

# Silver Mount Collection Spells

## **Acidic Ray (Sp): (72) 5/day 6/day**

Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

## **Detect Poison (268)**

**School** divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target or Area** one creature, one object, or a 5-ft. cube

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

## **Enlarge Person (277) DC 14**

**School** transmutation; **Level** sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

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

**Target** one humanoid creature

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

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the

maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

## **Mage Armor (306)**

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**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.

## **Mending (312)**

**School** transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Casting Time** 10 minutes

**Components** V, S

**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 (313)

**School** transmutation [language-dependent]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature/level

**Duration** 10 min./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.

### Prestidigitation (325) DC 12 DC 13

**School** universal; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

**Saving Throw** see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change

to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### Resistance (334)

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

**Saving Throw** Will negates (harmless); **Spell**

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

### Shocking Gras p (343)

**School** evocation [electricity]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity 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).

### True Strike (363)

**School** divination; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, F (small wooden replica of an archery target)

**Range** personal

**Target** you

**Duration** see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

### Delay Poison (265)

**School** conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Fortitude negates (harmless); **Spell**

**Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

### Grease (291) DC 17 DC 19

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (butter)

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

**Target** one object or 10-ft. square

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

**Save** see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. 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 grease 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.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

**Slime Trail (Ex)** *A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.*

**Slime Trail (Ex)** *A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 19). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.*

### Neutralize Poison (316)

**School** conjuration (healing); **Level** bard 4, cleric 4, druid 3, paladin 4, ranger 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (charcoal)

**Range** touch

**Target** creature or object of up to 1 cu. ft./level touched

**Duration** instantaneous or 10 min./level; see text

**Saving Throw** Will negates (harmless, object); **Spell**

**Resistance** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

### Remove Disease (332)

**School** conjuration (healing); **Level** cleric 3, druid 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless); **Spell**

**Resistance** yes (harmless)

*Remove disease* can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent re-infection after a new exposure to the same disease at a later date.