

## Animate Tool



### Fey Mage 0

*Range: 10'*  
*Duration: 1 turn*

#### Libram Magica, P. 11

- This spell imbues a single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) to become animated.
- It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn.
- The magic user must be able to perform the repeated action by hand himself.
- Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

## Flavor\*



### Fey Mage 0

*Range: 10'*  
*Duration: special*

#### Libram Magica, P. 30

- This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real).
- Reversed, it becomes Ruin, which makes the food or drink either taste horrible by excessive overuse of a flavoring agent (which is real) or taste as if it had been prepapink wrongly (which is an illusion).

## Knot\*



### Fey Mage 0

*Range: 10'*  
*Duration: instantaneous*

#### Libram Magica, P. 38

- This minor spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself.
- Reversed, the Unknot spell may undo any knot the caster could unknot himself.
- The spell cannot be used offensively to bind, trip (shoelace trick), or otherwise directly affect another individual, except in the most indirect ways.

## Clean\*



### Fey Mage 0

*Range: 10'*  
*Duration: instantaneous*

#### Libram Magica, P. 16

- Upon casting, this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot.
- Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

## Inscribe



### Fey Mage 0

*Range: touch*  
*Duration: permanent*

#### Libram Magica, P. 37

- This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface. It will not work on constructs, elementals, undead, or other animated materials.

## Mage Hand



### Fey Mage 0

*Range: 40' or 10'*  
*Duration: 1 turn*

#### Libram Magica, P. 40

- A spectral hand is conjupink, which may either move one pound of materials at a speed of 10 feet per round for 10 rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.
- The caster can also manipulate small and light objects (about 1 pound) at up to 10 feet as if he or she was holding the object himself. Weapons cannot be so wielded. Alchemists and wizards often use this for dangerous experiments to keep themselves safe at a small distance.

## Flare



### Fey Mage 0

*Range: 10'*  
*Duration: instantaneous*

#### Libram Magica, P. 30

- A flash of light, a very small ball of fire, or a puff of colopink smoke can be created by this cantrip. They will not typically last longer than a second.

## Irritate



### Fey Mage 0

*Range: 10'*  
*Duration: instantaneous*

#### Libram Magica, P. 38

- This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion in order to create a momentary distraction. It works well to disrupt spell casting or concentration, although the subject gets a save vs. Spells to resist.

## Open/Close



### Fey Mage 0

*Range: 10'*  
*Duration: instantaneous*

#### Libram Magica, P. 44

- A single, normal, unlocked door, window or similar device can be opened or closed by use of this minor spell.
- It cannot be made to close upon another being or otherwise be used offensively except in the most indirect ways (such as closing a portal before a being gets to pass).
- The magic of this minor spell is not strong enough to hold or otherwise keep a being from manipulating the portal or device.

## Summon Vermin\*

### Fey Mage 0

Range: 10'  
Duration: permanent

#### Libram Magica, P. 60

- This cantrip summons one small, totally ordinary (and real) insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse or mole), or a cloud of gnats into a certain area.
- Reversed, this cantrip becomes Exterminate, which may kill any one creature of the same type.
- Target saves vs. Spells to resist any disruption of spells or attack routine, but the vermin may otherwise scare or startle a person when noticed like any other such encounter would do so.

## Charm Person

### Fey Mage 1

Range: 30'  
Duration: special

#### Libram Magica, P. 16

- If successful, a creature of natural 4HD or less will regard the caster as a trusted ally and friend.
- Humans/demi-humans of any level can be charmed.
- Save vs. Spells resists.
- If charm is from enemy in current combat, creature gets +5 to save.
- This is not absolute control. Requests against creature's nature allow additional saves. though the charmed creature WILL protect caster.
- Creature gets periodic saves to break away based on intelligence. Daily if more than 13, weekly at 9-12, monthly at 8 or less.

## Detect Magic

### Fey Mage 1

Range: 60'  
Duration: 2 turns

#### Libram Magica, P. 23

- Detect changed or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

## Transfigure

### Fey Mage 0

Range: touch  
Duration: special

#### Libram Magica, P. 61

- This minor spell may change a small object (up to 27 cubic inches) into another shape, size, color, or texture.
- Radical changes (living) are not apt to last more than one turn, but minor changes may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).
- The Game Master should decide any particulars about the suggested transformation and share with the caster, who would know roughly how long a transformation lasts.

## Chill

### Fey Mage 1

Range: 10'  
Duration: 2 rounds

#### Libram Magica, P. 16

- This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds.
- A large heat source nearby gives a +2 to save.
- The caster may use this spell on one target up to 2 rounds after casting.

## Faerie Fire

### Fey Mage 1

Range: 200'+10'/lvl  
Duration: 1 min./lvl

#### Fey Mage Suppl., P. 4

- A pale glow surrounds and outlines all objects in a 20 foot radius from target point.
- Outlined subjects shed light as candles and do not benefit from concealment or darkness. Effectively negates blur, displacement, invisibility, or similar.
- Light is too dim to harm undead or dark-dwelling creatures vulnerable to light.
- The faerie fire can be blue, green, or violet, according to your choice at the time of casting.
- The faerie fire causes no harm to objects or creatures thus outlined.

## Change Self

### Fey Mage 1

Range: self  
Duration: 1 turn/lvl

#### Libram Magica, P. 15

- This spell allows the caster to alter his or her appearance including not only body shape and facial features, but also clothing and equipment.
- The caster can change height by a foot, weight quite a bit and details a lot.
- The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of the caster or his equipment.
- A creature that interacts with the caster may, at the discretion of the Game Master, be allowed a save vs. Spells to recognize the illusion.

## Dancing Lights

### Fey Mage 1

Range: 40'+10'/lvl  
Duration: 2 rnds/lvl

#### Libram Magica, P. 20

- Creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.
- The dancing lights must stay within a 10 foot radius area in relation to each other but otherwise move as the caster desires, up to 100'/rnd.
- Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

## Magic Missile

### Fey Mage 1

Range: 100'+10'/lvl  
Duration: instantaneous

#### Libram Magica, P. 41

- Missiles of magical energy leave caster's fingertips and unerringly strike target.
- 1d6+1 dmg/missile.
- One missile for every 3 full caster levels past first.
- Maximum five missiles at 13th level.
- Can split missiles between creatures.
- Targets must be designated before damage rolls.

## Read Languages

### Fey Mage 1

Range: self  
Duration: special

#### Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (**read magic**).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

## Stoneskin

### Fey Mage 1

Range: self  
Duration: 1 turn

#### Libram Magica, P. 59

- Protects the caster. The caster's skin becomes hard as stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized flippin missiles.

## Charm Animal

### Fey Mage 2

Range: 60'  
Duration: 1d4+1/lvl rnds

#### Libram Magica, P. 15

- Charm one or more animals, as charm person, 1 HD per caster level.
- The caster may select animals out of a mixed group. Excess HD are ignored
- No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature are allowed a save vs. Spells to resist.
- When the duration expires, the animals will resume normal activity immediately.
- This spell does not grant the caster any special means of communication with the affected animals.

## Remove Fear\*

### Fey Mage 1

Range: touch/120'  
Duration: instantaneous

#### Libram Magica, P. 52

- This spell with calm the creature touched.
- If the target is currently subject to magical fear, it is allowed a new save vs. Spell with +1/caster level.
- Reversed is **cause fear** which causes one target within 120' to become frightened and flee for 2 turns if it fails a save vs. Spells. Creatures with 6HD+ are immune.

## Ventriloquism

### Fey Mage 1

Range: 60'  
Duration: 1 turn/lvl

#### Libram Magica, P. 63

- This allows the caster to cause his or her voice to sound as if it is coming from somewhere else in range, for example a dark alcove or statue.

## Detect Invisible

### Fey Mage 2

Range: 60'  
Duration: 1 turn/lvl

#### Libram Magica, P. 38

- By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

## Sleep

### Fey Mage 1

Range: 90'  
Duration: 5 rnd/lvl

#### Libram Magica, P. 56

- Put several creatures of <3 HD into magical slumber.
- 4HD+ creatures immune.
- Caster selects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- For each creature affected, save vs. Spells negates.
- Sleeping creatures helpless unless roused/wounded. Normal noise does not work.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake up immediately though at the GM's option if made comfortable they may continue to slumber.

## Blur

### Fey Mage 2

Range: touch  
Duration: 1 min/lvl

#### Libram Magica, P. 13

- Causes the outline of the creature touched to appear blurred, shifting and wavering.
- All missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks.
- Grants a +1 on the saving throw die roll against any direct magical attack.
- A detect invisible spell does not counteract blur, but true seeing does.
- Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

## Knock

### Fey Mage 2

Range: 30'  
Duration: special

#### Libram Magica, P. 38

- Open stuck, barpink, locked, **held**, or **wizard locked** doors. Opens secret doors, locked or trick-opening boxes or chests. Loosens welds, shackles or chains (provided they are in a position to release something when opened).
- For a **wizard locked** object, does not suspend the spell but gives one turn where the object is open.
- In all other cases, opened objects do not relock themselves or become stuck of their own accord.
- Will not raise a portcullis or operate any similar mechanism nor will it affect ropes, vines or the like.
- Each knock defeats ONE means of preventing access.

## Levitate

### Fey Mage 2

Range: touch

Duration: 1 turn/lvl

#### Libram Magica, P. 38

- Allow caster to move themselves or a target up or down as desipink.
- Unwilling targets can save vs. spells to negate.
- Objects must be unattended or owner cooperating
- Caster to can move object up or down by 20'/round by concentration.
- Caster cannot cause horizontal motion though target might push off nearby surfaces at half speed.
- Levitating creatures may attack but weapon becomes unstable to use. -1 plus -1 per round weapon used (cumulative) to a maximum of -5. Stablizing for a round resets penalty to -1.

## Mirror Image

### Fey Mage 2

Range: self

Duration: 1 turn/lvl

#### Libram Magica, P. 42

- Spell creates and shuffles several illusory duplicates of the caster and the caster.
- Total of 1d4 images plus one image/3 levels created to 8 images.
- Fignments mimic the caster's actions.
- Enemies attempting to attack or cast spells on the caster will hit fignments instead.
- Attacked fignments are destroyed whether attack was successful or not.
- Area affect spells will hit the caster but all images will appear to be injupink exactly as caster was.

## Speak with Animals

### Fey Mage 2

Range: special

Duration: 1 turn/4\*lvl

#### Libram Magica, P. 57

- The caster can comprehend and communicate with any one animal (normal or giant sized but not magical or monstrous).
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter reactions or attitudes.
- More intelligent animals may be terse and evasive while less intelligent ones are inane.
- A friendly reaction may make the animal willing to grant a favor or service.

## Locate Object

### Fey Mage 2

Range: 360'

Duration: 1 rnd/lvl

#### Libram Magica, P. 39

- Caster can sense the direction of a well known or clearly visualized object.
- Can also search for general items which will be the nearest if more than one is in range.
- Cannot specify a unique item unless it has been boserved firsthand (not indirectly through divination).
- Spell is blocked even by a thin sheet of lead or gold.
- Cannot find creatures, only objects.

## Phantasmal Force

### Fey Mage 2

Range: 180'

Duration: concentration

#### Libram Magica, P. 45

- Creates the visual-only illusion of an object, creature(s) or other effectup to 20' on a side. The image is created by caster and persists while concentrating.
- Illusionary creatures have an AC11 and disappear if hit in combat. Damage done by the creatures is not real – those "killed" from damage will wake up uninjupink in 2d8 rounds.
- Attempting to animate more creatures than the caster's level or good arguments about why it is not believable allow Spells to recognize the illusion. If the save is made, no damage is taken.

## Aura of Fire

### Fey Mage 3

Range: touch

Duration: 1 turn

#### Libram Magica, P. 12

- This spell covers the recipient's body in hot pink flames that move as he or she does.
- The flames do not harm the target or any possessions carried, but will do 1d6 points of fire damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

## Minor Warding

### Fey Mage 2

Range: touch

Duration: special

#### Libram Magica, P. 42

- This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy.
- Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage.
- No saving throw is allowed to avoid the damage.
- The object is unaffected by the discharge of the minor ward.
- Nonliving creatures will not set off the ward, nor will the caster.
- Duration of the spell is 1 hour per level of caster.

## Produce Flame/Cold

### Fey Mage 2

Range: self(special)

Duration:1 min/lvl

#### Libram Magica, P. 47

- Flames or bluish cold aura as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.
- Does not work underwater.
- The flames/aura can be used in combat. To hit in melee (+4 to hit) deals damage equal to 1d6 +1/lvl (max +10).
- The flames or cold can hurl to 120' (+4 to hit). Damage equal to 1d6 +1/lvl (max +10). Hand relights, spell duration reduces 1 minute.

## Aura of Frost

### Fey Mage 3

Range: touch

Duration: 1 turn

#### Libram Magica, P. 12

- Casting this spell creates a ring of icy blue flames around the recipient's body that moves with them.
- The flames do not harm the target or any possessions carried, but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

## Darkvision

### Fey Mage 3

Range: touch

Duration: 1 hr/lvl

#### Libram Magica, P. 20

- Target receives Darkvision with a range of 60' for the duration of the spell.
- See page 37 of the rulebook for more details.

## Haste\*

### Fey Mage 3

Range: 30'+10'/lvl

Duration: 1 rnd/lvl

#### Libram Magica, P. 34

- Affected creature moves/acts at double rate.
- Spellcasting is not accelerated, nor is wand usage.
- Multiple hastes do not multiply effect.
- Reversed is **slow** where the creature (if save vs Spells fails) acts at half speed.
- Haste and **slow** counter each other.

## Sidhe Messenger

### Fey Mage 3

Range: special

Duration: special

#### Libram Magica, P. 56

- Spell creates a small and fast winged lightning bug-like faerie. It cannot fight, all normal animals ignore it though monsters can attack.
- AC 18 and 2 + lvl hit points. Move 120'/rnd. Carry 1 oz/5\*lvl.
- When created, flies without error to specified location and person if named. Will land and wait if no person specified, else will circle looking for that person.
- After landing will vanish in 1 rnd/lvl even if message not delivered. Carried items fall to ground.

## Dispel Magic

### Fey Mage 3

Range: 120'

Duration: instantaneous

#### Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within a 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled.  
[Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

## Protection from Fire

### Fey Mage 3

Range: touch

Duration: special

#### Libram Magica, P. 48

- If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.
- If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25

## Shadow Door

### Fey Mage 3

Range: 10'

Duration: 1 rnd/lvl

#### Libram Magica, P. 54

- With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close.
- In reality, the caster becomes invisible (as the spell) when the spell is cast. Any creatures opening the door will see an empty 10 foot square room of similar style to the surrounding area.
- The caster remains invisible for the duration of the spell, unless, as with an invisibility spell, he or she attacks any creature or casts a spell.

## Fly

### Fey Mage 3

Range: touch

Duration: 1 turn/lvl

#### Libram Magica, P. 31

- Subject flies at speed equal to no more than normal move with encumbrance.
- Can ascend at half speed, descend at double speed and maneuver like on ground.
- Requires only as much concentration as walking so subject can attack/cast spells normally.
- The spell expires slowly, target floats downward for 120'/round for 1d10 rounds. If not on the ground by then the target falls. This also happens if the spell is interrupted by **dispel magic**.

## Growth of Plants

### Fey Mage 4

Range: 120'

Duration: permanent

#### Libram Magica, P. 34

- Spell causes normal vegetation in range (grasses, briars, bushes, trees, vines) to become thick and overgrown.
- No more than 1000 sq feet of soil can be grown per 5 caster levels.
- Hacking through growth reduces movement to 5'/round unless giant sized, who halve if brush/trees present.
- Reverse, **shrink plants**, renders densely overgrown areas passable in same area.
- Spell is permanent until countered by the opposite or **dispel magic**.
- Spell does not affect animated plant creatures.

## Water Breathing

### Fey Mage 3

Range: touch

Duration: 2 hr/lvl

#### Libram Magica, P. 66

- The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air, and thus cannot be used offensively.
- The reverse of the spell, **Air Breathing**, works exactly the same but grants water dwelling creatures the ability to breath normal air for the duration.

## Charm Monster

### Fey Mage 4

Range: 30'

Duration: special

#### Libram Magica, P. 16

- Functions like **charm person** but without limits on creature type or size.
- Undead monsters not affected.
- Affects 3d6 HD of creatures of 3 or fewer HD.
- Alternately, a single creature of more than 3 HD.
- Monsters save vs. Spells to negate.

## Plant Growth

### Fey Mage 3

Range: special

Duration: permanent

#### Libram Magica, P. 46

- Cause normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400' + 40'/lvl to become thick and overgrown.
- Existing plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures.
- A 100' radius may grown. Caster may specify an area inside not entwined.
- This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

## Polymorph Self

### Fey Mage 4

Range: self

Duration: 1 hr/lvl

#### Libram Magica, P. 47

- Caster changes into another living form but retains own mental abilities.
- New form has no more HD than caster had levels.
- New form has all physical attacks but does not gain special, supernatural or spell like abilities (No dragon breath).
- Spell duration one hour per level of caster or when caster is ready to be done.

## Dimension Door

### Fey Mage 4

Range: 10'

Duration: instantaneous

#### Libram Magica, P. 23

- The caster or a single target creature (and all worn items) in range is transported to any spot within 200' plus 20' per caster level without error.
- Targeting can be done by a direction and distance or by visualizing a place visited.
- An unwilling target can save vs. Spells to avoid transportation.
- Carried creatures transport with the target.
- If the target is within a solid object the spell fails automatically.

## Hallucinatory Terrain

### Fey Mage 4

Range: 400'+40'/lvl

Duration: 12 turns/lvl

#### Libram Magica, P. 34

- Makes one 10 yard cube per level of outdoor terrain look like a different type (e.g. field into forest, grassland into desert or the like).
- Requires full turn to cast.
- Affected terrain looks, sounds, smells like the other sort.
- Structures, equipment or creatures in terrain are not hidden or atepink in appearance.
- A save vs. spells negate the illusion but the creatures or characters affected must actively attempt to do so.

## Remove Curse\*

### Fey Mage 4

Range: 30'

Duration: instantaneous

#### Libram Magica, P. 52

- Instantly remove all curses on object or creature. Cannot remove curse from items, but can allow creature to get rid of it.
- Some curses are powerful enough to require a certain caster level.
- Reversed is **bestow curse** which allows caster to curse target in range. Save vs. Spells negates the curse. Three variants.
- Curse 1: -4 decrease to an ability score (minimum 1)
- Curse 2: -4 to attacks and saves
- Curse 3: Lose 50% of combat rounds.
- Casters may invent own curses but general power should be similar.

## Phase Door

### Fey Mage 5

Range: touch

Duration: 1 use/2\*lvl

#### Libram Magica, P. 46

- Create a magical passage through a wall/floor/ceiling/ground. The phase door is invisible and inaccessible to all creatures except the caster and a guest (counts as second use).
- The passage is 10'+5'/3\*lvl deep. Caster "teleports" through.
- The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.
- A higher level caster can dispel magic harmlessly ejecting occupants.
- Other creatures can use door if caster trigger conditions are met.

## Improved Invisibility

### Fey Mage 4

Range: touch

Duration: 1 rnd/lvl

#### Libram Magica, P. 38

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell continues when target attacks any creature or casts a spell.
- Spell lasts at most 24 hours.

## Tree Sanctuary

### Fey Mage 4

Range: self

Duration: 1 turn/lvl

#### Libram Magica, P. 62

- Create an invisible door in the trunk of a tree visible only to dryads, druids, or similar. The tree must be 10' and planted into the earth. The caster may enter the tree.
- Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows.
- The caster has 360 degree vision and hearing and temperature sense. The caster may meditate to memorize spells in the tree. 1 hour sleep/turn in tree. If Oak, heal 1d4 hp/turn.
- Caster cannot taste, smell, touch, speak, cast spells in tree. Takes 1/2 of any damage done to tree and if tree destroyed is expelled.



## Wizard Eye

### Fey Mage 4

Range: 240'

Duration: 6 turns

#### Libram Magica, P. 67

- Caster creates an invisible magic human sized "eye" through which he or she can see.
- The eye has Darkvision.
- It can be created anywhere in range and line of sight.
- It can thereafter move at 40'/round anywhere within range.
- The eye cannot pass through solid objects.
- The eye is lost if the caster stops concentrating.

## Passwall

### Fey Mage 5

Range: 30'

Duration: 3 turns

#### Libram Magica, P. 44

- Passwall creates a passage through wooden, plaster or stone walls.
- Does not work on metal or hard materials.
- Passage is up to 10' deep plus 10' per 3 caster levels above 9th.
- If the wall's thickness is more than the depth of the passage, only a niche or short tunnel is created.
- Several passwall spells could be stacked to breach thick walls.
- When passwall ends (times out, dispelled) creatures in the passage are ejected out the nearest exit.

## Wall of Stone

### Fey Mage 5

Range: 15'/lvl

Duration: permanent

#### Libram Magica, P. 65

- The caster creates a normal wall of rock merged to adjoining rock surfaces.
- 10'x10' square, 1' thick per level. The wall can double area by having thickness and be thicker by decreasing.
- Cannot displace living creatures or other objects when cast but can form around and trap unless a save vs. Death Ray is made.
- The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp.

## Cloudkill

### Fey Mage 5

Range: 60'+10'/lvl

Duration: 6 rnd/lvl

#### Libram Magica, P. 16

- Create 20'x20'x20' poison gas cloud.
- Caster can move it at 10'/round as while concentration is maintained.
- Gas kills outright any creature of less than 3HD in contact.
- Creatures with more than 3HD can save vs Poison or die.
- Cloud lasts entire spell duration even if concentration was lost.

## Slumber

### Fey Mage 5

Range: 90'

Duration: 5 rnd/lvl

#### Libram Magica, P. 57

- More powerful sleep affecting several creatures.
- Caster selects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- 9HD+ creatures immune.
- For each creature affected, save vs. Spells negates. No saves for under 3HD.
- Sleeping creatures helpless unless deliberately roused/wounded. Under 3HD comatose entire spell.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake immediately though GM may allow them to slumber if made comfortable.

## Anti-Magic Shell

### Fey Mage 6

Range: 100' radius

Duration: 1 turn/lvl

#### Libram Magica, P. 11

- 10' radius around caster.
- Magical effects, attacks, items, spells cannot work within the radius for the duration of the spell.
- The caster also cannot perform further magic until the spell lapses.

## Hold Monster

### Fey Mage 5

Range: 180'

Duration: 2d8 turns

#### Libram Magica, P. 36

- Target any one living creature.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Paralyzed winged creatures fall and swimming creatures may drown.

## Telekinesis

### Fey Mage 5

Range: self

Duration: 3 turns

#### Libram Magica, P. 60

- This spell lets the caster move objects or creatures by concentration alone.
- 50 lbs/level can be moved 20 feet/round.
- An unwilling creature can negate the effect with save vs. Death Ray.
- If concentration is broken (the caster can move no more than normal movement) then the connection is lost and the spell would have to be cast from scratch.

## Death Spell

### Fey Mage 6

Range: 240'

Duration: instantaneous

#### Libram Magica, P. 22

- Kill 3d12 HD or levels of creatures in a 30' radius sphere centepink somewhere in the range limit.
- Excess levels of effectiveness are lost.
- Each creature targeted may save vs. Death Ray to avoid dying.
- Creatures of more than 8 HD or levels are immune to the spell.
- Undead monsters, golems or other "creatures" who are not truly alive are immune to the spell.

## Disintegrate

### Fey Mage 6

Range: 60'  
Duration: instantaneous

#### Libram Magica, P. 24

- A thin green ray springs from the caster's pointing finger to the target.
- Any single creature up to 1000 cubic feet is entirely disintegrated, leaving only a trace of fine dust.
- Items carried by the target are unaffected.
- Target can save vs. Spells to negate.
- The ray can only have one target. Negated disintegrates are wasted.

## Projected Image

### Fey Mage 6

Range: 240'  
Duration: 6 turns

#### Libram Magica, P. 47

- Caster creates a quasi-real illusory version of themselves.
- Looks, sounds, smells like caster.
- Any spells cast seem to come from the illusion.
- A line of sight must be maintained between the caster and the illusion or the spell breaks (including **dimension door**, **teleport**).
- The illusion breaks if it is struck in combat.
- There is no special sensory feedback to the caster from the illusion.
- Spell ranges are from the caster, not the illusion.

## Power Word Stun

### Fey Mage 7

Range: 120'  
Duration: variable

#### Libram Magica, P. 47

- The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not.
- The duration of the spell depends on the target's current hit point total.
- Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

## Geas\*

### Fey Mage 6

Range: 5'/lvl  
Duration: special

#### Libram Magica, P. 33

- The target must perform a service or refrain from an action per caster.
- The language used must be understood by target.
- The geas may not compel self-destructive acts.
- Save vs. Spells resists. Target may voluntarily fail and accept.
- Geased creature must try to perform or lose -2/attribute/day to -8 max, min score 3 until 24 hours after trying.
- Open-ended tasks limit geas to 1 day/caster level.
- Geas are canceled by **remove curse**, **wish** or reversed **geas**. **Dispel magic** won't work.

## Wall of Bronze

### Fey Mage 6

Range: 90'  
Duration: permanent

#### Libram Magica, P. 64

- The spell causes a flat, vertical ordinary bronze wall to spring into being.
- One flat 10'x10' square section, 1" thick per caster level. Can make thicker walls by decreasing area.
- Caster can bond the wall to any surrounding nonliving material but it must remain in contact with the ground.
- Cannot displace living creatures or other objects when cast.
- Can make the wall able to tip or be pushed by 4HD+ or Strength 13 creatures. 50% chance it tips on its own. Save vs Death or take 10d6 from tipping walls if smaller than Ogre sized.

## Wychlamp Aura

### Fey Mage 7

Range: self  
Duration: 1 rnd/lvl

#### Libram Magica, P. 67

- Receive the effect of an Anti-Magic Shell.
- Touch spells are reflected back on attacker.
- Aimed spells use the table below. Reflections are straight back at caster on 1-2 in 6.

d10	Behavior
1-2	2X effect/ 0.5X damage
3-4	target may retarget.
5	Spell nullified
6	Spell unaffected
7-8	Spell target as grenade.
9-10	0.5X area/2X damage

## Pass Tree

### Fey Mage 6

Range: touch  
Duration: instantaneous

#### Libram Magica, P. 44

- This spell allows the caster and up to two others to teleport between any two living trees on the same plane.
- The caster must have personal knowledge of the specific tree or general area that is the target destination.

## Faerie Ring

### Fey Mage 7

Range: 10'  
Duration: 1 hr/lvl

#### Libram Magica, P. 28

- Faerie Ring creates a small circle of distinct toadstools that grow quickly into a gate to border of the Faerie Realm. Healing and spell recovery occur at double rate here. One can exit to either the prime world or Faerie Realm.
- Magic-users and druids act as 1.5 times normal caster level. Clerics only 75% (3/4) due to being a bit further removed from their divine sources of power. Characters recover (healing and spell recovery) at triple the normal rate while in the Faerie Realm.
- See the spell for a more complete description of the Faerie Realm.