

Geomancer Spell List

0-LEVEL GEOMANCER SPELLS

- Create Water:** Creates 2 gallons/level of pure water.
- Detect Magic:** Detects all spells and magic items within 60 ft.
- Drench:** A sudden downpour soaks a target creature or object.
- Elemental Orb:** Orb deals 1d3 elemental damage of chosen type.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Ignite:** Ignites flammable objects.
- Know Direction:** You discern north.
- Mending:** Makes minor repairs on an object.
- Message:** Whisper conversation at distance.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Read Magic:** Read magical scrolls.
- Resistance:** Subject gains +1 on saving throws.
- Stabilize:** Cause a dying creature to stabilize.
- Torchlight:** Object shines like a torch.
- Virtue:** Subject gains 1 temporary hp.

1ST-LEVEL GEOMANCER SPELLS

- Air Bubble:** Provides breathable air for one creature.
- Alter Winds:** Increase/decrease strength of natural winds.
- Burning Disarm:** A metal object instantly becomes red hot possibly causing the wielder to drop it or take damage.
- Burning Hands:** 1d4/level fire damage (max 5d4).
- Choco Feather:** Quick reaction to slow a creature's fall.
- Endure Elements:** Subject is protected from hot and cold environments.
- Expeditious Construction:** You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick, 3 feet tall, and 10 feet long per 3 caster levels you possess (minimum 10 feet).
- Frostbite:** Target takes ice damage and is fatigued.
- Ice Dagger:** Creates a magical dagger out of ice, dealing additional ice damage.
- Jump:** Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.
- Longstrider:** Your speed increases by 10 ft.
- Pass without Trace:** One subject/level leaves no tracks.
- Produce Flame:** 1d6 damage + 1/level, touch or thrown.
- Rain:** 20-ft.-radius spread, inflicts Drenched status.
- Stone Fist:** Caster transforms his hands into living stone and able to deal lethal unarmed strikes.
- Summon Nature's Ally I:** Summons creature to fight.
- Swim:** Subject gains a swim speed of 30 feet.
- Water Blast:** A blast of water pushes the target back.
- Wind Armor:** Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.
- Wind Runner:** Caster increases his base land speed by 30 feet.
- Wind Shield:** Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL GEOMANCER SPELLS

- Barkskin:** Grants +2 (or higher) enhancement to natural armor.
- Binding Earth:** Target creature treats areas of earth and stone as difficult terrain.
- Burning Arc:** Deals 1d6 points of fire damage per level to primary target and arcs to secondary targets.
- Elemental Resistance:** Subject gains elemental resistance of a chosen type.
- Elemental Speech:** Enables you to speak to elementals and some creatures.
- Elemental Touch:** Caster infuses his hands with elemental energy of a chosen type.

Elemental Weapon: Creates a magical floating weapon of a chosen element type.

Endure Elements, Communal: As *endure elements*, but may divide the duration among creatures touched.

Flaming Sphere: Creates a globe of fire that rolls in the direction the caster desires, dealing 3d6 points of fire damage.

Float: Subject floats a couple of feet off the ground.

Frigid Touch: Target takes ice damage and is staggered.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *choco feather* and able to glide.

Groundswell: Enable target to raise the ground he's standing on five feet, which negates flanking bonuses.

Levitate: Subject is able to move up or down up to 20 feet each round.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.

Stone Call: Creates a rain of dirt, gravel, and small pebbles to fill the area, dealing 2d6 points of earth damage.

Summon Nature's Ally II: Summons creature to fight.

Wall Climb: Subject gains a climb speed of 20 feet.

Water Lung: Targets gain the ability to breathe water but can no longer breathe air.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL GEOMANCER SPELLS

Aqueous Orb: Creates rolling sphere of water.

Battering Blast: Target takes wind damage and subjects the target to a Bull Rush.

Burrow: Target gains a burrow speed of 15.

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Choco Feather, Mass: As *choco feather*, but multiple creatures.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Dispel: Cancels one magical spell or effect.

Downpour: 40-ft.-radius spread, inflicts Drenched status.

Elemental Resistance, Communal: As *elemental resistance*, but may divide the duration among creatures touched.

Elemental Aura: Creates an aura of a chosen element around the caster.

Fly: Subject gains a flying speed of 20 feet.

Hurricane Blast: Creates a severe blast of wind.

Hydraulic Torrent: Creates torrent of water that bull rushes any creature in its path.

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Longstrider, Greater: As longstrider, plus the speeds of other movement modes increase.

Meld into Stone: You and your gear merge with stone.

Quench: Extinguishes fires.

Shifting Sand: Creates difficult terrain and erases tracks; can carry creatures or objects along.

Sleet Storm: Creates a storm of driving sleet to block all sight and makes walking in the area difficult.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Summon Nature's Ally III: Summons creature to fight.

Wall Climb, Communal: As *wall climb*, but may divide the duration among creatures touched.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Barrier, Communal: As *wind barrier*, but may divide the duration among creatures touched.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL GEOMANCER SPELLS

Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).

Ball Lightning: Globes of lightning that deal 3d6 points of lightning damage each.

Comet: One exploding sphere that deals 10d6 damage (half fire/earth).
Control Water: Raises or lowers bodies of water.
Create Holds: You create a path of handholds on earthen, plaster, stone, or wooden walls.
Dimension Door: Teleports you a short distance.
Earth Glide: Gain the ability to pass through stone, dirt and earth.
Elemental Body I: Turns you into a Minor elemental.
Floatga: As *float*, but multiple creatures.
Freedom of Movement: Subject moves normally despite impediments to movement.
Geyser: Creates a geyser of boiling water.
Ice Storm: Creates hailstones that pound down on creatures, dealing 3d6 bludgeoning and 2d6 ice damage.
Life Bubble: Protects from environmental effects.
Protection from Elements: Subject gains temporary immunity to a chosen element.
Ride the Waves: Target can breathe water and swim.
River of Wind: Creates a powerful tempest in a 120-ft.-line.
Spike Stones: Creatures in area take 1d8 damage, may also be slowed.
Summon Nature's Ally IV: Summons creature to fight.
Volcanic Storm: Creates hot volcanic rocks that pound down on creatures, dealing 3d6 bludgeoning and 2d6 fire damage.
Water Walk, Communal: As *water walk*, but may divide the duration among creatures touched.

5TH-LEVEL GEOMANCER SPELLS

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.
Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.
Control Winds: Changes wind direction and speed.
Elemental Body II: Turns you into a Medium elemental.
Fickle Winds: Wind walls selectively block attacks.
Fire Snake: Creates a line of flames that the caster can shape as he desires, dealing 1d6 fire damage per level.
Flight: Caster gains a flying speed of 40 feet.
Icy Prison: Target becomes trapped in solid ice.
Lightning Arc: Deals 1d6 points of lightning damage per level between two targets.
Passwall: Caster is able to pass through plaster and stone walls.
Protection from Elements, Communal: As *protection from elements*, but may divide the duration among creatures touched.
Stoneskin: Subject gains damage reduction 10/adamantine.
Summon Nature's Ally V: Summons creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Wall of Fire: Creates an immobile, blazing curtain of fire.
Wall of Ice: Ice plane creates wall or hemisphere creates dome.

6TH-LEVEL GEOMANCER SPELLS

Binding Earth, Mass: Target creatures treats areas of earth and stone as difficult terrain.
Blazing Winds: Inflicts 4d6 points of fire damage + 1 per level and knocks them prone.
Cometra: As *comet*, but with 2 exploding spheres instead.
Dispel, Greater: As *dispel*, but with multiple targets.
Elemental Assessor: Elemental ray does 2d6 earth, fire, ice, and lightning damage, with one type persisting for 1d4 rounds.
Elemental Body III: Turns you into a Large elemental.
Freezing Sphere: Creates a globe of ice that explodes in a 40-ft.-radius burst, dealing 1d6 points of ice damage per level.
Icy Blast: Creates a line of ice slivers in a 30-ft.-line, dealing 1d6 points of ice damage per level.

Move Earth: Moves all kinds of dirt.

Path of the Winds: Winds sweep area clear of anything of Small or smaller size, and after act as wind wall.

Stoneskin, Communal: As *stoneskin*, but may divide the duration among creatures touched.

Summon Nature's Ally VI: Summons creature to fight.

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

Wind Walk: You and your allies turn vaporous and travel fast.

7TH-LEVEL GEOMANCER SPELLS

Control Weather: Changes weather in local area.

Elemental Body IV: Turns you into a Huge elemental.

Fire Storm: Deals 1d6/level fire damage.

Fluid Form: Caster's body transforms into a liquid state.

Fly, Mass: As *fly*, except all creatures within 30 feet.

Ice Body: Caster's body transforms into living ice.

Polar Ray: Ranged touch attack that deals 1d6 points of ice damage per level and 1d6 Dexterity.

Plane Shift: As many as eight subjects travel to another plane.

Scouring Winds: Creates a windstorm of stinging sand, dealing 3d6 points of wind damage each round.

Summon Nature's Ally VII: Summons creature to fight.

Vortex: Creates a powerful and immobile whirlpool in any body of liquid large enough.

Word of Recall: Teleports you back to designated place.

8TH-LEVEL GEOMANCER SPELLS

Earth Rupture: Intense tremor shakes 80-ft.-radius.

Fiery Body: Caster's body transforms into living flame.

Icy Prison, Mass: As *icy prison*, but all within 30 feet.

Iron Body: Your body becomes living iron.

Lightning Form: Caster's body transforms into lightning.

Seamantle: Caster is sheathed in a churning column of elemental water.

Stormbolts: Lightning spills forth from the caster's body in all directions in a 30-ft.-radius, dealing 1d6 points of lightning damage per level and stuns creatures for 1 round.

Summon Nature's Ally VIII: Summons creature to fight.

Wall of Lava: Creates a vertical wall of lava similar to *wall of fire*.

Whirlwind: Cyclone deals damage and can pick up creatures.

9TH-LEVEL GEOMANCER SPELLS

Clashing Rocks: Creatures Colossal-sized rocks to crush a single creature for 20d6 points of damage (half earth/bludgeoning).

Elemental Swarm: Summons multiple elementals.

Iceburg: Creates a truly massive glacier that can be used for many purposes.

Meteor: Four exploding spheres each deal 10d6 damage (half fire/earth).

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Summons creature to fight.

Tsunami: Creates a massive wave of water to crash over creatures and objects.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.