

# Black Mage Spell Descriptions

## 0-LEVEL BLACK MAGE SPELLS

### Bleed

Dark/Cantrip

**Level:** Black Mage/Necromancer 0

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### Dark Orb

Dark/Cantrip

**Level:** Black Mage/Necromancer 0

**Casting Time:** 1 standard action

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

**Effect:** One missile of shadow

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You fire a small orb of shadow energy at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of shadow damage.

### Daze

Enfeebling/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature of 4 HD or less

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

**Dazed Condition:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

## Detect Magic

Cantrip/Enhancing

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Elemental Orb

Elemental (Any)/Cantrip

**Level:** Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

**Casting Time:** 1 standard action

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

**Effect:** One missile of chosen element type

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Pick an element type: earth, fire, ice, lighting, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

## Grab

Enhancing/Cantrip

**Level:** Black Mage 0

**Casting Time:** 1 standard action

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

**Target:** One non-magical, unattended object weighing up to 5 lbs.

**Duration:** Concentration

**Saving Throw:** None

**Spell Resistance:** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

## Ignite

Elemental (Fire)/Cantrip

**Level:** Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

**Casting Time:** 1 standard action

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

**Target:** One Fine object

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

## Mending

Healing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** One object of up to 1 lb./level

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

## Message

Enhancing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

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

**Target:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

## Penumbra

Dark/Cantrip

**Level:** Black Mage/Necromancer 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

## Read Magic

Enhancing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

## **Torchlight**

Light/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

## **Touch of Fatigue**

Dark/Cantrip

**Level:** Black Mage/Necromancer 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You channel dark energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

## **1ST-LEVEL BLACK MAGE SPELLS**

### **Aero**

Elemental (Wind)

**Level:** Black Mage/Red Mage 1  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous; 1d4 rounds  
**Saving Throw:** Reflex partial (object); see below  
**Spell Resistance:** Yes (object)

You direct a blast of wind at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Squalled status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Air Bubble**

Elemental (Wind)  
**Level:** Black Mage/White Mage/Red Mage/Geomancer 1  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One creature or one object no larger than a Large two-handed weapon  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

## **Blast**

Elemental (Wind)  
**Level:** Black Mage 1  
**Casting Time:** 1 swift action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature afflicted with Squalled status effect  
**Duration:** Instantaneous  
**Saving Throw:** Reflex negate  
**Spell Resistance:** Yes

The target for this spell requires the Squalled status effect to be in effect. Once you cast this spell, the Squalled status effect is removed and the creature knocked back 5 feet by a gust of wind. The target must also make a DC 15 Acrobatics to not fall prone.

## **Blind**

Enfeebling  
**Level:** Black Mage/White Mage 1  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The target of this spell receives the Blind status effect. The victim suffers the effects of being Blind for the duration of the spell or until cured.

## **Blizzard**

Elemental (Ice)

**Level:** Black Mage/Red Mage 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial (object); see below

**Spell Resistance:** Yes (object)

You direct a blast of ice at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Frozen status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Burning Hands**

Elemental (Fire)

**Level:** Black Mage/Geomancer/Red Mage 1

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

## **Charm**

Enfeebling

**Level:** Black Mage/White Mage 1

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks

the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## **Choco Feather**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Red Mage/White Mage/Geomancer 1

**Casting Time:** 1 immediate action

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

**Target:** One Medium or smaller free-falling object or creature/level, within 20 ft. each of other

**Duration:** Until landing or 1 round/level

**Saving Throw:** Will negates (harmless) or Will negates (object)

**Spell Resistance:** Yes (object)

The affected creatures or objects fall slowly. Choco feather instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Choco feather works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

## **Dark**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial (object); see below

**Spell Resistance:** Yes (object)

You direct a blast of shadow energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Dimmed status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Detonate**

Elemental (Fire)

**Level:** Black Mage 1

**Casting Time:** 1 swift action

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

**Target:** One creature afflicted with Burning status effect

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

The target for this spell requires the Burning status effect to be in effect. Once you cast this spell, the Burning status effect is removed and a blast of flame erupts from the creature, hitting all creatures within a 5-ft.-radius.



Creatures within the area of effect take fire damage equal to your caster level (maximum 5) plus your Intelligence modifier, a Reflex save for half damage.

## **Endure Elements**

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

## **Enfeeblement**

Enfeebling

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A coruscating blast springs from your hand. The subject takes a penalty to Strength equal to 1d6 + 1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. This penalty does not stack with itself. Apply the highest penalty instead.

## **Engulf**

Elemental (Water)

**Level:** Black Mage 1

**Casting Time:** 1 swift action

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

**Target:** One creature afflicted with Drenched status effect

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negate

**Spell Resistance:** Yes

The target for this spell requires the Drenched status effect to be in effect. Once you cast this spell, the Drenched status effect is removed and the creature is surrounded by a globe of swirling water, taking water damage equal to your caster level (maximum 5) plus your Intelligence modifier per round until freed. The target can break free by spending 1 round and making a DC 15 Swim check to swim free.

## **Entomb**

Elemental (Earth)

**Level:** Black Mage 1  
**Casting Time:** 1 swift action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature afflicted with Weighted status effect  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fortitude negate  
**Spell Resistance:** Yes

The target for this spell requires the Weighted status effect to be in effect. Once you cast this spell, the Weighted status effect is removed and the creature is pulled into the ground, taking earth damage equal to your caster level (maximum 5) plus your Intelligence modifier per round until freed. The target can break free by spending 1 round and making a DC 10 Strength check or a DC 15 Escape Artist check.

## **Fire**

Elemental (Fire)  
**Level:** Black Mage/Red Mage 1  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous; 1d4 rounds  
**Saving Throw:** Reflex partial (object); see below  
**Spell Resistance:** Yes (object)

You direct a blast of flames at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Burning status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Flame Breath**

Elemental (Fire)  
**Level:** Black Mage/Red Mage 1  
**Casting Time:** 1 standard action  
**Range:** 15 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

You breathe out a cone of searing flame. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

## **Icicle Dagger**

Elemental (Ice)  
**Level:** Black Mage/Geomancer 1  
**Casting Time:** 1 standard action  
**Range:** 0 ft.  
**Effect:** One icicle  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

You create a magical dagger +1 out of ice. The dagger deals 1 point of ice damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +2 magical dagger and deals an additional 1d6 points of ice damage. At 11th level, the dagger can return to your hand when thrown, melting away and reforming in your hand just before your next turn.

## **Jump**

Enhancing

**Level:** Black Mage/Geomancer/Red Mage/White Mage 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

## **Mage Armor**

Enhancing

**Level:** Black Mage/Illusionist/Time Mage/White Mage 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

## **Mount**

Summoning

**Level:** Astrologian/Black Mage/White Mage/Red Mage 1

**Casting Time:** 1 round

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

**Effect:** One mount

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon a yellow chocobo to serve you as a mount. The chocobo serves willingly and well. The chocobo comes with a bit and bridle and a riding saddle.

## **Obscure**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 swift action

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

**Target:** One creature afflicted with Dimmed status effect

**Duration:** 1 round/level (D)

**Saving Throw:** Will negate

**Spell Resistance:** Yes

The target for this spell requires the Dimmed status effect to be in effect. Once you cast this spell, the Dimmed status effect is removed and causes the target to radiate darkness out to a 10-ft.-radius. This spell causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (10% miss chance) in dim light. All creatures gain total concealment (25% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of *obscure*. Magical light sources only increase the light level in an area if they are of a higher spell level than *obscure*. This spell does not stack with itself. *Obscure* can be used to dispel any light spell of equal or lower spell level.

## **Ruin**

Non-Elemental

**Level:** Black Mage 1

**Casting Time:** 1 standard action

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

**Targets:** Up to five creatures, no two of which can be more than 15 ft. apart

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of non-elemental damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile – two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

## **Shocking Grasp**

Elemental (Lightning)

**Level:** Black Mage/Red Mage 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

Your successful melee touch attack deals 1d6 points of lightning damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

## Sleep

Enfeebling

**Level:** Black Mage/White Mage 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Sleep status effect. The victim falls into a magical slumber, can only be woken with a standard action. The target of this spell must have a HD equal to or less than the caster's caster level + caster modifier to be affected by this spell. This is a mind-affecting spell.

## Slick

Elemental (Ice)

**Level:** Black Mage 1

**Casting Time:** 1 swift action

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

**Target:** One creature afflicted with Frozen status effect

**Duration:** Instantaneous

**Saving Throw:** Reflex negate

**Spell Resistance:** Yes

Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of slick ice at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

## Shield

Enhancing

**Level:** Astrologian/Black Mage/Red Mage/Time Mage/White Mage 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D) or until discharged.

Shield creates an invisible shield of force that hovers in front of you. It negates up to 5 points of ruin damage plus an additional 5 points per two caster levels directed at you. Once the shield spell absorbs the maximum amount it can, the spell ends. The shield also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. This spell only affects against the *Ruin* spell, not any other higher versions of it.

## Spark

Elemental (Lightning)

**Level:** Black Mage 1

**Casting Time:** 1 swift action

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

**Target:** One creature afflicted with Static status effect

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

The target for this spell requires the Static status effect to be in effect. Once you cast this spell, the Static status effect is removed and a blast of lightning bursts from the target. The blast deals lightning damage equal to your caster level (maximum 5) plus your Intelligence modifier to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 5). The secondary blasts each strike one target and deal half as much lightning damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 10 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

## Stone

Elemental (Earth)

**Level:** Black Mage/Red Mage 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial (object); see below

**Spell Resistance:** Yes (object)

You direct a boulder at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Weighted status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Stone Fist

Enhancing/Elemental (Earth)

**Level:** Black Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Targets:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

## Swim

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

## **Thunder**

Elemental (Lightning)

**Level:** Black Mage/Red Mage 1

**Casting Time:** 1 standard action

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

**Effect:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Reflex partial (object); see below

**Spell Resistance:** Yes (object)

You direct a bolt of lightning at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Static status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Water**

Elemental (Water)

**Level:** Black Mage/Red Mage 1

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial (object); see below

**Spell Resistance:** Yes (object)

You direct a blast of pressured water at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Drenched status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Water Blast**

Elemental (Water)

**Level:** Black Mage/White Mage/Geomancer 1

**Casting Time:** 1 standard action

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

**Targets:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush combat maneuver against any one creature or object. Your CMB roll for this combat maneuver is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. If struck, the creature must make a Reflex save or be drenched. This combat maneuver does not provoke an attack of opportunity. Water blast extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

## **Wind Armor**

Enhancing/Elemental (Wind)

**Level:** Black Mage/Geomancer/White Mage 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An invisible but tangible field of wind surrounds the subject of a *wind armor* spell, providing a +2 deflection bonus to AC. Unlike mundane armor, wind armor entails no armor check penalty, spell failure chance, or speed reduction. Since wind armor is made of wind, incorporeal creatures can't bypass it the way they do normal armor.

## **Wind Runner**

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

## **Wind Shield**

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No



An ever-flowing gust of wind surrounds around you. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

## 2ND-LEVEL BLACK MAGE SPELLS

### **Aero II**

Elemental (Wind)

**Level:** Black Mage/Red Mage 2

This spell functions like *Aero*, except it deals 3d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Squall status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

### **Blast II**

Elemental (Wind)

**Level:** Black Mage 2

This spell functions like *blast*, but the knockback increases to 10 feet and requires a DC 20 Acrobatics check to not fall prone.

### **Blizzard II**

Elemental (Ice)

**Level:** Black Mage/Red Mage 2

This spell functions like *Blizzard*, except it deals 3d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Frozen status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

### **Burning Arc**

Elemental (Fire)

**Level:** Black Mage/Geomancer 2

**Casting Time:** 1 standard action

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

**Targets:** One primary target plus one additional target/3 levels (must be within 15 ft. of the primary target)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

## **Dark II**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 2

This spell functions like *Dark*, except it deals 3d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Dimmed status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Darkness**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** Object touched

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

## **Darkvision**

Enhancing/Dark

**Level:** Black Mage/Necromancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

## **Defensive Shock**

Enhancing/Elemental (Lightning)

**Level:** Black Mage/Red Mage 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

Lightning energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of lightning damage per two caster levels (maximum 6d6). Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

## **Detonate II**

Elemental (Fire)

**Level:** Black Mage 2

This spell functions like *detonate*, but the area of effect increases to 10-ft.-radius and deals fire damage equal to your caster level (maximum 10) plus three times your Intelligence modifier instead.

## **Elemental Resistance**

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the elemental resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

## **Elemental Touch**

Enhancing/Elemental (All)

**Level:** Black Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes

Upon completing the casting of this spell, elemental energy infuses your hands.

Choose an elemental type: earth, fire, ice, lightning, water, or wind. You gain a melee touch attack causing 1d6 points of damage of that elemental type, along with a special effect described below. You also deal elemental

damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

**Earth:** Your touch attack inflicts a creature with the Weighted status effect.

**Fire:** Your touch attack inflicts a creature with the Burning status effect.

**Ice:** Your touch attack inflicts a creature with the Frozen status effect.

**Lightning:** Your touch attack inflicts a creature with the Static status effect.

**Water:** Your touch attack inflicts a creature with the Drenched status effect.

**Wind:** Your touch attack inflicts a creature with the Squalled status effect.

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

## Elemental Weapon

Elemental (all)

**Level:** Black Mage/Geomancer 2

**Casting Time:** 1 standard action

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

**Effect:** Magic weapon of elements

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Choose an elemental type: earth, fire, ice, lightning, water, or wind. Upon completing the casting of this spell, a weapon made of the elemental type chosen appears and attacks foes at a distance, as you direct it, dealing 1d8 points of elemental damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of whatever weapon you want and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Intelligence modifier as its attack bonus. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *elemental weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

An *elemental weapon* cannot be attacked or harmed by physical attacks, but *dispel* affects it. An elemental weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *elemental weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

## Endure Elements, Communal

Enhancing

**Level:** Black Mage/White Mage/Geomancer 2

**Targets:** Creatures touched

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

## **Engulf II**

Elemental (Water)

**Level:** Black Mage 2

This spell functions like *engulf*, but deals water damage equal to your caster level (maximum 10) plus triple your Intelligence modifier per round and requires a DC 20 Swim check to swim free.

## **Entomb II**

Elemental (Earth)

**Level:** Black Mage 2

This spell functions like *entomb*, but deals earth damage equal to your caster level (maximum 10) plus triple your Intelligence modifier per round and requires a DC 15 Strength check or a DC 20 Escape Artist check to break free.

## **Fiery Shuriken**

Elemental (Fire)

**Level:** Black Mage/Red Mage 2

**Casting Time:** 1 standard action

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

**Effect:** Two or more fiery shurikens

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them. Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

## **Fire II**

Elemental (Fire)

**Level:** Black Mage/Red Mage 2

This spell functions like *Fire*, except it deals 3d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Burning status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Flaming Sphere**

Elemental (Fire)

**Level:** Black Mage/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** 5-ft.-diameter sphere  
**Duration:** 1 round/level  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

## **Float**

Enhancing/Elemental (Wind)  
**Level:** Astrologian/Black Mage/White Mage/Red Mage/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise a couple of feet into the air and float. For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this spell ends, regardless of duration left.

## **Frigid Touch**

Enfeebling/Elemental (Ice)  
**Level:** Black Mage/Red Mage/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous; 1 round  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of ice damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

## **Frost Fall**

Enfeebling/Elemental (Ice)  
**Level:** Black Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 5-foot radius burst  
**Duration:** 1 round/2 levels  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes

The area of this spell is covered in chilling frost, dealing 2d6 points of ice damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of ice damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

## Glide

Enhancing/Elemental (Wind)  
**Level:** Black Mage/Red Mage/White Mage/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** Until landing or 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

You take no damage from falls (as if from *choco feather*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

## Icy Breath

Elemental (Ice)  
**Level:** Black Mage 2  
**Casting Time:** 1 standard action  
**Range:** 15 ft.  
**Area:** Cone-shaped burst  
**Duration:** 1 round/level or until discharged; see text  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** Yes

Up to three times during this spell's duration, you can belch forth a cone of ice as a standard action. The first cone deals 4d6 points of ice damage to every creature in the area. The second cone of ice deals 2d6 points of ice damage to every creature in the area. The third cone of ice deals 1d6 points of ice damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of ice, the spell ends.

## Levitate

Enhancing/Elemental (Wind)  
**Level:** Astrologian/Black Mage/Red Mage/White Mage/Geomancer 2  
**Casting Time:** 1 standard action  
**Range:** Personal or close (25 ft. + 5 ft./2 levels)  
**Target:** You or one willing creature or one object (total weight up to 100 lbs./level)

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

## Mount, Communal

Summoning

**Level:** Astrologian/Black Mage/White Mage/Red Mage 2

**Effect:** Up to six mounts

This spell functions like *mount*, except you can summon up to six yellow chocobo, and you divide the duration in 2-hour increments among the chocobos summoned.

## Obscure II

Dark

**Level:** Black Mage/Necromancer/Dark Knight 2

This spell functions like *obscure*, but the area of effect increases to 20-ft.-radius. Concealment increases miss chance to 20% in dim light and 50% miss chance in darkness.

## Poison

Enfeebling

**Level:** Black Mage/Necromancer 2

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Poison status effect. The target takes 1d6 points of non-elemental damage + your casting modifier (Intelligence or Charisma) per round.

## See Invisibility

Enhancing

**Level:** Astrologian/Black Mage/Illusionist/White Mage/Red Mage 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No



You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

## Silence

Enfeebling

**Level:** Astrologian/Black Mage/Red Mage/White Mage 2

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

## Slick II

Elemental (Ice)

**Level:** Black Mage 2

This spell functions like *slick*, but the area of effect increases to 20-ft.-radius burst and must make a DC 15 Acrobatics check to walk within or through the area of slick ice at half normal speed as well as hampering movement by 10 feet.

## Slipstream

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature touched

**Duration:** 10 minutes/level (D)

**Saving Throw:** Reflex negates (harmless)

**Spell Resistance:** No

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

## Spark II

Elemental (Lightning)

**Level:** Black Mage 2

This spell functions like *spark*, but deals lightning damage equal to your caster level (maximum 10) plus three times your Intelligence modifier and the secondary targets must all be within 20 feet of the primary target.

## Stone II

Elemental (Earth)

**Level:** Black Mage/Red Mage 2

This spell functions like *Stone*, except it deals 3d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Weighted status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Stone Call

Elemental (Earth)

**Level:** Black Mage/Geomancer 2

**Casting Time:** 1 standard action

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

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of earth damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

## Temper

Enhancing

**Level:** Black Mage/White Mage/Red Mage/Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Weapon touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You magically temper a weapon, temporarily increasing its effectiveness.. The weapon gains a +2 bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

## Thunder II

Elemental (Lightning)

**Level:** Black Mage/Red Mage 2

This spell functions like *Thunder*, except it deals 3d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Static status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

## Wall Climb

Enhancing/Elemental (Earth)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A wall climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

## Water II

Elemental (Water)

**Level:** Black Mage/Red Mage 2

This spell functions like *Water*, except it deals 3d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Drenched status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Whispering Wind

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** 1 mile/level

**Area:** 10-ft.-radius spread

**Duration:** No more than 1 hour/level or until discharged (destination is reached)

**Saving Throw:** None

**Spell Resistance:** No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

## Wind Barrier

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/- against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

## 3RD-LEVEL BLACK MAGE SPELLS

### Aera

Elemental (Wind)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

An *aera* spell is the area of effect version of the *aero* spell. A blast of powerful winds explodes dealing 1d6 points of wind damage per caster level (maximum 10d6) to every creature within the area.

### Aero III

Elemental (Wind)

**Level:** Black Mage/Red Mage 3

This spell functions like *Aero*, except it deals 5d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Squall status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

### Ash Storm

Enfeebling/Elemental (Fire)

**Level:** Black Mage/Dark Knight 3

**Casting Time:** 1 standard action

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

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

### Battering Blast

Elemental (Wind)

**Level:** Black Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature or unattended object  
**Duration:** Instantaneous  
**Saving Throw:** Reflex partial (see text)  
**Spell Resistance:** Yes

You hurl a fist-sized ball of wind resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of wind damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain an additional ball of wind.

A creature struck by any of these is subject to a bull rush attempt. The wind has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The Attack roll for the wind's bull rush uses your caster level as its base attack bonus, adding the wind's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of wind makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple Attack rolls but only take the highest result to determine success. If the bull rush succeeds, the wind pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

## **Blacklight**

Dark

**Level:** Black Mage/Necromancer 3  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 20-ft.-radius emanation  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates or none (object)  
**Spell Resistance:** Yes or no (object)

You create an area of total darkness. The darkness is impenetrable even to darkvision, but you can see normally within it. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level. Daylight counters or dispels blacklight.

## **Blast III**

Elemental (Wind)  
**Level:** Black Mage 3

This spell functions like *blast*, but the knockback increases to 15 feet and requires a DC 25 Acrobatics check to not fall prone.

## **Blindga**

Enfeebling

**Level:** Black Mage/White Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature/two levels (maximum of 5)

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Blind*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## **Blizzara**

Elemental (Ice)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *blizzara* spell is the area of effect version of the *blizzard* spell. A blast of freezing ice explodes dealing 1d6 points of ice damage per caster level (maximum 10d6) to every creature within the area.

## **Blizzard III**

Elemental (Ice)

**Level:** Black Mage/Red Mage 3

This spell functions like *Blizzard*, except it deals 5d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Frozen status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Bio**

Enfeebling

**Level:** Black Mage/Necromancer 3

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Sap status effect. The victim will take 2d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round.

## **Choco Feather, Mass**

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Geomancer 3

**Target:** One creature/level, no two of which can be more than 30 ft. apart

As *choco feather*, except this spell affects multiple creatures.

## **Cloak of Winds**

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 3

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

## **Dark III**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 3

This spell functions like *Dark*, except it deals 5d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Dimmed status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Darkra**

Dark

**Level:** Black Mage/Necromancer 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *darkra* spell is the area of effect version of the *dark* spell. A blast of dark energy explodes dealing 1d6 points of shadow damage per caster level (maximum 10d6) to every creature within the area.

## **Darkvision, Communal**

Enhancing/Dark

**Level:** Black Mage/Necromancer 3

**Targets:** Creatures touched

This spell functions like *darkvision*, except you may divide the duration in 1-hour intervals among the creatures touched.

## **Deeper Darkness**

Dark/Enfeebling

**Level:** Black Mage/Necromancer 3

**Duration:** 10 min./level (D)

This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

### **Detonate III**

Elemental (Fire)

**Level:** Black Mage 3

This spell functions like *detonate*, but the area of effect increases to 15-ft.-radius and deals fire damage equal to your caster level (maximum 15) plus five times your Intelligence modifier instead.

### **Dispel**

Enfeebling

**Level:** Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

**Casting Time:** 1 standard action

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

**Target or Area:** One spellcaster, creature, or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

*Targeted Dispel:* One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.



If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

*Counterspell:* When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

## Elemental Aura

Enhancing/Elemental (All)

**Level:** Black Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

This spell forms an aura of elements around you, damaging all those that come near you. Choose an elemental type: earth, fire, ice, lightning, water, or wind. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of elemental damage of the selected type. This aura has an additional effect, depending upon the type of element chosen.

Earth: Creatures affected by your aura are inflicted with the Weighted status effect.

Fire: Creatures affected by your aura are inflicted with the Burning status effect.

Ice: Creatures affected by your aura are inflicted with the Frozen status effect.

Lightning: Creatures affected by your aura are inflicted with the Static status effect.

Water: Creatures affected by your aura are inflicted with the Drenched status effect.

Wind: Creatures affected by your aura are inflicted with the Squalled status effect.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one *elemental aura* in effect at one time. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

## Elemental Resistance, Communal

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3

**Targets:** Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

## **Enfeeblement, Mass**

Enfeebling

**Level:** Black Mage/Necromancer 3

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *enfeeblement*, except as noted above.

## **Engulf III**

Elemental (Water)

**Level:** Black Mage 3

This spell functions like *engulf*, but deals water damage equal to your caster level (maximum 15) plus 5 times your Intelligence modifier per round and requires a DC 25 Swim check to swim free.

## **Entomb III**

Elemental (Earth)

**Level:** Black Mage 3

This spell functions like *entomb*, but deals earth damage equal to your caster level (maximum 15) plus five times your Intelligence modifier per round and requires a DC 20 Strength check or a DC 25 Escape Artist check to break free.

## **Fira**

Elemental (Fire)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *fira* spell is the area of effect version of the *fire* spell. A blast of intense flames explodes dealing 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

## **Fire III**

Elemental (Fire)

**Level:** Black Mage/Red Mage 3

This spell functions like *Fire*, except it deals 5d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Burning status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Fly**

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Time Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

## Haste

Chronomancy/Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Time Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target of this spell receives the Haste status effect. When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

## Immobilize

Enfeebling

**Level:** Black Mage/White Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Immobilize status effect. The victim is unable to move for the duration of the spell or until cured.

## **Infect**

Enfeebling

**Level:** Black Mage/Necromancer 3

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Disease status effect. The victim is unable to be healed for the duration of the spell or until cured.

## **Lightning Bolt**

Elemental (Lightning)

**Level:** Black Mage 3

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Targets:** 120-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You release a powerful stroke of lightning energy that deals 1d6 points of lightning damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

## **Obscure III**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 3

This spell functions like *obscure*, but the area of effect increases to 30-ft.-radius. Concealment increases miss chance to 30% in dim light and 75% miss chance in darkness.

## **Sleepga**

Enfeebling

**Level:** Black Mage/White Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature/two levels (maximum of 5)

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Sleep*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## Sleet Storm

Enfeebling/Elemental (Ice)

**Level:** Black Mage/Geomancer 3

**Casting Time:** 1 standard action

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

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

## Slick III

Elemental (Ice)

**Level:** Black Mage 3

This spell functions like *slick*, but the area of effect increases to 30-ft.-radius burst and must make a DC 20 Acrobatics check to walk within or through the area of slick ice at half normal speed as well as hampering movement by 15 feet.

## Slow

Chronomancy/Enfeebling

**Level:** Astrologian/Black Mage/Red Mage/Time Mage/White Mage 3

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

## Spark III

Elemental (Lightning)

**Level:** Black Mage 3

This spell functions like *spark*, but deals lightning damage equal to your caster level (maximum 15) plus five times your Intelligence modifier and the secondary targets must all be within 30 feet of the primary target.

## Stone III

Elemental (Earth)

**Level:** Black Mage/Red Mage 3

This spell functions like *Stone*, except it deals 5d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Weighted status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Stone Shape

Elemental (Earth)

**Level:** White Mage/Black Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

## Stonera

Elemental (Earth)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *stonera* spell is the area of effect version of the *stone* spell. A blast of rocks and boulders explodes dealing 1d6 points of earth damage per caster level (maximum 10d6) to every creature within the area.

## Thundara

Elemental (Lightning)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *thundara* spell is the area of effect version of the *thunder* spell. A large bolt of lightning strikes the area and explodes dealing 1d6 points of lightning damage per caster level (maximum 10d6) to every creature within the area.

## Thunder III

Elemental (Lightning)

**Level:** Black Mage/Red Mage 3

This spell functions like *Thunder*, except it deals 5d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Static status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

## Void Aura

Enfeebling/Dark

**Level:** Black Mage/Necromancer 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

This spell surrounds you with an aura of nothingness that channels dark energy. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of shadow damage. In addition, creatures affected by your aura are fatigued, and cannot speak or cast spells or perform songs. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot speak regardless of whether their save is successful as long as they are adjacent to you.

## Wall Climb, Communal

Enhancing/Elemental (Earth)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 3

**Targets:** Creatures touched

This spell functions like *wall climb*, except you divide the duration in 10-minute intervals among the creatures touched.

## Water III

Elemental (Water)

**Level:** Black Mage/Red Mage 3

This spell functions like *Water*, except it deals 5d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Drenched status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Watera

Elemental (Water)

**Level:** Black Mage/Red Mage 3

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *watera* spell is the area of effect version of the *water* spell. A large wave of water strikes the area and explodes dealing 1d6 points of water damage per caster level (maximum 10d6) to every creature within the area.

## Water Breathing

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Living creatures touched  
**Duration:** 2 hours/level; see text  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

## **Water Walk**

Enhancing/Elemental (Water)  
**Level:** Black Mage/White Mage/Red Mage/Geomancer 3  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Targets:** One touched creature/level  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

The affected creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

## **Wind Barrier, Communal**

Enhancing/Elemental (Wind)  
**Level:** Black Mage/White Mage/Red Mage/Geomancer 3  
**Targets:** Creatures touched

This spell functions like *wind barrier*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

## **Wind Wall**

Elemental (Wind)  
**Level:** Black Mage/White Mage/Geomancer 3  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)  
**Duration:** 1 round/level  
**Saving Throw:** None; see text  
**Spell Resistance:** Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged



weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

## 4TH-LEVEL BLACK MAGE SPELLS

### **Aero IV**

Elemental (Wind)

**Level:** Black Mage 4

This spell functions like *Aero*, except it deals 7d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +20) and inflicts the Squall status effect for 1d10 rounds. A successful Reflex save prevents the status effect from taking effect.

### **Ball Lightning**

Elemental (Lightning)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Effect:** Two or more 5-ft.-diameter spheres

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of lightning damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this Saving Throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

### **Blaze Spikes**

Enhancing/Elemental (Fire)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A red, fiery aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of fire damage.

## **Blizzard IV**

Elemental (Ice)

**Level:** Black Mage 4

This spell functions like *Blizzard*, except it deals 7d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +20) and inflicts the Frozen status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Comet**

Elemental (Earth/Fire)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius sphere

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You summon one molten comet into the sky to rain upon your enemies. Those within the area of effect take 10d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save for half damage.

## **Dark IV**

Dark

**Level:** Black Mage/Necromancer 4

This spell functions like *Dark*, except it deals 7d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +20) and inflicts the Dimmed status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Dark Blight**

Enfeebling/Dark

**Level:** Black Mage/Necromancer/Dark Knight 4

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous (1 round); see text

**Saving Throw:** Will partial; see text

**Spell Resistance:** Yes

You call up dark power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of shadow damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures that are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

## Darkvision, Greater

Enhancing/Dark

**Level:** Black Mage/Necromancer 4

This spell functions as *darkvision*, except the target's darkvision has a range of 120 feet.

## Dazera

Enfeebling

**Level:** Black Mage/White Mage/Time Mage 4

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

**Target:** One or more humanoid creatures with 10 or fewer Hit Dice, within 30 ft. of each other

This spell functions as *daze*, except as noted above.

## Disable

Enfeebling

**Level:** Black Mage/White Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Disable status effect. The victim is unable to act normally. A disabled creature can only take move actions for the duration of the spell or until cured.

## Elemental Body I

Elemental (all)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min/level (D)

When you cast this spell, you can assume the form of a Minor air elemental, Minor earth elemental, Minor fire elemental, Minor ice elemental, Minor lightning elemental, or Minor water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

- **Air elemental:** If the form you take is that of a Minor air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice, and the ability to create a whirlwind.
- **Earth elemental:** If the form you take is that of a Minor earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain burrow 20 feet, darkvision 60 feet, resist earth 20, vulnerability to wind, and the ability to earth glide.
- **Fire elemental:** If the form you take is that of a Minor fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.

- **Ice elemental:** If the form you take is that of a Minor ice elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You gain darkvision 60 feet, resist ice 20, vulnerability to fire, and the numbing cold ability.
- **Lightning elemental:** If the form you take is that of a Minor lightning elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist lightning 20, vulnerability to earth, and the metal mastery ability.
- **Water elemental:** If the form you take is that of a Minor water elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

## Fire IV

Elemental (Fire)

**Level:** Black Mage 4

This spell functions like *Fire*, except it deals 7d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +20) and inflicts the Burning status effect for 1d10 rounds. A successful Reflex save prevents the status effect from taking effect.

## Floatga

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Target:** One creature/2 levels (maximum of 5)

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## Frog

Enfeebling

**Level:** Black Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/2 levels (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Frog status effect. The victim is polymorphed into a frog temporarily, unable to cast spells or attack, but can defend itself.

## Gale Spikes

Enhancing/Elemental (Wind)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An aura of piercing, windy spikes covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of wind damage.

## **Hurricane Blast**

Elemental (Wind)

**Level:** Black Mage/White Mage 4/Geomancer 3

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

**Duration:** 1 round

**Saving Throw:** Reflex negates

**Spell Resistance:** No

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of wind damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its range.

## **Hydraulic Torrent**

Elemental (Water)

**Level:** Black Mage/White Mage 4/Geomancer 3

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a Bull Rush attempt and apply its results to each creature within the area. Your Attack roll for this bull rush is equal to your caster level

plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.) *Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

## Ice Spikes

Enhancing/Elemental (Ice)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An icy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of ice damage.

## Ice Storm

Enfeebling/Elemental (Ice)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of ice damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no after-effects (other than the damage dealt).

## Mini

Enfeebling

**Level:** Black Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Mini status effect. The target is shrunk to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturize creature's physical damage only does 10% of its total damage it can dish out. Spells are unaffected.

## Poisonga

Enfeebling

**Level:** Black Mage/Necromancer 4

**Casting Time:** 1 standard action

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

**Target:** One creature/two levels (maximum of 5)

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *Poison*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## Protection from Elements

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minute/level or until discharged

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell grants temporary immunity to the type of element you specify when you cast it (dark, earth, fire, ice, light, lightning, water or wind). When the spell absorbs 12 points per caster level of elemental damage (to a maximum of 120 points at 10th level), it is discharged. This spell overlaps (and does not stack with) *elemental resistance*. If a character is warded by *protection from elements* and *elemental resistance*, the protection spell absorbs damage until its power is exhausted.

## River of Wind

Elemental (Wind)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 120-ft. line

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind-the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 points of wind damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 points of wind damage, and be knocked prone, a successful Fortitude save means the creature merely takes 1d6 points of wind damage.

## Rock Spikes

Enhancing/Elemental (Earth)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An aura of rocky spikes covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of earth damage.

## Ruinra

Non-Elemental

**Level:** Black Mage 4

**Casting Time:** 1 standard action

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

**Target:** Up to five creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

You create powerful missiles of magical force, each of which darts from your fingertips and unerringly strikes its target, dealing 2d6+5 points of non-elemental damage. The missile then explodes in a burst of force that deals half this amount of damage to all creatures adjacent to the primary target who can make a Reflex save for half damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects.

You gain one missile for every four caster levels, two at 8th level, three at 12th, four at 16th, and five missiles at 20th level. You can make more than one missile strike a single target, if desired. However, you must designate targets before rolling for spell resistance or damage.

## Shadow Step

Dark

**Level:** Black Mage/Necromancer/Dark Knight 4

**Casting Time:** 1 standard action

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

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

## Shieldra

Enhancing



**Level:** Astrologian/Black Mage/Red Mage/Time Mage/White Mage 4

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

**Target:** One creature/two levels (maximum of 5)

This spell functions like *shield*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other. This spell works against the *Ruinra* and *Ruinga* spells as well as *Ruin*.

### **Shock Spikes**

Enhancing/Elemental (Lightning)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An aura of electricity covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of lightning damage.

### **Silencega**

Enfeebling

**Level:** Astrologian/Black Mage/White Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature/two levels (maximum of 5)

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *silence*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

### **Statue**

Enfeebling

**Level:** Black Mage 4

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell receives the Petrify status effect. The victim is turned into a stone statue of itself. This is permanent until cured.

### **Stone IV**

Elemental (Earth)

**Level:** Black Mage 4

This spell functions like *Stone*, except it deals 7d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +20) and inflicts the Weighted status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Stoneskin**

Enhancing/Elemental (Earth)

**Level:** Astrologian/Black Mage/White Mage/Red Mage 4/Geomancer 5

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

## **Thunder IV**

Elemental (Lightning)

**Level:** Black Mage 4

This spell functions like *Thunder*, except it deals 7d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +20) and inflicts the Static status effect for 1d10 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Tongues**

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

## **Torrent Spikes**

Enhancing/Elemental (Water)

**Level:** Black Mage/Red Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A watery aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of water damage.

## **Umbral Spikes**

Enhancing/Dark

**Level:** Dark Knight 2/Black Mage/Necromancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A shadowy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of shadow damage.

## **Vanish**

Illusion

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Illusionist 4/Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lbs./level

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)

**Spell Resistance:** Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

## **Volcanic Storm**

Enfeebling/Elemental (Fire)

**Level:** Black Mage/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

## **Wall of Fire**

Elemental (Fire)

**Level:** Black Mage 4/Geomancer 5

**Casting Time:** 1 standard action

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

**Effect:** Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of ice damage in 1 round, that length goes away. (Do not divide ice damage by 2, as normal for objects.)

## **Wall of Ice**

Elemental (Ice)

**Level:** Black Mage 4/Geomancer 5

**Casting Time:** 1 standard action

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

**Effect:** Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

**Duration:** 1 min./level

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

- **Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level black mage can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of ice damage + 1 point per caster level (no save).
- **Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

## Water IV

Elemental (Water)

**Level:** Black Mage 4

This spell functions like *Water*, except it deals 7d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +20) and inflicts the Drenched status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Water Walk, Communal

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Red Mage/Geomancer 4

**Targets:** Creatures touched

This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

## 5TH-LEVEL BLACK MAGE SPELLS

### Aeroga

Elemental (Wind)

**Level:** Black Mage/Red Mage 5

This spell functions like *area*, except it deals 1d8 points of wind damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

### Biora

Enfeebling

**Level:** Black Mage/Necromancer 5

**Target:** One creature/two levels (maximum of 5)

This spell functions like *bio*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## **Blindja**

Enfeebling

**Level:** Black Mage/White Mage 5

**Target:** One creature/2 levels (maximum of 10)

This spell functions like *Blindga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

## **Blizzaga**

Elemental (Ice)

**Level:** Black Mage/Red Mage 5

This spell functions like *blizzara*, except it deals 1d8 points of ice damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft.-radius spread.

## **Burn**

Enfeebling/Elemental (Fire)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

The target of this spell is enveloped in flames, burning for 1d6 points of fire damage per caster level (maximum 10d6) and inflicts the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## **Cone of Cold**

Elemental (Ice)

**Level:** Black Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of ice damage per caster level (maximum 15d6).

## **Crush**

Enfeebling/Elemental (Earth)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

Rocks and boulders fall upon the target of this spell, crushing for 1d6 points of earth damage per caster level (maximum 10d6) and inflicts the Weighted status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## **Darkga**

Dark

**Level:** Black Mage/Necromancer 5

This spell functions like *darkra*, except it deals 1d8 points of shadow damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

## **Drain**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 5

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With but a touch, you siphon life from your victim and increase your own. The target must make a Fortitude save or take 1d6 points of shadow damage per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in hit points.

## **Drown**

Enfeebling/Elemental (Water)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

The target of this spell is surrounded by a large globe of water, drowning for 1d6 points of water damage per caster level (maximum 10d6) and inflicts the Drenched status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## **Elemental Body II**

Elemental (all)

**Level:** Black Mage/Geomancer 5

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Medium air elemental, Medium earth elemental, Medium fire elemental, Medium ice elemental, Medium lightning elemental, or Medium water elemental. The abilities you gain depend upon the elemental.

- **Air elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Earth elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +4 size bonus to your Constitution and a +3 natural armor bonus.
- **Lightning elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Water elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

## **Firaga**

Elemental (Fire)

**Level:** Black Mage/Red Mage 5

This spell functions like *fira*, except it deals 1d8 points of fire damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

## **Fire Snake**

Elemental (Fire)

**Level:** Black Mage/Geomancer 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

## **Flight**

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/Red Mage/White Mage/Time Mage/Geomancer 5

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing chain or plate armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can



hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

## **Freeze**

Enfeebling/Elemental (Ice)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

The target of this spell is surrounded by a large block of ice, freezing for 1d6 points of ice damage per caster level (maximum 10d6) and inflicts the Frozen status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## **Geyser**

Elemental (Water)

**Level:** Black Mage 5/Geomancer 4

**Casting Time:** 1 standard action

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

**Effect:** Spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels

**Duration:** Concentration + 1 round/level

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** No

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground. Any creature entering the geyser, or occupying the square it appears in, must make a Reflex Saving Throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its Saving Throw, it takes 3d6 points of water damage from the boiling water and also takes falling damage based upon the height of the geyser (e.g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful Saving Throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the geyser sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 50-foot geyser has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of water damage each round as droplets of boiling water cascade on them. You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height geyser spell.

## **Gloom**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

The target of this spell is enveloped in darkness, burning for 1d6 points of shadow damage per caster level (maximum 10d6) and inflicts the Dimmed status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## Gravity

Enfeebling/Dark

**Level:** Astrologian/Black Mage/Necromancer/Time Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You weaken your foe with crushing gravity. The target must make a Fortitude save or lose half of his current hit point total.

## Icy Prison

Enfeebling/Elemental (Ice)

**Level:** Black Mage/Geomancer 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 minute/level; see text

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of ice damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 15 + your caster level).

## Immobilize, Mass

Enfeebling

**Level:** Black Mage/White Mage 5

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *immobilize*, except as noted above.

## Infectga

Enfeebling

**Level:** Black Mage/Necromancer 5

**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature/2 levels (maximum of 5)  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

This spell functions like *infect*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## Lightning Arc

Elemental (Lightning)  
**Level:** Black Mage/Geomancer 5  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Targets:** Two creatures or objects which must be no more than 60 ft. apart  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes; see text

You generate an arc of lightning between two targets. The lightning deals 1d6 points of lightning damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

## Passwall

Elemental (Earth)  
**Level:** Black Mage/White Mage/Geomancer 5  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Effect:** 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** No

You create a passage through plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

## Poisonja

Enfeebling  
**Level:** Black Mage/Necromancer 5  
**Target:** One creature/2 levels (maximum of 10)

This spell functions like *Poisonga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other and the targets take 2d6 points of non-elemental damage + your caster modifier (Intelligence or Charisma) per round.

## Protection from Elements, Communal

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Geomancer 5

**Targets:** Creatures touched

This spell functions like *protection from elements*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of elemental damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

## Shock

Enfeebling/Elemental (Lightning)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

A bolt of lightning from the sky streaks upon the target of this spell, shocking for 1d6 points of lightning damage per caster level (maximum 10d6) and inflicts the Static status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## Sleepja

Enfeebling

**Level:** Black Mage/White Mage 5

**Target:** One creature/2 levels (maximum of 10)

This spell functions like *Sleepga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

## Slice

Enfeebling/Elemental (Wind)

**Level:** Black Mage/Red Mage 5

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1 round/level (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

A piercing gust of wind flows through the target of this spell, slicing for 1d6 points of wind damage per caster level (maximum 10d6) and inflicts the Squall status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## Stonega

Elemental (Earth)

**Level:** Black Mage/Red Mage 5

This spell functions like *stonera*, except it deals 1d8 points of earth damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

### **Stoneskin, Communal**

Enhancing/Elemental (Earth)

**Level:** Astrologian/Black Mage/White Mage/Red Mage 5/Geomancer 6

**Targets:** Creatures touched

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

### **Thundaga**

Elemental (Lightning)

**Level:** Black Mage/Red Mage 5

This spell functions like *thundara*, except it deals 1d8 points of lightning damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

### **Tongues, Communal**

Enhancing

**Level:** Astrologian/Black Mage/White Mage/Red Mage 5

**Targets:** Creatures touched

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

### **Wall of Stone**

Elemental (Earth)

**Level:** Black Mage/White Mage 5/Geomancer 6

**Casting Time:** 1 standard action

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

**Effect:** Stone wall whose area is up to one 5-ft. square/level (S)

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

This spell creates a wall of rocks that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. 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. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points

drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

## **Waterga**

Elemental (Water)

**Level:** Black Mage/Red Mage 5

This spell functions like *watera*, except it deals 1d8 points of water damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

## **6TH-LEVEL BLACK MAGE SPELLS**

### **Abyss**

Dark/Enfeebling

**Level:** Black Mage/Necromancer 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

A whirl of shadowy plague surrounds the targeted creature, creeping away at their life force dealing 1d6 points of shadow damage per caster level (maximum 15d6) and inflicting the Dimmed status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

### **Berserk**

Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell will receive the Berserk status effect. The target will attack all enemies until there are no more, and then turn onto friends until he makes the Will save or is cured of his condition. While also berserking, the subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. The subject can make an additional Will save check when there are no enemies to attack.

### **Blaze Spikes II**

Enhancing/Elemental (Fire)

**Level:** Black Mage/Red Mage 6

This spell functions like *blaze spikes*, except it deals 3d6 points of fire damage instead.

### **Blazing Winds**

Enfeebling/Elemental (Fire/Wind)

**Level:** Black Mage/Geomancer 6

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft. radius, 60 ft. high)

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Acrobatics check, in which case they remain at their original altitude.

Any creature that takes damage from a *blazing winds* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *blazing winds* spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

### **Burst**

Elemental (Lightning)/Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

A bolt of lightning streaks towards the targeted creature, surging with electricity power dealing 1d6 points of lightning damage per caster level (maximum 15d6) and inflicting the Static status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

### **Chain Lightning**

Elemental (Lightning)

**Level:** Black Mage/Red Mage 6

**Casting Time:** 1 standard action

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

**Targets:** One primary target, plus one secondary target/level which must be no more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell creates a lightning discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of lightning damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

## **Cometra**

Elemental (Earth/Fire)

**Level:** Black Mage/Geomancer 6

**Area:** Two 20-ft.-radius spheres

This spell functions like *Comet*, except it summons two comets instead. You direct each of the comets within 30 feet of each other. Creatures hit with multiple comets must make multiple Reflex saves.

## **Confusion**

Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Confuse status effect. The victim will randomly attack the nearest person until cured.

## **Contagious Flame**

Elemental (Fire)

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Targets:** Three or more rays

**Duration:** 3 rounds

**Saving Throw:** None

**Spell Resistance:** Yes

You blast several enemies with beams of fire. You may fire three rays, plus one additional ray for every four levels beyond 11th (to a maximum of five rays at 19th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Every round on your turn, a new ray of fire launches from each creature who took damage from the spell in the previous round-these new rays attack as if you fired them, but their point of origin is the previous creature damaged. You can choose the new targets as a free action, all of whom must be within close range (25 ft. + 5 ft./2 levels) of their new starting point. This contagion of flame continues for a total of three rounds-a creature



can be struck more than once by this spell over the course of these three rounds, although never by a ray of fire that launches from itself.

## **Control Water**

Elemental (Water)

**Level:** Black Mage/White Mage 6/Geomancer 4

**Casting Time:** 1 standard action

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

**Area:** Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

**Lower Water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

**Raise Water:** This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

## **Disable, Mass**

Enfeebling

**Level:** Black Mage/White Mage 6

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

## **Dispel, Greater**

Enfeebling

**Level:** Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

**Target or Area:** One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

**Targeted Dispel:** This functions as a targeted *dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

*Area Dispel:* When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

*Counterspell:* This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

### **Elemental Assessor**

Elemental (Earth, Fire, Ice, Lightning)

**Level:** Black Mage/Geomancer 6

**Casting Time:** 1 standard action

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

**Targets:** One elemental ray

**Duration:** 1d4+1 rounds (see text)

**Saving Throw:** None

**Spell Resistance:** Yes

A ray of spiraling colors springs from your hand and streaks to its target. You must make a successful ranged touch attack to hit your target with the ray, which deals 2d6 points of earth damage, 2d6 points of fire damage, 2d6 points of ice damage, and 2d6 points of lightning damage. The type of energy that does the most points of damage to the target then persists, dealing another 4d6 points of that type of damage per round for 1d4+1 rounds.

### **Elemental Body III**

Elemental (all)

**Level:** Black Mage/Geomancer 6

This spell functions as *elemental body II*, except that it also allows you to assume the form of a Large air elemental, Large earth elemental, Large fire elemental, Large ice elemental, Large lightning elemental, or Large water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

- **Air elemental:** As *elemental body I* except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.
- **Earth elemental:** As *elemental body I* except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +6 size bonus to your Constitution, a +2 size bonus to your Strength, a -2 penalty on your Dexterity, and a +6 natural armor bonus.

- **Lightning elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Strength, and a +4 natural armor bonus.
- **Water elemental:** As *elemental body I* except that you gain a +2 size bonus to your Constitution, a -2 penalty on your Dexterity, a +6 size bonus to your Strength, and a +6 natural armor bonus.

## Feeblemind

Enfeebling

**Level:** Black Mage/Necromancer 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

Target creature's Intelligence, Wisdom and Charisma scores each drop to 1. The affected creature is unable to use Intelligence-, Wisdom-, or Charisma-based skills, cast spells, perform songs, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until an *esuna* spell is used to cancel the effect of the *feeblemind*. A creature that can cast spells, such as a black mage or a white mage, takes a -4 penalty on its saving throw.

## Flare

Elemental (Fire)/Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous / 1d6 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

A bolt of fire streaks towards the targeted creature, exploding into intense flames dealing 1d6 points of fire damage per caster level (maximum 15d6) and inflicting the Burning status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## Flood

Elemental (Water)/Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

A torrent of water rages towards the targeted creature, engulfing the target dealing 1d6 points of water damage per caster level (maximum 15d6) and inflicting the Drenched status effect for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

## Freezing Sphere

Elemental (Ice)

**Level:** Black Mage/Geomancer 6  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Target, Effect, or Area:** See text  
**Duration:** Instantaneous or 1 round/level; see text  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** Yes

This spell creates a frigid globe of ice energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of ice damage per caster level (maximum 15d6) to each creature in the area and inflicting the Frozen status effect. A creature of the water subtype instead takes 1d8 points of ice damage per caster level (maximum 15d8) and is staggered for 1d4 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

## Gale Spikes II

Enhancing/Elemental (Wind)  
**Level:** Black Mage/Red Mage 6

This spell functions like *gale spikes*, except it deals 3d6 points of wind damage instead.

## Glacier

Elemental (Ice)/Enfeebling  
**Level:** Black Mage 6  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Target:** One creature  
**Duration:** Instantaneous; 1d6 rounds  
**Saving Throw:** Fortitude half; see text  
**Spell Resistance:** Yes

A cloud of mist coalesces around the targeted creature, before instantly freezing dealing 1d6 points of ice damage per caster level (maximum 15d6) and inflicting the Frozen status effect for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

## Hastega

Chronomancy/Enhancing  
**Level:** Astrologian/Black Mage/White Mage/Red Mage/Time Mage 6  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 30-ft.-radius burst

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *haste*, but it affects all allies within the area of effect.

## Ice Spikes II

Enhancing/Elemental (Ice)

**Level:** Black Mage/Red Mage 6

This spell functions like *ice spikes*, except it deals 3d6 points of ice damage instead.

## Icy Blast

Elemental (Ice)

**Level:** Black Mage/Geomancer 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of ice damage per caster level (maximum 15d6) and inflicting the Frozen status effect. A successful Reflex save reduces the damage by half and negates the status effect.

## Move Earth

Elemental (Earth)

**Level:** Black Mage/Geomancer 6

**Casting Time:** See text

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

**Area:** Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

## Path of the Winds

Elemental (Wind)

**Level:** Black Mage/Geomancer/White Mage 6

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Effect:** 40-ft.-high downdraft of wind in a 100-foot line

**Duration:** Concentration + 1 round

**Saving Throw:** Fort negates

**Spell Resistance:** Yes

With a sweeping gesture, you call forth mighty winds to clear a path ahead of you. The winds are the equivalent of a windstorm. During the first round of the spell, the winds sweep the designated area clear of anything of Small or smaller size, blowing it outward to the sides of the spell's effect (50% chance of landing on either side). You may move within the effect without penalty, though all other creatures are subject to the wind's effects. On the second and all later rounds of the spell, the edges of the effect are treated as a *wind wall*. If the effect includes a body of water or other liquid, the winds create a channel up to 40 feet deep into the surface of the liquid. On your turn as a move action, you can move the effect of this spell, either rotating it at one of its ends up to 45 degrees, or moving it up to 50 feet in line with its current orientation (toward you or away from you).

## Quake

Elemental (Earth)/Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

The earth erupts around the targeted creature, exploding into jagged shrapnel dealing 1d6 points of earth damage per caster level (maximum 15d6) and inflicting the Weighted status effect for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

## Rasp

Enfeebling/Dark

**Level:** Black Mage/Necromancer 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You draw MP from your victim and release it outward. The target must make a Fortitude save or lose 1d6 points of MP per two caster levels (maximum of 8d6).

## Rock Spikes II

Enhancing/Elemental (Earth)

**Level:** Black Mage/Red Mage 6

This spell functions like *rock spikes*, except it deals 3d6 points of earth damage instead.

## **Ruinga**

Non-Elemental

**Level:** Black Mage 6

**Target:** Up to five creatures, no two of which can be more than 50 ft. apart

This spell functions like *Ruinra*, except it deals 3d8+10 points of damage and the explosion increases to a 10-ft.-radius burst.

## **Shadowfire Ray**

Dark/Elemental (Fire)

**Level:** Black Mage/Necromancer 6

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A blast of shadowy flames blazes from your hands. You can fire one ray, plus one additional ray for every 4 caster levels beyond 11th (to a maximum of three rays at 19th level). Each ray requires a ranged touch attack to hit and deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, and the other half is shadow damage. The rays can be fired at the same target or at different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other.

## **Shock Spikes II**

Enhancing/Elemental (Lightning)

**Level:** Black Mage/Red Mage 6

This spell functions like *shock spikes*, except it deals 3d6 points of lightning damage instead.

## **Silenceja**

Enfeebling

**Level:** Black Mage/White Mage 6

**Target:** One creature/2 levels (maximum of 10)

This spell functions like *Silencega*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

## **Slowga**

Chronomancy/Enfeebling

**Level:** Astrologian/Black Mage/Red Mage/Time Mage/White Mage 6

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius burst

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *slow*, except it affects all creatures within the area of effect.

## Syphon

Enfeebling/Dark

**Level:** Black Mage/Necromancer 6

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With but a touch, you syphon MP from your victim and increase your own. The target must make a Fortitude save or lose 1d6 points of MP per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in MP. This spell is less effective on summoned creatures, only draining half on a failed save.

## Tornado

Elemental (Wind)/Enfeebling

**Level:** Black Mage 6

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

Gushing jets of wind streak towards the targeted creature, bursting into a torrential vortex dealing 1d6 points of wind damage per caster level (maximum 15d6) and inflicting the Squall status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## Torrent Spikes II

Enhancing/Elemental (Water)

**Level:** Black Mage/Red Mage 6

This spell functions like *Torrent Spikes*, except it deals 3d6 points of water damage instead.

## Umbral Spikes II

Enhancing/Dark

**Level:** Dark Knight 4/Black Mage/Necromancer 6

This spell functions like *Umbral Spikes*, except it deals 3d6 points of shadow damage instead.

## Vanish, Greater

Illusion

**Level:** Astrologian/Black Mage/White Mage/Red Mage/Illusionist 6/Dark Knight 4

**Target:** You or creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

This spell functions like *vanish*, except that it doesn't end if the subject attacks.

## Wind Walk



Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Geomancer 6

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** You and one touched creature per three levels

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

**Saving Throw:** None and Will negates (harmless)

**Spell Resistance:** No and yes (harmless)

You alter the substance of your body to a cloud-like vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

## 7TH-LEVEL BLACK MAGE SPELLS

### **Bind**

Enhancing

**Level:** Astrologian/Black Mage/White Mage 7

**Casting Time:** 1 full-round action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 day/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject of this spell is bound to the area where the spell is cast. The subject can now be *Warped* to the area within the duration.

### **Bioga**

Enfeebling

**Level:** Black Mage/Necromancer 7

**Target:** One creature/two levels (maximum of 8)

This spell functions like *Bio*, except it deals 3d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 8) within 40 feet of each other.

### **Blade Barrier**

Elemental (Wind)

**Level:** Black Mage 7

**Casting Time:** 1 standard action

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

**Effect:** Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high

**Duration:** 1 minute/level (D)

**Saving Throw:** Reflex half or Reflex negates; see text

**Spell Resistance:** Yes

An immobile, vertical curtain of whirling blades shaped of pure wind springs into existence. Any creature passing through the wall takes 1d6 points of wind damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## **Burn II**

Enfeebling/Elemental (Fire)

**Level:** Black Mage 7

This spell functions like *burn*, except it deals 1d8 points of fire damage per caster level (maximum of 15d8) and inflicts the Burning status effect.

## **Countdown**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 7

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 2d4 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Similar to the *condemn* spell, the target can be of any alignment. The victim of this spell has 2d4 rounds to be cured before he falls to 0 hit points. The subject falls unconscious once the spell has ended, and may be revived when healed.

## **Crush II**

Enfeebling/Elemental (Earth)

**Level:** Black Mage 7

This spell functions like *crush*, except it deals 1d8 points of earth damage per caster level (maximum of 15d8) and inflicts the Weighted status effect.

## **Drainra**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 7

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You siphon life from all nearby creatures within 15-ft.-radius spread. All creatures must make a Fortitude save or take 1d6 points of shadow damage per two caster levels (maximum of 9d6). If the save fails, the caster also gains health equal to half the damage dealt.

## **Drown II**

Enfeebling/Elemental (Water)

**Level:** Black Mage 7

This spell functions like *Drown*, except it deals 1d8 points of water damage per caster level (maximum 15d8) and inflicts the Drenched status effect.

## **Elemental Body IV**

Elemental (all)

**Level:** Black Mage/Geomancer 7

This spell functions as *elemental body III*, except that it also allows you to assume the form of a Huge air elemental, Huge earth elemental, Huge fire elemental, Huge ice elemental, Huge lightning elemental, or Huge water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

- **Air elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).
- **Earth elemental:** As *elemental body I* except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 90 feet and burrow 20 feet (only through ice and snow).
- **Lightning elemental:** As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Strength, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).
- **Water elemental:** As *elemental body I* except that you gain a +4 size bonus to your Constitution, a -2 penalty on your Dexterity, a +8 size bonus to your Strength, and a +6 natural armor bonus. You also gain swim 90 feet.

## **Fluid Form**

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Geomancer 7

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This

transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

### **Fly, Mass**

Enhancing/Elemental (Wind)

**Level:** Astrologian/Black Mage/White Mage/Geomancer 7

**Casting Time:** 1 standard action

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

### **Freeze II**

Enfeebling/Elemental (Ice)

**Level:** Black Mage 7

This spell functions like *freeze*, except it deals 1d8 points of ice damage per caster level (maximum 15d8) and inflicts the Frozen status effect.

### **Gloom II**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 7

This spell functions like *gloom*, except it deals 1d8 points of shadow damage per caster level (maximum of 15d8) and inflicts the Dimmed status effect.

### **Graviga**

Enfeebling/Dark

**Level:** Astrologian/Black Mage/Necromancer/Time Mage 7

**Casting Time:** 1 standard action

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

**Target:** One creature/2 levels (maximum of 5)

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

### **Ice Body**

Enhancing/Elemental (Ice)

**Level:** Black Mage/White Mage/Geomancer 7

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Your form transmutes into living ice, granting you several abilities. You gain the ice subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1d6 points of ice damage and inflicts the Frozen status effect. You are considered armed when making unarmed attacks. You may burrow through non-magical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

## **Infectja**

Enfeebling

**Level:** Black Mage/Necromancer 7

**Target:** One creature/two levels (maximum of 10)

This spell functions like *Infectga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

## **Reverse**

Enfeebling/Dark

**Level:** Black Mage/Necromancer/Time Mage 7

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You twist your enemy's ability to be healed with your shadow elemental powers. For the duration of the spell, if the target is healed by any healing spell or effect, it is reversed (takes damage from healing spells and effects) until cured.

## **Scouring Winds**

Enfeebling/Elemental (Wind)

**Level:** Black Mage/Geomancer 7

**Casting Time:** 1 standard action

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

**Effect:** Sandstorm in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes; see text

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of wind damage each round. The area is considered a windstorm. If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

## Shadow Blast

Dark

**Level:** Black Mage/Necromancer 7

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell instantly delivers 10 points of shadow damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

## Shock II

Enfeebling/Elemental (Lightning)

**Level:** Black Mage 7

This spell functions like *shock*, except it deals 1d8 points of lightning damage per caster level (maximum 15d8) and inflicts the Static status effect.

## Slice II

Enfeebling/Elemental (Wind)

**Level:** Black Mage 7

This spell functions like *slice*, except it deals 1d8 points of wind damage per caster level (maximum 15d8) and inflicts the Squalled status effect.

## Vanishga

Illusion

**Level:** Astrologian/Black Mage/White Mage/Illusionist 7

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

**Target:** One creature/2 levels (maximum of 5)

This spell functions like *vanish*, except it affects one creature per two caster levels (maximum of 5) within 30 feet of each other.

## Vortex

Elemental (Water)

**Level:** Black Mage/Geomancer 7

**Casting Time:** 1 standard action

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

**Effect:** Whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of water damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of water damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of water damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

## 8TH-LEVEL BLACK MAGE SPELLS

### **Abyss II**

Dark/Enfeebling

**Level:** Black Mage/Necromancer 8

This spell functions like *Abyss*, except it deals 1d8 points of shadow damage per caster level (maximum 20d8) and inflicts the Dimmed status effect for 1d8 rounds.

### **Black Orb**

Enfeebling/Dark

**Level:** Black Mage/Necromancer 8

**Casting Time:** 1 standard action

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

**Effect:** 1-ft.-diameter sphere

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You create a small weightless sphere of pure dark energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains  $2d4 \times 5$  temporary hit points for 1 hour.

### **Blaze Spikes III**

Enhancing/Elemental (Fire)

**Level:** Black Mage 8

This spell functions like *blaze spikes*, except it deals 5d6 points of fire damage instead.

## **Burst II**

Elemental (Lightning)/Enfeebling

**Level:** Black Mage 8

This spell functions like *Burst*, except it deals 1d8 points of lightning damage per caster level (maximum 20d8) inflicts the Static status effect for 2d4 rounds.

## **Confusion, Mass**

Enfeebling

**Level:** Black Mage 8

**Target:** One creature/two levels (maximum of 5)

This spell functions like *confusion*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

## **Doom**

Dark

**Level:** Black Mage/Necromancer 8

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 2d4 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You summon the wrath of the Grim Reaper upon your foe. The victim of this spell is inflicted with the Doom status and has 2d4 rounds to be cured before his life is snuffed out.

## **Evaporate**

Dark

**Level:** Black Mage/Necromancer 8

**Casting Time:** 1 standard action

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

**Targets:** Living creatures, no two of which can be more than 60 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of shadow damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of shadow damage per caster level (maximum 20d8).

## **Fire Storm**

Elemental (Fire)

**Level:** Black Mage 8/Geomancer 7

**Casting Time:** 1 standard action

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

**Area:** Two 10-ft. cubes per level (S)



**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

When this spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save suffer the Burning status effect.

## **Flare II**

Elemental (Fire)/Enfeebling  
**Level:** Black Mage 8

This spell functions like *Flare*, except it deals 1d8 points of fire damage per caster level (maximum 20d8) and inflicts the Burning status effect for 2d4 rounds.

## **Flood II**

Elemental (Water)/Enfeebling  
**Level:** Black Mage 8

This spell functions like *Flood*, except it deals 1d8 points of water damage per caster level (maximum 20d8) and inflicts the Drenched status effect for 2d4 rounds.

## **Gale Spikes III**

Enhancing/Elemental (Wind)  
**Level:** Black Mage 8

This spell functions like *gale spikes*, except it deals 5d6 points of wind damage instead.

## **Glacier II**

Elemental (Ice)/Enfeebling  
**Level:** Black Mage 8

This spell functions like *Glacier*, except it deals 1d8 points of ice damage per caster level (maximum 20d8) and inflicts the Frozen status effect for 2d4 rounds.

## **Ice Spikes III**

Enhancing/Elemental (Ice)  
**Level:** Black Mage 8

This spell functions like *ice spikes*, except it deals 5d6 points of ice damage instead.

## **Iron Body**

Enhancing/Elemental (Earth)  
**Level:** Black Mage/White Mage/Geomancer 8  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, earth, lightning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a -6 armor check penalty, just as if you were clad in full adamantine plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean--at least until the spell duration expires.

## **Polar Ray**

Enfeebling/Elemental (Ice)

**Level:** Black Mage 8/Geomancer 7

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of ice damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

## **Quake II**

Elemental (Earth)/Enfeebling

**Level:** Black Mage 8

This spell functions like *Quake*, except it deals 1d8 points of earth damage per caster level (maximum 20d8) and inflicts the Weighted status effect for 2d4 rounds.

## **Rock Spikes III**

Enhancing/Elemental (Earth)

**Level:** Black Mage 8

This spell functions like *rock spikes*, except it deals 5d6 points of earth damage instead.

## **Scathe**

Non-Elemental

**Level:** Black Mage 8

**Casting Time:** 1 standard action

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

**Area:** 30-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A blast of raw magical energy explodes dealing 1d6 points of non-elemental damage per caster level (maximum 20d6) to every creature within the area.

## Seamantle

Enhancing/Elemental (Water)

**Level:** Black Mage/White Mage/Geomancer 8

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have a swim speed. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater.

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel; this also applies to any non-instantaneous fire effect that comes into contact with you. Even if you fail to extinguish a fire, you are not harmed by it. A weapon with a material that deals fire damage that strikes you has its power suppressed for 1d4 rounds.

## Shock Spikes III

Enhancing/Elemental (Lightning)

**Level:** Black Mage 8

This spell functions like *shock spikes*, except it deals 5d6 points of lightning damage instead.

## Stormbolts

Elemental (Lightning)

**Level:** Black Mage/Geomancer 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** A 30-ft.-radius spread, centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d6 points of lightning damage per caster level (maximum 15d6), inflicted with the Static status effect, and are stunned for 1 round. A successful Saving Throw halves the damage and negates the stun and status effect.

## **Tornado II**

Elemental (Wind)/Enfeebling

**Level:** Black Mage 8

This spell functions like *Tornado*, except it deals 1d8 points of wind damage per caster level (maximum 20d8) and inflicts the Squall status effect for 2d4 rounds.

## **Torrent Spikes III**

Enhancing/Elemental (Water)

**Level:** Black Mage 8

This spell functions like *Torrent Spikes*, except it deals 5d6 points of water damage instead.

## **Umbral Spikes III**

Enhancing/Dark

**Level:** Black Mage/Necromancer 8

This spell functions like *Umbral Spikes*, except it deals 5d6 points of shadow damage instead.

## **Wall of Lava**

Elemental (Earth/Fire)

**Level:** Black Mage/Geomancer 8

**Casting Time:** 1 standard action

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

**Effect:** Lava wall whose area is up to one 5-ft. square/level (S)

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** No

This spell creates a vertical *wall of lava* that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava's* maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a *wall of lava* can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a *wall of lava*, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 points of fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check-failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 points of fire damage. A *wall of lava* also radiates heat as if it were a wall of fire, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

## **Warp**

Non-Elemental

**Level:** Astrologian/Black Mage/White Mage 8

**Casting Time:** 1 standard action

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

**Target:** One creature/2 levels

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell teleports up to one creature per two caster levels to their *Bind* point.

## **9TH-LEVEL BLACK MAGE SPELLS**

### **Ardor**

Non-Elemental

**Level:** Black Mage 9

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A blast of pure magical energy shoots out from the caster's fingertip. You must make a ranged touch attack to hit, and if the ray hits, it deals 1d8 points of non-elemental damage per caster level (maximum 20d8).

### **Bioja**

Enfeebling

**Level:** Black Mage/Necromancer 9

**Target:** One creature/two levels (maximum of 10)

This spell functions like *Bio*, except it deals 4d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 10) within 50 feet of each other.

### **Clashing Rocks**

Elemental (Earth)

**Level:** Black Mage/Geomancer 9

**Casting Time:** 1 standard action

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

**Effect:** See text

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** No

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The *clashing rocks* appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The *clashing rocks* ignore concealment and cover, and if there is a solid barrier between the target and either of the *clashing rocks*, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the *clashing rocks* takes 20d6 points of damage (half earth and half bludgeoning) and is knocked prone. If the target fails a Reflex Saving Throw, it is also buried under the resulting rubble as if by a cave-in.

If the *clashing rocks* miss the target, the target still takes 10d6 points of damage (half earth and half bludgeoning) from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the *clashing rocks* appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6 points of damage (half earth and half bludgeoning) and be knocked prone (save for half and remain standing). A creature can only take damage once from the *clashing rocks*, no matter how many times the *clashing rocks* pass over a target creature.

## Death

Dark

**Level:** Black Mage/Necromancer 9

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You gather the shadow elemental powers to summon, briefly, the Grim Reaper against your opponent. The target of this spell must make a Fortitude save or his life is snuffed out. If the save is successful, the target suffers 5d6 points of shadow damage.

## Drainga

Enfeebling/Dark

**Level:** Black Mage/Necromancer 9

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

This spell functions like *Drainra*, except the area of effect is increased to a 30-ft.-radius spread and it deals 1d6 points of shadow damage per two caster levels (maximum of 12d6). If the save fails, the caster also gains health equal to half the damage dealt.

## Feeblemind, Mass

Enfeebling

**Level:** Black Mage/Necromancer 9

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *feeblemind*, except as noted above.

## Fiery Body

Enhancing/Elemental (Fire)

**Level:** Black Mage 9/Geomancer 8

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell transforms your body into living flame. You and your equipment are immune to fire damage. In fact, every time you would normally take damage from fire, you are instead healed of damage at a rate of 1 point per 3 points of damage the fire attack would have normally inflicted. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells that affect your physiology or respiration. You take only half damage from ice. You take twice as much damage from water damage than normal.

You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. (perfect maneuverability). Your unarmed attack deals an additional 3d6 points of fire damage, inflicts Burning status effect, and you are considered armed when making unarmed attacks. Your body burns so brightly that creatures that do not avert their gaze from you are dazzled. Fire spells you cast have their save DCs increased by +1. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you concealment (50% miss chance) but you take 2d6 points of water damage each round you remain in water.

## Gravija

Enfeebling/Dark

**Level:** Black Mage/Time Mage 9

**Target:** One creature/2 levels (maximum of 10)

This spell functions like *Graviga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

## Icy Prison, Mass

Enfeebling/Elemental (Ice)

**Level:** Black Mage 9/Geomancer 8

**Target:** One creature/level, no two of which can be more than 30 ft. apart.

This spell functions as *icy prison*, except as noted above.

## Lightning Form

Enhancing/Elemental (Lightning)

**Level:** Black Mage 9/Geomancer 8

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of lightning damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to the lightning element while this spell lasts.

## **Meteor**

Elemental (Earth/Fire)

**Level:** Black Mage/Geomancer 9

**Casting Time:** 1 standard action

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

**Area:** Four 20-ft.-radius spheres

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You summon four molten meteors into the sky to rain upon your enemies. You direct each of the spheres within 30 feet of each other. Those within the area of effect take 10d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save for half damage. Creatures hit with multiple meteors must make multiple Reflex saves.

## **Polar Midnight**

Enfeebling/Dark/Elemental (Ice)

**Level:** Black Mage/Necromancer 9

**Casting Time:** 1 standard action

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

**Effect:** 30-ft. spread

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of ice damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the ice damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires *full-life*. As a move action, you may move the area of effect up to 10 feet in any direction.

## **Scourge**

Non-Elemental

**Level:** Black Mage 9

**Casting Time:** 1 standard action

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

**Area:** 30-ft.-radius burst

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes



A pillar of raw magical energy explodes at the center of the area of effect pulsing out in a 30-ft.-radius burst for 1d6 points of non-elemental damage per caster level (maximum of 20d6). The victims continue being battered by raw magical energy for 2d6 points of non-elemental damage per round. A successful Fortitude save reduces the damage by half and negates the raw magical energy. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

## **Stop**

Chronomancy/Enfeebling

**Level:** Black Mage 9/Time Mage 7

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/2 levels (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell receives the Stop status effect. The victim is unable to move and act (is helpless) for the duration of the spell or until cured.

## **Tsunami**

Elemental (Water)

**Level:** Black Mage/Geomancer 9

**Casting Time:** 1 standard action

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

**Effect:** 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level

**Duration:** 5 rounds

**Saving Throw:** See text

**Spell Resistance:** No

You create a massive wave of water that then moves in a straight line across water or land-you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round-on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of water damage (a Fortitude save halves this damage). In addition, the tsunami makes a special Attack roll against any creature it strikes, the wave's Attack roll is equal to your caster level + your Intelligence modifier + 8 (for the wave's size). The defender makes an opposed Strength check, if the defender fails, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a Swim check opposed by the wave's Attack roll, if a creature fails to escape, it takes another 6d6 points of water damage (Fortitude save for half) and continues being carried along by the wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of water damage when a tsunami passes through its space, if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

## Ultima

Non-Elemental

**Level:** Black Mage 9

**Casting Time:** 1 standard action

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

**Area:** 60-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This ultimate destruction spell erupts from the center in a large explosion of raw magical energy dealing 1d12 points of non-elemental damage per caster level (maximum 20d12) to every creature within the area.

## Winds of Vengeance

Enhancing/Elemental (Wind)

**Level:** Black Mage/White Mage/Geomancer 9

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude Saving Throw or take 5d8 points of wind damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

## World Wave

Elemental (Earth/Water)

**Level:** Black Mage/White Mage/Geomancer 9

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** See text

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

**Saving Throw:** None

**Spell Resistance:** Yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to

nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of earth damage (if the tsunami) or 1d6 points of earth damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one geomancer class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.