

MAGIC OF MALAAN

NEW CANTRIPS

Block Blow

Abjuration

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: Free Action

Range: Personal

Target: Caster

Duration: Instant

Saving Throw: None

Spell Resistance: None

This spell allows a character to block a single incoming blow from a non-magical weapon or creature no bigger than two sizes larger than the caster (med - huge, small - large, etc.). The character must be aware of the attack, so cannot block an attack from an invisible opponent, but could block a sneak attack when flanked. It does not work against attacks of opportunity that the caster provokes (so one could not cast a spell while threatened, and then block the blow that the spell casting provokes). Casting this spell is like casting a Quickened spell and counts towards the limit of 1 Quickened spell/round.

Force Shield

Abjuration

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 Action

Range: Personal

Target: Caster

Duration: 1rd/level

Saving Throw: None

Spell Resistance: None

This spell creates a small disk of glimmering force that resembles a large shield. It grants +2 Armor Bonus that does stack with other armor (but not shield) or mage armor but requires no proficiency to use. It also grants a Reflex save versus *Magic Missiles* and +2 save versus Ray spell effects. It is weightless but does require one hand to manipulate. It gives a -1 Armor Check Penalty and 5% Spell Failure Chance.

Get the Gist

Divination

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 Action

Range: Close 25 ft. +5 ft per level

Effect: Audible Speech

Duration: 1 rd/level

Saving Throw: None

Spell Resistance: None

This spell allows the caster to understand a brief amount of conversation or speech by some creature near the caster without understanding the language. This does not give the caster the ability to speak the language. The caster only understands the intent and basic content of the speech, any subtlety, complexity will likely be lost.

Life Sense

Necromancy

Level: Death 0, Sor/Wiz 0

Components: S

Casting Time: 1 Action

Range: 15 feet

Target: Creatures within range

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

This spell allows the caster to make a Search Check (+1/ 2 levels) vs DC:15 to determine the rough health status of creatures within range. The check is a move equivalent action (but does not prevent spell casting or attacks). The character can determine the health of one creature per level per such action (a full action will double the amount). Exact success gives the status in one these terms: fit, injured, dying, dead (or undead). Success by +5 indicates percentage of the hitpoints (or exact negative hitpoints), success by +10 indicates exact hitpoints.

Shadow Shield

Illusion

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 Action

Range: Personal

Effect: Caster

Duration: 1 rd/level

Saving Throw: None

Spell Resistance: None

This spell takes advantages of shadows in the area. If the character stands in a shadow that covers most of his body then he gains one quarter concealment 10% chance of being missed by an attack.

Summon Diminutive/Fine Animal

Abjuration

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 Action

Range: Close 25 ft. +5 ft per level

Effect: One summon creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

This spell summons a diminutive or fine animal or vermin such as a mouse, dove, bee or hornet. The spell does not grant any special control over the creature. Typically such an animal will be frightened, although the response to fear might vary, a mouse might run, a dove take flight, a lizard freeze, a bee sting etc.. If summoned on or near a person there is a small chance that it will distract the person, but in general the creatures are not powerful enough to cause direct harm

NEW FIRST LEVEL SPELLS

Bleeding

Necromancy

Level: Death 2, Sor/Wiz 1

Components: V S M

Casting Time: 1 Action

Range: 60 feet

Target: 20 foot radius

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes

This spell causes those living creatures within the area of effect at the time of casting to suffer +1d4 damage from any physical attack that hit them during the next minute (but not energy, fatigue etc.). Undead, constructs, outsiders, and the like are unaffected by the spell. If cast more than once on the same creatures the effects of this spell are cumulative up to 4 hit points per attack (2d4 max 4). If the victim is also suffering damage from Wounding or similar effects, those effects are doubled. The material component is a razor and some alcohol.

Fade Armor

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 Action

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

This spell allows the caster to cause any armor (but not shields) the caster wears to fade away as a free action. This allows the caster to cast spells without an armor spell failure chance. However such casting requires a concentration check (DC:5 + Level of Spell + AC bonus of armor) During the casting of the spell the armor provides no bonus to the caster's AC. Thus the caster is vulnerable to any attacks of opportunity or readied attacks during such spell casting. During that time, Mage Armor and other incorporeal spells are still active. This spell also benefits a character trying to avoid armor check penalties for skills such as swimming, climbing etc. that are possible while concentrating (DC:5 +AC bonus). The spell focus is a bit of metal mesh.

False Movement

Illusion

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 1 minute/2 levels

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

This spell grants the recipient a special illusion that confuses her movements and actions. The consequence of this is that opponents who threaten attacks of opportunity on the recipient must make a will save in order to get such an attack. This applies to all attacks of opportunity. Note: each subsequent saving throw by the same creature is granted +1. The effect is obvious since the character appears to shift and change her movements, faces both directions and otherwise moves in a confusing way. This also reduces the ability of others to sense motive, discern spells casts and other such abilities which rely on observing the recipient's body movements by -3.

Transference

Necromancy

Level: Clr 1, Death 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Dying/Living creature touched

Duration: 1 minute/level

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell allows the caster to transfer the dying essence of one non-undead, non-outsider which is at negative hit points to any other creature touched within 1 minute per level of the caster. Once touched the dying creature must make a Fortitude save (-1 for each negative hit point) or die (save negates the effect). If the save is failed, the caster drains the remaining negative hit points (10+the negative hit points) e.g. If a creature is dying at -4 hit points, and fails a save, the caster drains 10+ -4 = 6 hit points. The caster may then touch another creature and bestow those hit points onto another creature touched within one minute per level of the caster. If the creature is injured then those points are added to her current total up to her normal maximum, the points do not add additional hit points beyond that point. If the recipient is undead, the points do damage (as per a *cure* spell). In either case a to hit roll might be necessary. (The spell will only affect those creatures normally affected by the various cure spells). The caster can use the spell on herself. The energy is used up on the first being touched (whether or not they can benefit from the energies) or after the duration. Thus the points may not be distributed over multiple people. Transferring this energy (even to oneself) is a *Standard Action*.

The material component is the dying creature itself, which must be touched as the spell is cast. (This will provoke an attack of opportunity even if the character is casting defensively).

Bone Trap

Necromancy

Level: Death 3, Sor/Wiz 2

Components: V S M

Casting Time: 1 Minute/medium skeleton

Range: None

Target: See Below

Duration: Until Discharged

Saving Throw: None

Spell Resistance: Special

This spell allows a caster to gather the dried and broken bones of a creature and create a magical trap. The size of the trap depends on the size of the creatures' bones available. For purposes of the spell 2 small creatures equal 1 medium, 2 mediums equal 1 large, etc.. The maximum size is equal to 1 medium creature per caster level. The bones of a medium creature can be broken and spread to cover an area of 10 by 10 feet. Once the spell is cast the bones are spread about and if any creature of tiny size or greater enters the area the bones magically launch themselves at the creature. Creatures with light armor (or natural armor less than +3) take 1d8+1 hp per level (+10 max) creatures with medium armor (or natural armor of +5) take 1d6+1 hp per 2 levels (+10 max), creatures with heavy armor (or natural armor of >+5) take 1d4+1 hp per 3 levels (+10 max). The entire spell is discharged when any part of it is discharged. (Creatures within 10 feet of the victim must make reflex saves (normal at 5ft, +2 at 10 feet) to avoid taking the damage.

Material Components are the bones and a bit of chili powder.

Envenom

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: One Piercing/Slashing weapon touched

Duration: special

Saving Throw: None (special)

Spell Resistance: None

This spell causes a single slashing or piercing weapon to become envenomed with a toxin capable of wounding or injuring a person damaged by the weapon unless they make a fortitude saving throw (DC: 10+1/2 caster level) a second save is necessary 1 minute later (even if the first is successful). The kind of venom is determined by caster (from those poisons listed below). The weapon remains envenomed until wiped (or sheathed) or DC is reduced to 0. Each successful attack reduces the DC of saves on subsequent attacks by 1d4.

Types of Venom	Effects	Material Component	Min Level
Spider Venom	1d6 Str	Normal (live) Spider	3
Centipede Poison	1d6 Dex	Normal (live) Centipede	3
Bee Poison	1d6 Con	Normal (live) Bee	3
Frog Poison	1d6 Int	Tree Frog (dead)	3
Snake Venom	Partial Actions 1d6rds+1level	Normal Snake (dried)	4
Viper Venom	Paralyzed 1 minute/4 levels	Normal Viper (live)	4

(There may be other types as well)

Note: Under normal situations the caster could not *envenom* a weapon and use it the same round, however, she could envenom the weapon of a readied (ready action) character. However both characters would threaten attacks of opportunity.

Find Weakness

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Action

Range: 30 feet

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

This spell allows the caster to detect weaknesses, or vulnerable spots in targets around her. She can take advantage of this ability by making a Full Round Attack, either a melee weapon, missile weapon within 30ft, or spell that requires an attack roll. The spell has the effect of increasing the threat range of those attacks by +1 +1/3 levels of the character. Thus a 3rd level character using a light crossbow (normal threat range 19-20), increases the threat range by +2 to 17-20; a 6th level character increases it by +3 (16-20) a 9th level caster +4 (15-20). This spell only works against creatures who are normally affected by critical hits (does not affect oozes, constructs, undead, etc.). The spell does not grant any bonus to hit. If the threat range is lower than the chance to hit, the character must still score a hit.

Material Focus is a small lens.