirit of greater character level than the caster and if the spirit makes a successful Will save it cannot be called at all. Upon performing the spell you decide whether the ghost may move on to its next life after a predetermined length of duration of time or when a condition is met. *Dispel magic* cannot negate the effect but *break enchantment* cast upon the haunted object severs the ghost's tie to it, freeing it to do as it pleases for a short time before passing on. Likewise, destroying the haunt permanently forces the spirit beyond.

Material Components: This spell must be cast over a largely intact body that has been dead no longer than a day unless spells such as *gentle repose* have been used. An opal worth 20 gp per HD of the creature is placed within its chest during the spell and then ground to dust over the targeted object. The body falls to dust whether the spell succeeds or fails.

Supremacy of the Passions

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

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

Components: V, S

Casting Time: 1 standard action

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

Area: Creatures in a 40 ft. radius spread

Duration: 1 hour

Saving Throw: Will partial; see text

Spell Resistance: Yes

Creatures caught within range of *supremacy of the passions* find their inhibitions and restraint weakening to the point that they have difficulty controlling themselves and are inclined to act on every impulse. For the duration of the spell any time one of the targets is put in a situation where they can do something that would make them feel good but they wouldn't normally do because of that pesky conscience or other circumstances, they must make a successful Will save to prevent themselves from doing it anyways. A passerby may throw rocks at a Harmonium patrol, or a diplomat might say what they really think, consequences be damned, and so on. The exact results vary depending on the nature of the affected creature, though even the most honorable and kind person feels their most petty and base feelings rising to the surface.

Talking Door

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One door

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Favored by wizards that require some intelligent yet disposable guard, *talking door* transforms a normal door into a sentient construct, face and all. The awakened construct has some limited ability to move, including opening the door or holding it shut and manipulating locks. Thus it is quite capable of keeping intruders out, even those skilled in picking locks or using magic, though it can still be broken through. Upon creation you choose a password that the construct responds to; it must obey the commands of whoever says the password, at least for a little while, and it is incapable of speaking the word and thus giving it to others. On the other hand,

treating the *talking door* cruelly or being too strict with it is likely to encourage it to strike back any way it can, and nothing prevents it from helping uninvited guests from guessing the password.

Knock and *dispel magic* have no effect on the *talking door*, however *break enchantment* and *greater dispel magic* can destroy the effect. The threat of oblivion is sometimes enough to convince a *talking door* to help intruders, or to at least delay them until their master returns.

Material Component: A lock of good quality or better.

Tanar'ri Tribulation

Evocation [Evil, Lawful]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One tanar'ri

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

In response to *baatezu bane*, the denizens of Baator crafted a spell that targets their hated foes the tanar'ri. Unlike their Abyssal counterparts, however, the baatezu carefully protect this spell from falling into the hands of other spellcasters, supposedly afraid that the tanar'ri will be able to develop a resistance given the chance to study it.

Tanar'ri tribulation can be cast upon a tanar'ri of any rank - even Abyssal Lords. By drawing forth the raw chaotic power from within the tanar'ri the spell ravages its body as well as its senses. The target suffers 3d8+8 points of damage plus one random disability determined by a 1d6 roll:

1. The tanar'ri's eyes are damaged and the creature is permanently blinded.
2. The tanar'ri is continuously racked with pain, giving it a -2 penalty to attack and damage rolls for 1d4 hours.
3. The tanar'ri's ears are destroyed, inflicting an additional 1d8 points of damage and rendering it permanently deaf.
4. The tanar'ri suffers an additional 2d8 points of damage and one of the creature's limbs withers and becomes useless.
5. The magic inflicts an additional 2d8 points of damage and the fiend cannot use any innate spell-like abilities for 1d10 rounds.
6. Roll twice, disregarding rolls of 6.

This spell affects only tanar'ri, but due to its specific nature the caster gains a +6 bonus to spell penetration rolls.

Material Component: A bit of tanar'ri flesh, bone, or blood priced at 1 gp or more.

Touch of the Styx

Enchantment [Evil, Mind-Affecting]

Level: Clr 4

Components: V, S (see text)

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Touch of the Styx causes the subject to lose all memory of the last 24 hours unless a successful Will save is made. There is no way to restore this memory except by relearning what occurred from the accounts of others or through spells such as *winged memory*.

In addition to the verbal and somatic components, this spell requires that the caster have touched the true waters of the Styx sometime in their life.

Transmute Element to Paraelement

Transmutation [See text]

Level: Drd 6

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft. cube/2 levels

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell transforms all nonmagical quantities of one of the four basic elements (air, earth, fire, water) in the area into one of its two paraelement compounds with the following effects:

Smoke: Transformed from air or fire. This creates a finite cloud of smoke that eventually dissipates. Anyone who breathes in the smoke must make a Fortitude save against the spell's DC or suffer the effects of smoke inhalation.

Ice: Transformed from air or water. Creatures at the edge of the targeted area can make a Reflex save to avoid being immobilized within the solid ice, but those closer to the center are automatically caught. Anyone immobilized can break free with a successful Strength check against the spell's DC. If the resulting ice takes 20 points of damage it shatters. It will melt within an hour or two under direct sunlight, or faster if more heat is applied.

Ooze: Transformed from earth or water. This creates a patch of slimy muck which is equivalent to a deep bog for purposes of movement, cover, and penalties to skill checks. Creatures at the edge of the targeted area can make a Reflex save to avoid sinking into the mire.

Magma: Transformed from earth or fire. This creates a pool of sluggish lava which deals 2d6 points of damage per round of exposure or 5d6 points of damage per round someone is immersed in the lava. An additional 1d6 points of damage is incurred for three rounds after exposure. Creatures at the edge of the targeted area can make a Reflex save to move onto safe ground.

Unless otherwise stated the resultant paraelement remains until a successful *dispel magic* spell restores its substance - but not necessarily its form. This spell has the element traits of the paraelement's components. For example, *transmute element to paraelement* is an earth and water spell when used to transform water into ooze.

True Speech

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

This spell was developed by an unknown member of the Society of Sensation decades ago and has since gradually spread throughout the faction as the ideal form of communication when discussing past experiences (or just about anything else). Once cast, your words carry with them the sum of your sensual experiences about the topic, causing those who hear you to feel and know the memory as well as you do. Talking about the expedition you made to the jungles of the Beastlands fills the minds' of listeners with an image of the scene, its smells and sounds, even the humidity of the air. The sensations conveyed reflect your feelings about the subject, not how the listener would feel in the situation, though they may certainly have their own reactions to the experience. Thus, describing a rare and delicious fruit conveys to your audience its smell, texture, and what it tasted like to you. Recalling a bloody battle field brings the memory to life in their mind, perhaps as a coldly calculated act of conquest or a moment of anguish and repulsion. The impression is so vivid that a few seconds describing the scene is enough to familiarize the listener as if they had been there, which can be useful for spells such as *teleport*.

Vile Temptation

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Clr 5, Sor/Wiz 6

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Vile temptation temporarily removes all conscience or restraint from the target; they act on their most basic instincts and desires without thought of morality or consequences. During this time they are highly suggestible, but also unpredictable. While this spell is most commonly used to seduce those of good alignment with the joys and freedom of evil, the effects are much more profound on those who are already evil, as they have darker desires to begin with. It does not work against Outsiders.

Players should role-play the effects of this spell while keeping in mind that even feelings of friendship and companionship are dulled. On the other hand, individuals of lawful alignment are bound to be more civil and surreptitious in seeking their dark desires than those of chaotic alignment, and people are bound to do what will satisfy their urges the fastest rather than just blindly make trouble for themselves.

Volund's Confounding Problem

Enchantment (Compulsion) [Lawful, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, M

Casting Time: 1 minute

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

Target: 1 creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Supposedly one of the Fraternity of Order's foremost mathematicians developed this spell because he required assistance in solving a theoretical equation that was too complex for even his brilliant mind. The purpose of the spell was to utilize his students' minds to perform a portion of the computations required. Unfortunately the effort failed, as the targets of the spell were not able to keep up with their own thoughts and forgot the progress made once the duration expired regardless. Though Volund himself was content to file away the effort as a complete waste, others within the faction saw more practical applications.

Volund's Confounding Problem forces the mind of the affected creature to become obsessed with an incredibly complex series of mathematical computations. This results in the target being distracted, unable to focus for any length of time. Though it does not prevent them from acting in dangerous situations, such as combat, it does make the use of magic and psionics difficult. Any time the affected creature attempts to cast a spell or manifest a power they must make a successful Concentration check (DC 10 + spell/power level). Furthermore, the target suffers a -10 circumstance penalty to Concentration and a -5 circumstance penalty to skills involving Intelligence, Wisdom, or Charisma.

Material Component: A sheet of paper containing the beginning notes of the problem Volund was attempting to solve.

Vrock's Screech

Evocation [Evil, Sonic]

Level: Brd 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, M

Range: 0 ft.

Area: 30-ft.-radius spread

Duration: Concentration, up to 1 round/2 levels

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This Abyssal spell mimics the power of the true tanar'ri for which it is named and takes it to cruel new heights. Upon casting the spell the caster begins to cry out a high-pitched screech that sends nearby creatures grasping at their head as their ears begin to rupture. Creatures within the area of effect must succeed on a Fortitude save every round or be deafened and stunned for one round. The intense pain as the targets ears begin to burst and bleed also inflicts 2d6 nonlethal damage each round; the target takes half damage if they succeed on the Fortitude save. The caster is unable to perform any action that requires speech while maintaining this spell. This spell does not work against tanar'ri.

Material Component: A single vrock feather priced at 1 gp.

Wastequake

Evocation [Earth]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 20 minutes

Range: ¼ mile

Area: 50-ft./level-radius spread

Duration: 3 rounds

Saving Throw: Reflex partial; see text

Spell Resistance: No

Designed to work only on the Grey Waste, the *wastequake* spell is the province of powerful mages who have turned their skills to the Blood War. It is not clear who invented the spell first and it does not truly matter; both the baatezu and the tanar'ri now use it to devastate legions of lesser fiends. Similar to the *earthquake* spell, *wastequake* sends shocks through the ground and opens fissures to devour all those unfortunate enough to be within its range.

The *wastequake* lasts for three rounds. During the first round, the ground begins to ripple; any creatures standing on the surface must make a Reflex save or be knocked off their feet. Casting spells requires a Concentration check (DC 20 + spell level) while the effect persists. During the second round the shocks worsen, automatically knocking everyone to the ground as gapping wounds tear through the soil of the Waste. All creatures within range must make

another Reflex save (DC 16) or be pitched into the chasms. Any creature that failed the Reflex save on the first round suffers a -4 penalty to their saving throw in the second round. To make matters worse, pressurized yellowish gas begins shooting out of the cracks in the ground giving anything beyond 10 feet total concealment. During the third round the rifts close and the quakes cease, though the gas persists until dissipating at the beginning of the next round. Any creature that fell into the chasm suffers 15d6 points of bludgeoning damage and is buried beneath the surface at a depth 10 feet per caster level. Those that survive must make their own escape from the bowels of the Grey Waste.

Wastequake is specifically designed not to damage fortifications or other permanent structures, although it consumes tents and impromptu huts, and any vehicles less than 10 feet long likely fall into the chasms. Thus, fiendish spellcasters have little to fear when using this spell within their own territory. After all, what's the loss of several dozen lesser fiends so long as the stronghold stands?

Material Component: A handful of soil from the Grey Waste that the caster shakes in one hand while casting the spell.

Weight of Entropy

Transmutation

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

Components: V, S

Casting Time: 1 standard action

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

Target: One solid object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The Doomguard know that everything is just waiting to fall apart; *weight of entropy* just moves the process along. This spell finds a weak point in a nonmagical object and corrodes it further. Locks become brittle, blades shatter when used, even ceilings collapse under the pressure. You must merely point at the target and the spell deals 1d10 points of damage per caster level (maximum 10d10) to it. Any unattended nonliving matter of 5 cubic feet or smaller can be targeted; thus the spell affects only part of larger objects or structures and cannot be used on constructs or objects being carried by another person. Though the targeted object does not simply explode or fall apart on its own, virtually any applied force is enough to destroy it, and in the case of objects that serve as support (such as a roof or wagon wheels) gravity can be enough.

Whispering Runes

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 minute

Range: Touch

Target: One parchment

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Developed by the Athar as a simple means to spread their philosophy, especially among those who cannot read, this spell creates a talking pamphlet capable of reading its contents to whoever holds the enchanted parchment up. The caster may program it to speak any of the languages that they know, and the *whispering runes* automatically chooses an appropriate language for the person holding the parchment.

Material Component: The caster must burn a feather or bit of fur from an animal capable of speech and sprinkle the ashes on the parchment to be enchanted.

Winds of Death

Necromancy [Air, Fear, Mind-Affecting]

Level: Clr 8, Drd 8

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude partial; Will partial

Spell Resistance: Yes

You draw upon the winds of the Negative Energy Plane to create a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. Any creature in its path must make a Fortitude save or suffer 2d6 points of temporary Strength damage, and a Will save or become panicked for 2d6 minutes. In all other aspects, this spell resembles a *gust of wind* spell.

Winds of death can be made permanent using a *permanency* spell (required caster level: 15th; XP Cost: 3,500).

Focus: The skull of a djinni noble.

Winged Memory

Abjuration [Good]

Level: Clr 4, Pal 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Another curative spell designed by the archons of Mount Celestia, *winged memory* negates the effects of *modify memory* and *touch of the Styx* as well as restores the memories of any creature affected by the rivers Lethe or Styx. Alternatively, this spell can be used to help the target recall something forgotten or buried in their memory, even moments going as far back as their birth.

Material Component: A few drops of holy water on the recipient of this spell.

PSIϕNICS

While not as common as magic, psionics are nevertheless prevalent across the planes. With well known races such as the githyanki, githzerai, and yuan-ti traveling across the multiverse, and even the lesser known duegar, nathri, and thri-kreen making their mark, there are sizable number of naturally psionic races throughout the Great Ring. The most infamous masters of psionics, the illithid (better known as mind flayers among primes), terrorized the Astral and Outer Planes long before they descended in any great number to the Prime Material Plane. One of their gods has longed resided within the bowels of the Outlands, and the loathsome creatures travel through Sigil on occasion.

As a whole, practitioners of psionics are held with a little bit of awe, as it's believed their power comes just a bit closer to controlling the fabric of the multiverse itself in the same manner as belief. This is only further substantiated by the number of psions within factions such as the Mind's Eye and the Fraternity of Order, which both expose their own ideas on mastering all of reality, as well as the Transcendent Order, which claims to be closer to the multiverse than anyone. Perhaps because of its difficulty channeling aligned energy, psionics are most common on the Outlands and the Astral Plane, as well as the stranger Region of Dreams and Far Plane. On the other hand, there are considerably less psionic creatures on the Ethereal and Inner Planes, likely because of the lack of access to astral ectoplasm and the training required to manipulate ethereal protomatter instead.

The *Planescape Campaign Setting* treats psionics as the same as magic, though this isn't necessary if the DM wishes to use the Psionics Is Different variant rule. Thus, the rules in this chapter and throughout the rest of this book that discuss spells also apply to powers. The new powers below are acquired as normal, but address life on the planes and the influence of the factions in particular.

Astral Hospice, Psionic

Metacreativity

Level: Psion/Wilder 4

Components: Visual

Manifesting Time: 1 standard action

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

Effect: See text

Duration: 1 day/level

Saving Throw: None

Power Resistance: No

Power Points: 7

As *astral hospice* (page 93 of the *Planar Handbook*), except as noted here.

Astral Slide

Psychoportation (Teleportation)

Level: Psion/Wilder 2, Psychic Warrior 1

Components: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: Psion/Wilder 3, Psychic Warrior 1

On the Astral Plane time and space are but perceptions to be circumvented. *Astral slide* allows you to move from one spot to another as a standard action regardless of obstacles, teleporting to a location within line of sight and no farther than your walking distance. You can carry along any size load, but cannot bring creatures other than your psicrystal with you.

Movement caused by use of *astral slide* does not provoke attacks of opportunity. This power only works on the Astral Plane, and is very common among the githyanki that patrol the plane.

Augment: If you spend an additional power point each round you may teleport as a move action.

Beckon, Psionic

Telepathy [Mind-Affecting]

Level: Psion/Wilder 4

Display: Visual

Power Points: 7

As *beckon* (see above), except as noted here.

Create Color Pool

Metacreativity

Level: Psion/Wilder 3

Components: Mental and visual

Manifesting Time: 1 standard action

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

Effect: One created Color Pool

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 5

There is some debate as to whether this power actually creates a color pool or draws a preexisting portal to you. The effect is the same either way, as a one-way color pool leading to the first layer of an Outer Plane of your choosing appears in the position you indicate. Once it has appeared the color pool persists indefinitely. This power may only be used on the Astral Plane.

Destiny's Trail

Clairsentience

Level: Psion/Wilder 3

Components: None

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 5

Members of the Transcendent Order have largely come to grips with the idea that they are but parts of a much greater tapestry that defines fate and reality. By examining individual threads and their relation to the big picture of a scene, you can determine the people that were involved in certain moments in time. You must have a specific event in mind, such as someone's murder or the last time a particular portal was used, and must be at the location where it occurred. Upon using *destiny's trail* you learn the names and faces of the people directly involved. In the case of the murder, this would include the victim and any attackers, witnesses that might have interfered, and so on. In the case of who used a portal last, you would learn of the last group to pass through the portal, the individuals who provided them the information to use it, anyone they were journeying to see, etc.

This power does not relay information about people that had no effect on the event, such as witnesses that did not interfere and were not seen, and it does not distinguish the motives or roles of those involved, meaning that you would have to investigate on your own to determine who was a witness and who was an assailant. It also does not inform you of who was involved in earlier events leading up to the specified moment, such as why the victim was heading to a particular pub, but subsequent uses of this power can be used to glean more such pertinent information.

Dream Beast

Metacreativity

Level: Psion/Wilder 6

Components: Mental and visual

Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One created dream beast
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 11

This dangerous power draws merges everyone nearby into a dreamscape and creates a monster of sheer imagination and horror to attack those within. The strength and abilities of the creature are at the discretion of the DM but are powerful enough to qualify as nightmarish to those in its presence. You do not control the beast but can make it ignore any target of your choosing so long as you concentrate completely on the power, doing nothing else. Once lost, concentration cannot be regained and you and your companions become targets of the monster's wrath. Anyone "slain" by the creature falls unconscious and drops to -1 hit points, but is then ignored by the creature unless healed.

Dream Conduit, Psionic

Telepathy [Mind-Affecting]
Level: Psion/Wilder 8
Display: Visual
Power Points: 15

As *dream conduit* (see above), except you can only target the creature with powers from the Disciplines of Clairsentience and Telepathy.

Augment: If you spend 5 additional power points you project both body and mind into the target's dreamscape and will appear beside them as soon as they wake up.

Dream Watch

Telepathy [Mind-Affecting]
Level: Psion/Wilder 3
Display: Olfactory and visual
Manifesting Time: 10 minutes
Range: Touch
Target: One humanoid creature
Duration: Concentration
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

When used upon a sleeping individual this power allows you to enter a trance and project your mind into the dreamscape of the target. While your perceptions of time and space are heavily distorted within the Plane of Dreams, minds are often at their most vulnerable in their dreams and are highly suggestible. Simple statements are often interpreted as true and can shift the course of a dream, taking you and the target through corridors of memories or bringing guarded secrets and emotions to the surface.

Furthermore, with enough time and persuasion you may implant thoughts into the creature's subconscious, changing the way it looks and conceives of things. For instance, you could implant feelings of suspicion in the target towards one of their companions or give the idea of traveling to a particular place to see the sites. The more subtle the suggestions the more likely they are to manifest when the creature wakes up, whereas thoughts that it finds nonsensical or completely contrary to what it believes are bound to be forgotten or ignored. You must make a successful Charisma check opposed by the target's Wisdom check in order to implant suggestions. The creature receives a +5 bonus to its check if the suggestions contradict what it knows and believes.

The target does not initially realize that anything is different about its dream but pushing too strongly, either by trying to influence the dream repeatedly over a couple minutes or fighting the dream's progression, will eventually rouse the creature enough to be aware that it is dreaming and that something is wrong. When someone has realized that they are dreaming their control over the dream is nearly absolute, though their mind remains somewhat muddled.

You are unaware of your own surroundings or of the activities around you while in the trance. While physically defenseless, any sort of disturbance, such as a loud noise or being targeted by a power, breaks you from the trance and ends the power. Creatures who don't sleep or dream, or are somehow isolated from the Plane of Dreams, are immune to this power.

Faceted Attack

Psychoportation

Level: Psychic Warrior 4

Display: Visual; see text

Manifesting Time: 1 swift action

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

Target: Personal

Duration: 1 round

Saving Throw: None

Power Resistance: No

Power Points: 7

Existence is an illusion, and so to are its limitations. This principle of the Mind's Eye is the basis of this power, which allows you to briefly exist in multiple places at once so long as no two aspects of yourself are farther apart than the power's range. You may exist in a number of additional places equal to the number of extra attacks granted by your base attack bonus, with each aspect gaining one of these attacks.

For example, a psychic warrior with base attack +11 could exist up to two additional places and grant one attack at +6 and the other two attacks at +1. Thus, you could make a full attack while spreading your attacks against multiple distant opponents or even flank an opponent on your own. On the other hand, each aspect can be attacked and you suffer all the damage incurred normally.

Appearing in a square next to an opponent does not provoke an attack of opportunity.

Force Substantiation

Psychoportation

Level: Psion/Wilder 5

Display: Material and mental

Manifesting Time: 1 round

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Power Resistance: No

Power Points: 9

This power mimics the effects of the *dimensional anchor* spell (page 221 of the *Player's Handbook*) and has the added effect of drawing the targeted creature from any coexistent planes, such as the Ethereal or Shadow Planes, onto your current plane. For the duration of the power the targeted creature cannot use any abilities that would allow them to enter other planes, though other abilities, such as a ghost's incorporeal nature, remain unaffected. At the end of the power's duration, the target creature remains on the current plane unless they have some means of returning on their own.

Augment: For every three additional power points you spend, you can target an additional creature within the power's range.

Ignore Sensation

Clairsentience

Level: Psion/Wilder 1, Psychic Warrior 1

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You completely ignore one of your senses. Though your body still receives the sensory input and may react accordingly, your mind does not register it and you do not suffer from sensory overload. Thus, sonic effects do not deafen you nor does extremely bright light blind you, depending on which sense you ignore. You may even prevent yourself from feeling the pain of wounds or torture. Members of the Mind's Eye frequently use *ignore sensation* to bypass their own perceptions of the multiverse and rise above them, and at the DM's discretion this can power can ease use of some of the Mind's Eye feats described in Chapter 4.

Living Memory

Telepathy

Level: Psion/Wilder 6

Display: Material

Manifesting Time: 8 hours

Range: Personal

Effect: One psionic construct

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11

This power transforms an appropriate recording device into a receptacle for your memories and even your personality. Any small object that is normally used to hold knowledge, such as a book, a sensory stone, or even a *mimir*, can be used. The object becomes a psionic device capable of relaying anything you know to whoever wields it. The Fraternity of Order has used this power for centuries to spread and catalog their accumulated knowledge, but it is also used within the Society of Sensation and the Revolutionary League to pass along experiences and information.

You have some leeway in the manner in which the device speaks, what activates it, and how much information it contains. A book could be seemingly blank unless someone speaks to it or writes in it, upon which ink appears on the pages in response, or it could simply talk aloud and hold a conversation in any language you know. Likewise, you may decide that it is only active when someone is holding it or says a specific phrase, or you can set it always be "on". The DM has the final say on what is possible with the device, but players are encouraged to be creative and give any such objects a personal touch.

By default, the created device stores all your memories and personality in words, but it may be used to convey images or even project experiences directly to its handler. You can also withhold as much information as you like when manifesting this power, limiting the device's knowledge to specific topics, time periods, hard facts, or just your personal opinions on certain topics.

Neutralize Area

Psychokinesis

Level: Psion/Wilder 7

Displays: Auditory and visual

Manifesting Time: 1 round or 1 hour; see text

Range: 0 ft.

Area: 40 ft. radius emanation

Duration: Instantaneous

Saving Throw: Will negates or none; see text

Power Resistance: No

Power Points: 13

Though practitioners of psionics are not as adept at manipulating aligned energy as divine or even arcane spellcasters, they possess the remarkable ability to negate such power when they encounter it. *Neutralize area* can be used to cleanse nearby creatures of any such magic or delve into the land itself to destroy blessings placed upon it.

You choose to use *neutralize area* in one of two ways: an area dispel on creatures within range or a targeted dispel of effects such as *hallow* that are cast on the area. Neither applications affect spells or powers of 9th level or higher.

Area Dispel: Each creature or object within the area that is the subject of one or more spells that charges them with aligned energy has all such spells dispelled if they do not make a successful Will save. Spells affected include *align weapon*, *cloak of chaos*, *dispel chaos/evil/good/law*, *holy aura*, *magic circle against chaos/evil/good/law*, *protection from chaos/evil/good/law*, *shield of law*, *unholy aura*, and similar spells at the DM's discretion. Spells that emanate from a specific creature, such as *magic circle*, are only dispelled if the source of the emanation is within this power's range. Spells that have an instantaneous duration, such as *dictum* or *hallow*, are unaffected.

Targeted Dispel: Any *consecrate*, *desecrate*, *exalt*, *hallow*, or *unhallow* spell in the area is dispelled. This application requires one hour of manifestation time and does not have any effect on spells cast on creatures or objects in the area.

Neutralize Outsider

Psychokinesis

Level: Psion/Wilder 5, Psychic Warrior 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Touch

Target: One Outsider touched with alignment subtype

Duration: Instantaneous (1 round/level); see text

Saving Throw: Fortitude partial

Power Resistance: No

Power Points: 9

This power draws aligned energy in a stream of beaded light from a touched Outsider to you, dealing 10d4 points of damage if the target has one alignment subtype or 10d6 points of damage if it has two. Furthermore, if the target fails their Fortitude save their spell-like and psi-like abilities suffer a -5 penalty to their save DC for one round per level. Multiple applications of this power do not result in cumulative penalties.

Augment: For every additional power point you spend, this power's damage increases by one die. For each extra two dice of damage, this power's save DC increases by 1.

Perinarch, Psionic

Psychometabolism

Level: Psion/Wilder 4

Display: Visual

Manifesting Time: 1 standard action

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

Duration: 1 round/level; see text

Saving Throw: None (object) and Reflex negates; see text

Power Resistance: No

Power Points: 7

As perinarch (page 101 of the *Planar Handbook*), except as noted here.**Planar Perinarch, Psionic**

Psychometabolism

Level: Psion/Wilder 9

Display: Visual

Manifesting Time: 1 standard action

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

Duration: 1 round/level; see text

Saving Throw: None (object) and Reflex negates; see text

Power Resistance: No

Power Points: 17

As planar perinarch (page 102 of the *Planar Handbook*), except as noted here.**Planar Bubble, Psionic**

Psychometabolism

Level: Psion/Wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: No; see text

Power Points: 13

As planar bubble (page 102 of the *Planar Handbook*), except as noted here.

Chapter Release Information

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Minor text revisions

Updated background image

Converted PW_Font to Exodus font