



Further Tomes of E.O.M.

INTRODUCTION

Elements of Magic, by Natural 20 Press, provides an excellent alternate magic system for use within the d20 rule system. It allows for casting flexibility, character flexibility and manages at the same time to unify and codify the concepts and effects of various spell types. Quite frankly, it's a fantastic attempt to make a totally flexible magic system within the d20 rules without going into the pain that arises with a fully spontaneous any-effect-goes system. At least one that doesn't need a generous amount of DM adjudication...

At any rate, it's pretty easy to guess that I am quite enamoured with the system. The only problem was that, while it covered most of the bases of the core d20 spells, it didn't quite get them all. Further, there is no system I have ever read where I didn't see something I wanted to tweak (for whatever reasons my mind concocts internally). What you have here in this tome is the result. More effects and spells have been covered (not all yet, by a long shot), and a few alternate ideas are presented.

This tome will grow over time. As my own time permits I hope to update it further, with more alternate ideas, more effects and spells. And, of course, to correct anything I may have erred on. Comments, corrections, suggestions et al are appreciated! You can reach me via the web site below.

Hope you enjoy(ed).

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HOW TO USE THIS TOME, AND DESIGNER NOTES

Further Tomes of E.O.M. is a supplement meant to add to Natural 20 Press' *Elements of Magic* gaming supplement. Thus, you will need both a core book from Wizards of the Coast and the *Elements of Magic* book in order to use the material found within.

These lists are, for the most part, easily droppable into any campaign using the *Elements of Magic* system. Class information was not provided at this time; add to whom you feel appropriate.

This Tome is divided into Three main sections:

The first describes the Alter [Element] series of spells. There are 5 lists, one for each of the basic elements (earth, air, fire, water and biomatter). There also exists a few hybrid lists; these are not lists per se, but rather are spells that can be cast when the mage knows the appropriate Alter [Element] lists (for example, earth and water).

The second section is the group of additional lists, based on individual sets of effects. Some follow the generic path of lists (Do Something [With Something]), while others are more specific lists (akin to the Power Word list).

The last section presents a few lists that are related to each other: Light/Shadow and Suppress Sound/Voice. Additionally, there is an alternate set of rules for the Evoke Sound and Evoke Area Sound lists, based on the unique nature of sonic attacks.

In many cases, these lists were created by examining effects available in the Core Book spell lists, and adapting and unifying them. Referencing those original spells (which are identified in the list's description) provides all the necessary information on how to handle effects. (While I originally desired to insert the material from the SRD, time and space made me decide otherwise).

This tome was written quite rapidly, without fully back-checking the work done, ensuring that all power levels are appropriate, that it wasn't stepping on something else already done, etc. Not to mention spelling and grammar... if there is any problems, my apologies. Later versions should fix these (and you can always contact me at the web site given below).

May your mages benefit from this new tome.

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ALTER ENVIRONMENT [FIRE]

Transmutation

Classes:

Prerequisite: Infuse Object with Fire

Range: See Chart

Duration: 1 round/level (unless otherwise noted)

Saving Throw: Special

Spell Resistance: Special

When cast, this spell gives dominance over the effects of heat and fire within the area of effect. The spell has many different abilities; you choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Temperature:** Within the area of effect, the caster can change the ambient temperature of the air up or down by a number of degrees Celsius listed in the table.

- **Ignite:** By infusing the area with essence of the fire element, the caster causes items within the area of effect to be more prone to catching fire. The first number on the table indicates a modifier to the DC of any saves made vs fire made within the area of effect. At higher levels, Alter Environment can cause easily combustible materials (dry grass, kindling, paper) to spontaneously catch fire, without the presence of flame. The second number lists the DC of a save these items must make per minute while in the area of effect (do not apply the above modifier) or they will catch fire.

- **Quench:** The opposite of Ignite, Quench suppresses the fire element within the area of effect. At early levels it reduces the DC of fire saves; beginning at level 2 it extinguishes all normal fires in the area of effect. At level 4 the spell gains the ability to extinguish magical fires (d20+caster lvl vs 11+caster lvl). At the highest levels, the spell is able to act as an area of effect abjuration spell, reducing the damage from instantaneous magical fire effects. (q.v. Quench spell from CBI, with differences)

- **Pyrotechnics:** With this ability, the spell can turn a fire into either a burst of blinding fireworks or a thick cloud of choking smoke. (q.v. Pyrotechnics spell from CBI)

- **Firestorm:** At the highest level, the caster can unleash a burst of energy from the elemental plane of fire, scorching all within the area of effect for 24d6 damage. Note that the area of effect is one-half the regular maximum for the Alter Environment [Fire] list (ie 17 10' Cubes). The duration is instantaneous, and a reflex save is allowed for half damage.

LVL	Area of Effect	Range	Temperature (°C)	Ignite	Quench	Special
0	1 10' Cube	0	2	-2 / --	Hard to Light (-2)	
1	1 20' Cube	0	4	-4 / --	Hard to light (-5)	
2	3 20' Cubes	Close	8	-6 / --	Extinguish	Pyrotechnics
3	5 20' Cubes	Close	12	-6 / DC10		
4	7 20' Cubes	Medium	16	-8 / DC12	Affect Magical Fires	
5	9 20' Cubes	Medium	20	-8 / DC14		
6	11 20' Cubes	Medium	24	-10 / DC16	Reduce Damage (6)	
7	13 20' Cubes	Long	28	-10 / DC18	Reduce Damage (12)	
8	15 20' Cubes	Long	32	-12 / DC20	Reduce Damage (18)	
9	17 20' Cubes	LOS	36	-12 / DC22	Reduce Damage (24)	Firestorm

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ALTER ENVIRONMENT [EARTH]

Transmutation

Classes:

Prerequisite: Infuse Object with Earth

Range: See Chart

Duration: Instantaneous (unless otherwise noted)

Saving Throw: Special

Spell Resistance: Special

When cast, this spell gives dominance over the effects of earth, rock and sand within the area of effect. The spell has many different abilities; you choose the effect at the time the spell is cast and cannot change the effect once it has been cast. Some spell effects may only affect certain types of stone, listed below:

Natural Stone	Unmodified, untouched, natural
Dressed	Cut roughly into blocks, obelisk, etc
Carved	Statuary, stone railings, etc
Magical	Any of the above types that possess a permanent magical effect

• **Soften Earth and Stone:** Within the area of effect, stone or earth becomes softened. The maximum depth to which the caster can affect the stone is listed; note that these maximum depths may be modified by the DM based on the hardness of the stone. (q.v. Soften Earth and Stone spell from CBI)

• **Stone Shape:** You can form an existing piece of stone into any shape that suits your purpose. Early versions of the spell can only create rough shapes (crude coffers, doors, etc); any moving parts are 50% unlikely to work. Later versions allow for intricate detail (moving parts work) and, later still, fully carved detail (cathedral quality intricacy). Stone Shape effects only 1/10th the base area of effect, ie, 5 2' cubes at 3rd Level, etc. Stone shape has a range 4 levels lower, ie Touch at 3rd level, etc. (q.v. Stone Shape spell from CBI, with changes)

• **Move Earth:** Moving clay, loam and sand, this version is unable to affect rock formations or stone. Area of effect is twenty times the base, however, the maximum depths of dirt that can be dug out is listed on the table below. For every 5 20' cube moved, the spell takes a minute to accomplish its task. (q.v. Move Earth spell from CBI, with differences)

• **Spike Stones:** Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. This effect remains in effect for 1 hour/level. (q.v. Spike Stones spell from CBI)

• **Earthquake:** At the highest levels, the caster can unleash a burst of energy from the elemental plane of earth, causing an earthquake. The duration is one round, with effects listed in the Core Book. The area of effect for the earthquake is double the standard area; however, the squares must either be joined in a straight line of effect, or they may be arranged into a large cube/radius. (q.v. Earthquake spell from CBI)

LVL	Area of Effect	Range	Soften Earth and Stone	Stone Shape	Move Earth	Special
0	1 10' Cube	Close	Natural Stone (6" Max)	Natural Stone, Rough Shape	6" Max Depth	
1	1 20' Cube	Close	Natural Stone (2' Max)		1' Max Depth	
2	3 20' Cubes	Close	Natural Stone (4' Max)	Dressed Stone, Rough Shape	2' Max Depth	
3	5 20' Cubes	Medium	Dressed Stone (6' Max)		3' Max Depth	
4	7 20' Cubes	Medium	Dressed Stone (6' Max)	Dressed Stone, Intricate	5' Max Depth	Spike Stones
5	9 20' Cubes	Medium	Dressed Stone (8' Max)		7' Max Depth	
6	11 20' Cubes	Long	Carved Stone (8' Max)	Any Stone, Carved	10' Max Depth	
7	13 20' Cubes	Long	Carved Stone (10' Max)		12' Max Depth	
8	15 20' Cubes	Long	Magical Stone (10' Max)		15' Max Depth	Earthquake
9	17 20' Cubes	LOS	Magical Stone (12' Max)	Magical Stone, Intricate	20' Max Depth	

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ALTER ENVIRONMENT [AIR]

Transmutation

Classes:

Prerequisite: Infuse Object with Air

Range: 0 (unless otherwise noted)

Duration: 10 min/lvl (unless otherwise noted)

Saving Throw: Special

Spell Resistance: Special

When cast, this spell gives dominance over the effects of air and wind within the area of effect. The spell has many different abilities; you choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Control Winds:** You can alter wind force in the area surrounding you. The maximum wind force change is listed on the table below. You may create an 'eye' of calm air up to 40' in radius at the centre of the area if you so desire. (q.v. Control Winds spell from CBI)

- **Gust of Wind:** You create a strong blast of air that originates from you and moves in the direction you are facing. Size and distance of this gust is listed in the table below; the effect multiplier refers to the 'base' effect, listed in CBI. (q.v. Gust of Wind spell from CBI)

- **Solidify Air:** This effect causes air to become ultra-dense, capable of supporting weight. This air mass is only a foot thick, but is able to hold up to the weight (per individual, provided they are more than 5' apart) listed on the table. The plateau of air can begin anywhere up to Close range from the caster, and need not be supported in any way. The plateau may possess an incline up to 30 degrees from the horizontal.

- **Whirlwind:** At the highest levels the caster can, out of even still air, create a powerful cyclone of raging wind. The whirlwind lasts only 1/10th the duration of normal Alter Environment [Air] effects (ie, 1 round/level), and unlike the other spell effects of Alter Environment [Air], the whirlwind can be cast up to Long range. (q.v. Whirlwind spell from CBI)

LVL	Area of Effect	Control Winds	Gust of Wind	Solidify Air	Special
0	10' Radius		1' Cylinder to Close, 1/4 Strength	1 10' Square, (100 lbs)	
1	40' Radius	1 level	5' Cylinder to Close, 1/2 Strength	4 10' Squares (400 lbs)	
2	120' Radius		7' Cylinder to Close, 1/2 Strength	8 10' Squares (1000 lbs)	
3	200' Radius	2 levels	10' Cylinder to Medium, Full Strength	12 10' Squares (2000 lbs)	
4	280' Radius		13' Cylinder to Medium, Full Strength	16 10' Squares (2000 lbs)	
5	360' Radius	3 levels	16' Cylinder to Long, 2x Strength	20 10' Squares (2500 lbs)	
6	440' Radius		18' Cylinder to Long, 2x Strength	24 10' Squares (2500 lbs)	
7	520' Radius	4 levels	20' Cylinder to Long, 3x Strength	28 10' Squares (3000 lbs)	
8	600' Radius		25' Cylinder to Long, 4x Strength	32 10' Squares (3000 lbs)	Whirlwind
9	680' Radius	5 levels	30' Cylinder to Long, 5x Strength	36 10' Squares (3500 lbs)	

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ALTER ENVIRONMENT [WATER]

Transmutation

Classes:

Prerequisite: Infuse Object with Water

Range: See Chart

Duration: Instantaneous (unless otherwise noted)

Saving Throw: Special

Spell Resistance: Special

When cast, this spell gives dominance over the effects of water, moisture, and bodies of water within the area of effect. The spell has many different abilities; you choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Raise/Lower Water:** Within the area of effect, water can be displaced to raise or lower the surface level of the water. The maximum level the water can be raised/lowered listed. (q.v. Control Water spell from CBI)

- **Control Flow:** You can alter the flow of a body of water, similar to the way Control Winds controls air. The corresponding water flow levels are as follows:

Still	No flow, calm water
Light	Lazy river, water flowing over light incline
Moderate	Average river flow
Strong	Vigorous river, water sluice
Severe	Dangerous rapids
Whirlpool	Whirlpool

Water effects (except for Still) against creatures and vessels are treated as one level higher compared to wind effects; Whirlpool is considered as a Tornado. (q.v. Control Winds spell from CBI, with major changes)

- **Precipitation:** You cause moisture to fall from the air. The area of effect, duration and strength of the precipitation is listed in the table below. Note that the precipitation levels are maximums; they are dependant on the environment conditions (ie this effect cannot cause it to rain in a desert.

- **Mist/Fog:** Within the area listed, a misty vapour or fog coalesces into existence. These vapours obscure all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one half concealment; creatures further than 5 feet away have total concealment. The range of the Mist/Fog cloud is two levels lower than the standard Alter Environment [Water] spell (ie 0 range at level "0"-1, Close at 2-3, etc). (q.v. Obscuring Mist, Fog Cloud spells from CBI)

- **Dampness:** Objects within the area of effect gradually become humid, damp and then wet, as though the area were one of high humidity. Generally this will only damage fragile items (paper, certain powders, etc), but it may provide obscurement (misting over a mirror, for example) and may make fires harder to light. Exact effects are left to the DM.

- **Tsunami:** At the highest level, the caster can unleash a burst of energy from the elemental plane of water causing an tsunami on a body of water. The body of water must be at least 1 mile in width, so in most circumstances the tsunami can only be summoned from the sea, large lakes, or extremely big rivers. The wave is up to 40 feet high and 200 feet long. The wave can appear anywhere within the spell's range and immediately sweeps forward at a movement rate of 120, in the direction specified by the caster; this may take it out of the allowed range or even back at the caster. The tsunami builds to full size over 6 rounds; the duration of the spell is considered instantaneous.

LVL	Area of Effect	Range	Raise/Lower	Control Flow	Precipitation	Precipitation Duration	Mist/Fog	Special
0	1 5' Cube	Close	4"				10' Radius	Dampen
1	1 10' Cube	Close	1'	1 level	Drizzle (1/4 Mile Radius)	1d3 Hours	30' Radius	
2	3 10' Cubes	Medium	3'		Light Rain (1/2 Mile Radius)	1d6 Hours	short range	
3	5 10' Cubes	Medium	6'	2 levels	Downpour (1 Mile Radius)	1d12 Hours	35' Radius	
4	7 10' Cubes	Medium	10'		Downpour (2 Mile Radius)	2d12 Hours		
5	9 10' Cubes	Long	16'	3 levels	Downpour (4 Mile Radius)	3d12 Hours	40' Radius	
6	11 10' Cubes	Long	23'		Downpour (6 Mile Radius)	4d12 Hours	45' Radius	
7	13 10' Cubes	Long	30'	4 levels	Downpour (7 Mile Radius)	5d12 Hours	50' Radius	
8	15 10' Cubes	Long	37'		Downpour (8 Mile Radius)	6d12 Hours	55' Radius	
9	17 10' Cubes	LOS	44'	5 Levels	Downpour (9 Mile Radius)	7d12 Hours	60' Radius	Tsunami

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ALTER ENVIRONMENT [AIR, WATER]

Transmutation

Classes:

Prerequisite: Alter Environment [Air], [Water]

Range: 0 (unless otherwise noted)

Duration: Special

Saving Throw: None

Spell Resistance: No

[Note: This is not a separate spell list; casters who possess the Alter Environment lists for the elements listed above have access to this list automatically.]

When cast, this spell gives dominance over the effects of air and water within the area of effect.

- **Control Weather:** You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. Area of Effect and Duration are listed in the table. The Effects column indicates the maximum severity possible by the spell; the exact specifics are dependant on the existing conditions and DM ruling. (q.v. Control Weather spell from CBI)

ALTER ENVIRONMENT [EARTH, WATER]

Transmutation

Classes:

Prerequisite: Alter Environment [Earth], [Water]

Range: 0 (unless otherwise noted)

Duration: Special

Saving Throw: None

Spell Resistance: No

[Note: This is not a separate spell list; casters who possess the Alter Environment lists for the elements listed above have access to this list automatically.]

When cast, this spell gives dominance over the effects of earth and water within the area of effect.

- **Stone to Mud:** This spell turns rock of any sort into an equal volume of mud. The maximum depth of the mud created cannot exceed the amount listed on the table. At higher levels, the spell can affect dressed stone, and later carved stone as well. The maximum depth may be limited based on the stone type affected, at the DM's discretion. (q.v. Transmute Rock to Mud spell from CBI)

- **Mud to Stone:** This spell turns normal mud or quicksand of any depth into soft stone (sandstone or a similar material) permanently. Creatures in the mud are allowed a Reflex save to escape before the area is turned to stone. (q.v. Transmute Mud to Rock spell from CBI)

LVL	Duration	Area of Effect	Control Weather
0			
1			
2			
3			
4	1d6 hours	1/2 Mile Radius	Mild Effects
5	1d12 hours	1 Mile Radius	Medium Effects
6	4d12 hours	2 Mile Radius	Full Effects
7	5d12 hours	3 Mile Radius	
8	6d12 hours	4 Mile Radius	
9	7d12 hours	5 Mile Radius	Severe Effects

LVL	Area of Effect	Range	Transmute Stone to Mud
0	1 10' Cube	Close	
1	1 20' Cube	Close	Moist Earth to Mud, 1' Max Depth
2	3 20' Cubes	Close	
3	5 20' Cubes	Medium	Sand to Mud, 5' Max Depth
4	7 20' Cubes	Medium	
5	9 20' Cubes	Medium	Rock to Mud, 10' Max Depth
6	11 20' Cubes	Long	
7	13 20' Cubes	Long	Dressed Rock to Mud, 10' Max Depth
8	15 20' Cubes	Long	Dressed Rock to Mud, 15' Max Depth
9	17 20' Cubes	LOS	Carved Rock to Mud, 20' Max Depth

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ALTER ENVIRONMENT [EARTH, FIRE]

Transmutation

Classes:

Prerequisite: Alter Environment [Air], [Water]

Range: Medium

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

[Note: This is not a separate spell list; casters who possess the Alter Environment lists for the elements listed above have access to this list automatically.]

When cast, this spell gives dominance over the effects of fire and earth within the area of effect.

- **Lava Flow:** A sprint of lava bursts forth from an area of natural, undressed rock. This effect takes 4 rounds to occur: In the first round the ground tremors slightly, and those not wearing heavy feet covering such as metal boots can feel a slight warmth. In the second round of the spell the heat becomes very pronounced, and will ignite paper, cloth, and dry vegetation touching the ground. If the people in the area of effect did not announce that they were moving in this round, they are going to be injured. In the third round the ground becomes molten lava, wooden furniture bursts into flames, and metals with low melting points start to soften. In the fourth and subsequent rounds the magma spews forth. If the target surface is level, the magma's radius increases 5' every 3 rounds; if the surface is angled, the magma will flow in the direction of the slope, covering a 10' swath and advancing 5' every round. (See CB2 for the effects of lava)

LVL	Area of Effect	Range	Special
0			
1			
2			
3			
4			
5			
6			
7			
8			
9	Special	Medium	Lava Flow

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ALTER ENVIRONMENT [BIOMATTER]

Transmutation

Classes:

Prerequisite: Infuse Object with Biomatter

Range: 0 (unless otherwise noted)

Duration: 1 min/lvl (unless otherwise noted)

Saving Throw: Special

Spell Reistance: Special

When cast, this spell gives dominance over the effects of plants within the area of effect. The spell has many different abilities; you choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Entangle:** Grasses, weeds, bushes and even trees wrap, twist and entwine about creatures in the area or those who enter the area, holding them fast. Starting at level 2, the vegetation also grows spines, causing 1d4+1/caster level. The DC to escape the entanglement is also listed. (q.v. Entangle spell from CBI)

- **Wood Shape:** Enables you to form one existing piece of wood into any shape that suits your purpose. Early versions of the spell can only create rough shapes (crude coffers, doors, etc); any moving parts are 30% unlikely to work. Later versions allow for intricate detail (moving parts work) and, later still, fully carved detail (cathedral quality intricacy). Wood Shape has a range 3 levels lower, ie Touch at 3rd level, etc. (q.v. Wood Shape spell from CBI, with changes)

- **Warp Wood:** You cause wood to bend and warp, permanently destroying its straightness, form and strength. Alternatively, you can unwarped wood. (q.v. Warp Wood spell from CBI)

- **Enrichment:** This effect raises the potential productivity of all plants within the radius listed, by the percentage listed. (q.v. Plant Growth spell from CBI)

- **Plant Growth:** Normal vegetation becomes thick and overgrown. Plant Growth affects two times the radius listed under the Entangle effect. (q.v. Plant Growth spell from CBI)

- **Repel Wood:** Wooden objects in the path of the spell are pushed away from you. Repel Wood affects a straight-line path with a width two times the radius listed under the Entangle effect and 10 feet high. Repel Wood has a range 2 levels lower, ie Medium at 6th level, etc. (q.v. Repel Wood spell from CBI)

LVL	Range	Entangle	Wood Shape	Area of Effect	Warp Wood	Enrichment	
0	Close	Entangle, 15' Radius (DC 10)	Natural Wood	110' Cube	1/5 lb	10% Increase, 1/4 Mile Radius	
1	Close	Entangle, 40' Radius (DC 20)		120' Cube	1 lb	25% Increase, 1/4 Mile Radius	
2	Medium	Briar, 40' Radius (DC 20)	Hewn Wood	320' Cubes	3 lbs	25% Increase, 1/2 Mile Radius	Plant Growth/Diminish
3	Medium	Briar, 45' Radius (DC 20)	Any Wood	520' Cubes	5 lbs	33% Increase, 1/2 Mile Radius	
4	Medium	Briar, 50' Radius (DC 20)		720' Cubes	7 lbs	33% Increase, 3/4 Mile Radius	
5	Long	Briar, 50' Radius (DC 25)		920' Cubes	9 lbs	50% Increase, 3/4 Mile Radius	
6	Long	Briar, 55' Radius (DC 25)		1120' Cubes	11 lbs	50% Increase, 1 Mile Radius	Repel Wood
7	Long	Briar, 60' Radius (DC 25)	Magical Wood	1320' Cubes	13 lbs	75% Increase, 1 Mile Radius	
8	Long	Briar, 65' Radius (DC 30)		1520' Cubes	15 lbs	75% Increase, 2 Mile Radius	
9	LOS	Briar, 70' Radius (DC 30)		1720' Cubes	17 lbs	100% Increase, 2 Mile Radius	

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ALTER SIZE

Transmutation

Classes:

Prerequisite: None

Range: Close (25' + 5'/2 Levels)

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell causes instant growth or reduction of a creature or object (element). The subject grows or is reduced by a maximum percentage shown on the table below. Weight increases by approximately the cube of the size increase. Enlarged objects and creatures will break weak enclosures, but will be stopped by larger enclosures--the spell cannot be used to crush a creature by growth. (q.v. Enlarge, Reduce spells from CBI)

- **Max Size:** This represents the maximum enlargement or reduction that an object or creature can undergo with the spell.
- **Strength:** Due to growth or shrinkage, a person's strength will increase or decrease due to the spell. Adjust their strength score by the value listed.
- **Targets:** At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in this column.

Whether to use reduce or enlarge is determined at casting time and cannot be changed once cast.

LVL	Max Size	Strength	Targets	Duration
0	10%	1	Personal	1 min
1	20%	2	1	1min/lvl
2	35%	3		1min/lvl
3	50%	4		10m/lvl
4	70%	6	2	
5	100%	8		1h/1
6	150%	12	3	
7	200%	16	4	Permanent (D)
8	300%	24	5	
9	400%	32	6	

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CONTROL GRAVITY

Transmutation

Classes:

Prerequisite: None

Range: See Chart

Saving Throw: See Text

Spell Resistance: No

You can control the effects of gravity either on individuals or on entire areas. The effects grow more powerful and affect a larger number of people, objects or area as the list gains levels. You choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Jump:** The subject gains a bonus to their jump check and are not limited by the usual maximums for jumping distance. (q.v. Jump spell from CBI)

- **Levitate:** Subject may move up and down as they wish, up to 20' per round. This does not grant the creature any ability to move horizontally. (q.v. Levitate spell from CBI)

- **Fly:** Subject(s) gain(s) ability to fly with Good maneuverability class, up to 90' per round. At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. (q.v. Fly spell from CBI)

- **Feather Fall:** Without the spell power to fully reverse gravity, this early effect is still a useful tool to slow down falling objects. The "0"-level version slows the targeted creature/object enough so that they suffer only half-damage from a fall; at 1st level and above they suffer no damage from the soft landing. Additionally, at spell level 2 and above, this spell effect may be cast as a free action. (q.v. Feather Fall spell from CBI)

- **Reverse Gravity:** At higher levels, the spell can reverse gravity in the spell's area of effect, causing all unattached objects and creatures within to fall upwards. (q.v. Reverse Gravity spell from CBI)

Durations, range and Area of Effects are determined based on the effect used, be it Gravity Push or Reverse Gravity (indicated on the table below).

LVL	Gravity Push	Range	Duration	Reverse Gravity	Area of Effect	Range	Duration
0	Jump +10	Personal	1min/lvl	Feather Fall (1/2 dmg)	Single Object/Creature	Touch	1r/2 lvls
1	Jump +30	Close (25' + 5'/2 lvl)	1min/lvl	Feather Fall (Neg dmg)	Single Object/Creature	Close (25' + 5'/2 lvl)	1r/lvl
2	Levitate (20') Jump+50	Close (25' + 5'/2 lvl)	10min/lvl		10' Cube	Close (25' + 5'/2 lvl)	1r/lvl
3	Flight, 90'	Close (25' + 5'/2 lvl)	10min/lvl		2 x 10' Cubes	Close (25' + 5'/2 lvl)	1r/lvl
4		Close (25' + 5'/2 lvl)	10min/lvl		3 x 10' Cubes	Close (25' + 5'/2 lvl)	1r/lvl
5	Flight (2)	Close (25' + 5'/2 lvl)	10min/lvl		4 x 10' Cubes	Close (25' + 5'/2 lvl)	1r/lvl
6	Flight (4)	Close (25' + 5'/2 lvl)	10min/lvl		5 x 10' Cubes	Close (25' + 5'/2 lvl)	1r/lvl
7	Flight (6)	Med (100' + 10'/lvl)	1h/lvl	Reverse Gravity	7 x 10' Cubes	Med (100' + 10'/lvl)	1r/lvl
8	Flight (8)	Med (100' + 10'/lvl)	1h/lvl		9 x 10' Cubes	Med (100' + 10'/lvl)	1r/lvl
9	Flight (10)	Med (100' + 10'/lvl)	1h/lvl		11 x 10' Cubes	Long (400' + 40'/lvl)	1r/lvl

further Tomes of e.o.m.

DAZZLE [CREATURE]

Illusion (Pattern)

Classes:

Prerequisite: Figment, Charm [Creature], Compel [Creature]

Range: See Chart

Saving Throw: Will Negates

Spell Resistance: Yes

With this spell you create a series of interweaving multi-coloured patterns, flashes and illuminations that captivates those within its radius.

The number of HD affected by the patterns are listed in the table below. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first; all creatures receive a saving throw. Blind or sightless creatures are not affected. Affected creatures are captivated by the patterns, and suffer the effects listed with the Rainbow Pattern spell from CBI.

- **Move:** At higher levels, the caster can will the pattern to move up to the listed distance per turn. (q.v. Rainbow Pattern spell from CBI)

LVL	HD affected	Area	Duration	Range	Move?
0	5	Single Target	1 round	Close (25' + 5'/2 lvl)	Stationary
1	9	5' Radius Spread	Concentration + 1r/lvl	Close (25' + 5'/2 lvl)	
2	13	10' Radius Spread	Concentration + 1r/lvl	Close (25' + 5'/2 lvl)	
3	18		Concentration + 1r/lvl	Close (25' + 5'/2 lvl)	
4	24	15' Radius Spread	Concentration + 1r/lvl	Medium (100' + 10'/lvl)	Move Pattern 30'/r
5	31		Concentration + 1r/lvl	Medium (100' + 10'/lvl)	
6	39		Concentration + 1r/lvl	Medium (100' + 10'/lvl)	
7	48	20' Radius Spread	Concentration + 1r/lvl	Medium (100' + 10'/lvl)	Move Pattern 40'/r
8	60		Concentration + 1r/lvl	Long (400' + 40'/lvl)	
9	75	25' Radius Spread	Concentration + 1r/lvl	Long (400' + 40'/lvl)	

Further Tomes of E.O.M.

DIMENSIONS

Transmutation

Classes:

Prerequisite: Teleportation

Range: See Chart

Saving Throw: Special

Spell Resistance: Special

Involving powerful planar magic, the Dimensions list manipulates the subject's relationship to the planes of existence. You choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Create Pocket:** When cast, this carves a space in an extradimensional space that is outside the multiverse of the planes. This space can then be occupied; those inside disappear to where no creature can find them. The size of the Pocket, and where the pocket can appear is listed on the table below, as well as its duration. The range is always 0 or Touch (when using a rope). (q.v. Rope Trick spell from CBI)

- **Blink:** Like a blink dog, the subject "blinks" back and forth between the material and the Ethereal Planes. This has several useful effects in combat. (q.v. Floating Disk spell from CBI) At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses.

- **Plane Shift:** You move yourself or some other creature to another plane of existence or alternate dimension. (q.v. Plane Shift spell from CBI) The misdirection amount is listed; note that the spell is instantaneous and 'one way'.

- **Etherealness:** You become ethereal, along with your equipment. (q.v. Ethereal Jaunt spell from CBI) At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses.

- **Astral Projection:** Freeing your spirit from your physical body, this spell allows you to project an astral body into another plane altogether. (q.v. Astral Projection from CBI)

LVL	Create Pocket		Blink		Plane Shift	Etherealness		Astral Projection
	Effect	Duration	Range	Duration	Effect	Range	Duration	Effect
0	Personal, Next to You	10 min						
1	4 people, Next to You	10 min/lvl						
2	30' rope, 8 people	1h/lvl						
3	50' rope, 10 people	1h/lvl	Personal	1r/lvl				
4	60' rope, 15 People	1h/lvl	Touch	1r/lvl	Up to 8, Touch, Elemental PL., 5d100 scatter			
5	60' rope, 20 people	1h/lvl	Close	1r/lvl	Up to 8, Touch, Any Plane, 5d100 scatter			
6	60' rope, 30 people	1day/lvl	Close (2)	1m/lvl	8 Touch, Any Plane, 4d100	Personal	1r/lvl	
7	60' rope, 40 people	1day/lvl	Close (4)	1m/lvl	9 Touch, Any Plane, 3d100	Touch (2)	1r/lvl	
8	60' rope, 50 people	1day/lvl	Medium (6)	1m/lvl	9 Touch, Any Plane, 2d100	Touch (4)	1m/lvl	
9	60' rope, 60 people	1day/lvl	Medium (8)	1m/lvl	10 Touch, Any Plane, 1d100	Touch (6)	1h/lvl	Up to 8, Touch, Special

further Tomes of e.o.m.

DISTORTION

Illusion

Classes:

Prerequisite: Infuse [Creature] with Fire or Light

Range: See Table

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bends and twists light, blurring, distorting and displacing the subject's outline. This distortion makes it more difficult for an attacker to strike the subject. (q.v. Blur spell from CBI) A Sight spell of no less than 6th level is required to penetrate this distortion effect.

- **Concealment:** Due to the blur, the spell confers this amount of concealment upon the subject; the subject thus gains a % chance to be missed (q.v. Concealment, CBI)
- **Multiple Images:** At higher levels, the Distortion spell can refract the subject's light reflection to create multiple images of themselves. These images appear within 10 feet of the subject, and copy the subject's movements precisely. Enemies attempting to attack the subject must select from among the indistinguishable targets; hitting an illusory target does not do any damage nor affect the image in any way. As the spell level increases, not only do the number of images increase, but the subject and all images gain an additional blur affect. (q.v. Mirror Image spell from CBI, with changes)

LVL	Effect	Duration	Range
0	1/4 Concealment	1r	Personal
1	1/2 Concealment	1r/1vl	Personal
2	3/4 Concealment	1r/1vl	Personal
3	9/10 Concealment	1r/1vl	Touch
4	Full concealment	1r/1vl	Touch
5	2 images	1m/1vl	Touch
6	3 images, 1/4 Concealment	1m/1vl	Close (25' + 5'/2 lvl)
7	4 images, 1/2 Concealment	1m/1vl	Close (25' + 5'/2 lvl)
8	5 images, 1/2 Concealment	1m/1vl	Medium (100' + 10'/1vl)
9	6 images, 3/4 Concealment	1m/1vl	Medium (100' + 10'/1vl)

further Tomes of e.o.m.

[ELEMENT] SHIELD

Evocation [Element]

Classes:

Prerequisite: Abjure [Element], Invoke [Element]

Range: See Table

Saving Throw: None

Spell Resistance: Yes

This spell wreathes you in the chosen element, causing damage to each creature who attacks you in melee. Additionally, at higher levels you gain protection vs elemental effects of the opposite element. (q.v. Flame Shield spell from CBI)

- **Damage:** This damage is applied to creatures who attack you in melee. Note that weapons that have reach (such as pikes) do not endanger their wielders in this way.
- **Abjure:** At higher levels, the [Element] Shield spell acts as the Abjure [Element] list spell of the level listed. Note that the user is protected from the opposing element chosen for the [Element] Shield (ie, if this were an Ice or Water shield it would protect vs Fire attacks).
- **Targets:** At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in the range column.
- **Elemental Side Effects:** Level "0" to 5 have no elemental side effects, Level 6 to 8 have Low Intensity Side Effects, Level 9 has Medium Intensity Side Effects.

LVL	Damage	Abjure	Range	Duration
0	1 point		Personal	1 round
1	1 point		Personal	1r/lvl
2	1d3		Personal	1r/lvl
3	1d4+1		Personal	1r/lvl
4	1d6+1/lvl	Abjure 1	Personal	1r/lvl
5	1d6+1/lvl	Abjure 1	Touch	1r/lvl
6	2d6+1/lvl	Abjure 2	Touch	1r/lvl
7	2d6+1/lvl	Abjure 2	Close	1r/lvl
8	3d6+1/lvl	Abjure 3	Close (2)	1r/lvl
9	4d6+1/lvl	Abjure 4	Close (4)	1r/lvl

Further Tomes of E.O.M.

HAND MAGICS

Evocation

Classes:

Prerequisite: Create Force Object, Evoke Force

Range: See Chart

Saving Throw: Special

Spell Resistance: Yes

Similar in concept, if not in form or effect, to the Power Word list, the Hand Magics list provides a series of spell effects bound together by a common theme; in this case, it is the apparition of an ethereal, glowing hand.

Developed by a famous wizard many generations ago, this spell list has found its way into the spell repertoires of wizards everywhere. When cast, the spell conjures a force-based hand, who's size depends on the spell level cast. These hands can then perform various tasks, from the mundane (opening doors and windows) to the more complex (prodding people to follow) to the powerful (acting as a battering ram). These effects are listed below:

- **Opening Hand:** This small hand is capable of opening and closing a door, chest, box, window, bag, pouch, bottle or other container, up to its effective strength. (q.v. Open spell from CBI)
- **Holding Hand:** With palm held up, this hand can act as a plane of force, following you about and carrying objects, up to 100 lbs/caster level. (q.v. Floating Disk spell from CBI)
- **Annoying Hand:** Flying out to a designated target within range, this hand proceeds to flutter about, poking, prodding and generally making a nuisance of itself.

This has the effect of forcing Concentration rolls (vs DC15+Lvl) to perform any task properly. Spellcasters must make concentration rolls to cast or maintain concentration on spells; others must make their concentration roll or suffer a -2 penalty to any actions made that round. You can direct the hand onto another target each round as a standard action. (q.v. Summon Swarm spell from CBI, with differences)

- **Summon Hand:** This hand can be sent to find someone within the spell's range; the hand then beckons that person and leads them to you if they follow it. (q.v. Helping Hand spell from CBI)
- **Tripping Hand:** Designate a target; the hand will proceed to attempt to trip that person. The hand trips with an attack bonus equal to your level + your ability modifier + the hand's strength modifier. Use the hand's strength score to determine the outcome of the resulting opposed check should the initial attack be successful. The hand cannot be tripped if its tripping attempt fails. You can direct the hand onto another target each round as a standard action.
- **Interposing Hand, Forceful Hand, Grasping Hand, Clenched Fist, Crushing Hand:** (q.v. respective spells from CBI)

Note that higher level Hand spells can duplicate the effects of the lower level spells if desired, but will possess the greater range, size and strength benefit of the higher level hand. Exceptions to this are the special range of the Summon Hand (you cannot use its increased range for anything but summoning), duration does not increase when using a higher hand as a holding hand, and switching targets (for those hands capable of doing so) is done at more advantageous speed of the higher hand.

LVL	Hand Name	Hand Size	Strength	Duration	Range	Effect
0	Opening Hand	1' High	15	1r/lvl	Close (25' + 5'/2 lvls)	Opens and Closes door, chest, box, etc
1	Holding Hand	3' High	17	1h/lvl	Close (25' + 5'/2 lvls)	3' Hand, hold 100lb/lvl, move with you at normal speed
2	Annoying Hand	3' High	19	1r/lvl	Close (25' + 5'/2 lvls)	Pesters one person, forcing concentration rolls
3	Summon Hand	6' High	21	Special	1 Mile/lvl	Finds person, leads them back to you
4	Tripping Hand	6' High	23	1r/lvl	Close (25' + 5'/2 lvls)	Makes a Tripping Attack vs your opponent
5	Interposing Hand	10' High	25	1r/lvl	Medium (100'+10'/lvl)	Provides 9/10ths cover
6	Forceful Hand	10' High	27	1r/lvl	Medium (100'+10'/lvl)	Pushes away, Bullrush Opponent
7	Grasping Hand	10' High	29	1r/lvl	Medium (100'+10'/lvl)	Grapples Opponent
8	Clenched Fist	12' High	31	1r/lvl	Medium (100'+10'/lvl)	Attacks Opponent for damage and stun
9	Crushing Hand	12' High	33	1r/lvl	Medium (100'+10'/lvl)	Grapple, 1d6+12 damage

Further Tomes of E.O.M.

MOVEMENT

Transmutation

Classes:

Prerequisite: None

Range: See Chart

Saving Throw: Fortitude Negates (sometimes harmless)

Spell Resistance: Yes (sometimes harmless)

You take control and alter the speed and movement of the subject, allowing them to move more quickly, or to slow them down an equal amount. You choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Expeditious:** The subject gains an increase to their base movement rate. At level 1 and above, the subject's jumping distance is also doubled. At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. (q.v. Expeditious Retreat spell from CBI)

- **Sluggish:** The Subject has their movement rate reduced; this also reduces their jumping distance. At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. (q.v. Expeditious Retreat spell from CBI, reversed)

- **Haste:** Subject may take an extra partial action per turn, either before or after their normal action. Due to the extra movement, they may jump 1.5x their normal distance and gain a +2 Haste bonus to their Reflex Saves. At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. (q.v. Haste spell from CBI)

- **Slow:** Subject's actions are retarded, and may only take a single partial action per turn. They also suffer a -2 penalty to Reflex Saves, and jump half as far as normal. At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. (q.v. Slow spell from CBI)

Durations, range and Area of Effects are determined based on the effect used (Expeditious, Sluggish, Haste or Slow). Expeditious will cancel out the effects of Sluggish, and vice versa. Similarly, Haste cancels out the effects of Slow, and vice versa.

LVL	Expeditious	Duration	Sluggish	Duration	Range	Haste	Slow	Duration	Range
0	+10 Base Movement	1 round			Personal				
1	Double Base Movement	1r/1vl			Personal				
2		1m/1vl	-10' Movement	1r/1vl	Touch				
3		1m/1vl	1/2 Movement	1r/1vl	Close	Haste	Slow	1r/1vl	Touch
4		1m/1vl	Mass Sluggish (2)	1r/1vl	Close			1r/1vl	Close
5	Mass Expeditious (2)	1m/1vl	Mass Sluggish (4)	1m/1vl	Close		Mass Slow (2)	1r/1vl	Close
6	Mass Expeditious (4)	1m/1vl	Mass Sluggish (6)	1m/1vl	Close	Mass Haste (2)	Mass Slow (4)	1r/1vl	Close
7	Mass Expeditious (6)	1m/1vl	Mass Sluggish (8)	1m/1vl	Close	Mass Haste (4)	Mass Slow (6)	1r/1vl	Close
8	Mass Expeditious (8)	1m/1vl	Mass Sluggish (10)	1m/1vl	Close	Mass Haste (6)	Mass Slow (8)	1r/1vl	Close
9	Mass Expeditious (10)	1m/1vl	Mass Sluggish (12)	1m/1vl	Close	Mass Haste (8)	Mass Slow (10)	1r/1vl	Close

further Tomes of e.o.m.

POLYCHROMATICS

Evocation [Light]

Classes:

Prerequisite: Figment, Evoke Fire, Electricity, Acid and Death, Compel [Creature]

Range: 0

Area of Effect: Close (25' + 5'/2 Lvl's) Cone

Saving Throw: See Table

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicoloured beams of light to spray from your hand. Each beam has a different power; creatures in the area of effect are randomly struck by one or more beams (determined below). Additionally, creatures in the area of effect may also be blinded. (q.v. Colour Spray, Prismatic Spray spells from CB1, with changes)

- **Blinded:** Creatures in the area of effect may be blinded. Creatures with less HD than indicated in the Blind column must make a Fortitude saving throw or be blinded for the number of rounds listed.

- **Colour Rays:** To determine which beam(s) strike a creature within the area of effect, roll on the following table:

1d8	Colour
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by 2 rays; roll twice more

- **Ray Effects:** The table lists the individual effects of each beam, based on the level of the spell cast. The table also lists the type of damage/effect done, and what types of saving throw (and its effects) can be made per ray colour. Conditions inflicted are listed in CB2.

LVL	Blind Effect Max HD, Length	Red (Fire, Reflex Half)	Orange (Acid, Reflex Half)	Yellow (Electricity, Reflex Half)	Green (Poison, Fortitude Partial)	Blue (Fortitude Negates)	Indigo (Will Negates)	Violet (Will Negates)
0								
1	2 HD, 1d4 rounds	1	2	4	Strength -2, Negate	Unconscious (1d3 Rounds)	Dazzled (1d4 Rounds)	Stunned (1 Round)
2	3 HD, 1d4 rounds	4	8	16	Strength -2, Nauseated 1d3 Rounds	Unconscious (1d4 Rounds)	Dazzled (1d6 Rounds)	Stunned (1d4 Rounds)
3	4 HD, 1d4 rounds	7	14	28	CON -2, Nauseated 1d4 Rounds	Unconscious (1d6 Rounds)	Shaken (1d8 Rounds)	Fatigued (1d6 Rounds)
4	5 HD, 1d6 rounds	10	20	40	CON -2, 5 Damage	Paralyzed (1d6 Rounds)	Shaken (1d10 Rounds)	Fatigued (2d6 Rounds)
5	6 HD, 1d6 rounds	13	26	52	CON -4, 10 Damage	Paralyzed (1d8 Rounds)	Frightened (1d12 Rounds)	Energy Drain (1d3 Levels)
6	7 HD, 1d6 rounds	16	32	64	CON -6, 15 Damage	Paralyzed (1d10 Rounds)	Frightened (1d20 Rounds)	Energy Drain (1d6 Levels)
7	8 HD, 2d4 rounds	20	40	80	Killed, 20 Damage	Petrify	Insane	Sent to Another Plane
8	9 HD, 2d4 rounds	24	48	96	Killed, 25 Damage	Petrify	Insane	Sent to Another Plane
9	10 HD, 2d6 rounds	30	60	120	Killed, 30 Damage	Petrify	Insane	Sent to Another Plane

Further Tomes of E.O.M.

TELEKINISES

Transmutation

Classes:

Prerequisite: None

Range: See Chart

Duration: Concentration (up to 1 round/lvl) or Instantaneous

Saving Throw: Will Negates (Object, See Text)

Spell Resistance: Yes (Object, See Text)

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

With sustained force, moving objects requires a move equivalent action to manipulate the object. (q.v. Mage Hand, Telekinises spells from CBI)

Fine Manipulation refers to the rough capabilities of the telekinetic force:

- No: Can pull levers, push on doors, lift simple objects.
- Crude: Can turn knobs, operate switches.
- Yes: Operates much as the caster's hand.
- Extra Fine: Pick locks, undo buttons.
- Ultra Fine: Brain Surgery.

Violent thrust expends the spell's energy in one explosive moment (q.v. Telekiniss spell from CBI). The distance from each object to be thrust, the effective range of the objects and the damage done (relative to the spell description from CBI) are listed in the table below. 25 lbs per caster level can be affected this way.

LVL	Max Weight (in lbs)	Max Speed	Range	Fine Manipulation?	Thrust
0	5	15'	Close (25' + 5'/2 lvl)	No	---
1	25	15'	Close (25' + 5'/2 lvl)	No	---
2	75	15'	Close (25' + 5'/2 lvl)	No	---
3	125	15'	Medium (100' + 10'/lvl)	Crude	5' ea, 10' range, 1/2 damage
4	175	20'	Medium (100' + 10'/lvl)	Crude	5' ea, 50' range, 1/2 damage
5	225	20'	Long (400' + 40'/lvl)	Yes	10' ea, 90' range
6	275	25'	Long (400' + 40'/lvl)	Yes	10' ea, 110' range
7	325	30'	Long (400' + 40'/lvl)	Extra Fine	15' ea, 130' range
8	375	35'	LOS	Extra Fine	15' ea, 150' range, 1.5x dam
9	425	40'	LOS	Ultra Fine	15' ea, 170' range, 2x dam

Further Tomes of E.O.M.

LIGHT

Evocation [Light]

Classes:

Prerequisite: None

Range: See Chart

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow and emit light. The effect is immobile, but can be cast on a movable object. If the object is covered, the light is blocked until it is uncovered. Light taken into an area of magical Darkness of higher level does not work. (q.v. Light spell from CBI)

- Daylight: At higher levels, the caster may chose to make their light equivalent to actual (full spectrum) daylight, which may harm certain creatures. (q.v. Daylight spell from CBI)

Durations, range and the radius of illumination are determined based on the effect used (Light or Daylight).

SHADOW

Evocation [Shadow]

Classes:

Prerequisite: None

Range: See Chart

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness. The effect is immobile, but can be cast on a movable object. If the object upon which the Shadow is cast is covered the effect is blocked until the object is uncovered.

- Shadow: The Shadow effect affects normal light (torches, candles, etc do not work within its effects) and magical light of lower level within its zone of effect, but does not block darkvision.

- Darkness: Darkness possesses all the traits of Shadow, but even creatures who can normally see in the dark (such as with darkvision) are also unable to see. (q.v. Darkness spell from CBI)

LVL	Radius	Duration, Normal	Duration, Sunlight	Range, Normal	Range, Sunlight	LVL	Effect	Radius	Duration	Range
0	20'	10 min/lvl	-	Touch		0	Shadow	5'	1r/lvl	Touch
1	30'	1h/lvl	-	Touch		1	Shadow	10'	1min/lvl	Touch
2	40'	Permanent	-	Touch		2	Darkness	20'	10min/lvl	Touch
3	50'	Permanent	10 min/lvl	Touch	Touch	3	Darkness	30'	1h/lvl	Touch
4	60'	Permanent	10 min/lvl	Close	Touch	4	Darkness	40'	1h/lvl	Touch
5	65'	Permanent	10 min/lvl	Close	Close	5	Darkness	50'	1day/lvl	Touch
6	70'	Permanent	1h/lvl	Medium	Close	6	Darkness	60'	1day/lvl	Close (25' + 5'/2 lvl)
7	75'	Permanent	1h/lvl	Medium	Medium	7	Darkness	65'	1day/lvl	Close (25' + 5'/2 lvl)
8	80'	Permanent	1h/lvl	Long	Medium	8	Darkness	70'	1day/lvl	Close (25' + 5'/2 lvl)
9	85'	Permanent	1h/lvl	Long	Long	9	Darkness	75'	1day/lvl	Medium (100' + 10'/lvl)

Further Tomes of E.O.M.

CANCEL SOUND

Illusion (Glamer)

Classes:

Prerequisite: Abjure [Sound]

Range: See Chart

Saving Throw: Will negates or none (object)

Spell Reistance: Yes or No (object)

Upon the casting of this spell, sound within an area is dampened dramatically. (q.v. Silence spell from CBI, with changes)

VOICE PROJECTION

Illusion (Glamer)

Classes:

Prerequisite: Evoke [Sound]

Range: See Chart

Saving Throw: Will negates or none (object)

Spell Reistance: Yes or No (object)

You can project voices in various ways, either as a distraction or to send messages. You choose the effect at the time the spell is cast and cannot change the effect once it has been cast.

- **Messages:** With this effect you can whisper messages and receive whispered replies with little chance of being overheard. (q.v. Message spell from CBI) The number of creatures one can link with is listed in the table below. Starting beyond the 1st level spell, while the targets must be within range at time of casting, once cast they may move one range bracket higher without disrupting the spell. At 3rd level, the caster need not point to designate targets. At 5th level, the participants may subvocalize their speech rather than whispering; this provides a +5 to the DC to read their lips while communicating.

- **Voice Projection:** You can make your voice seem to issue from someplace else. (q.v. Ventriloquism spell from CBI) At higher levels, the spell becomes multitargeting, able to affect the number of creatures listed in parentheses. The Range column indicates how far the voice can be projected; the range of the spell's subject is listed under the Projection column. At higher levels, the voice can be Amplified as well as projected, as listed.

LVL	Effect	Range	Duration	LVL	Messages	Projection	Range	Duration
0	-5 listen check, 5' radius	Medium	1r/1v1	0	1 Creature	Personal	Close	1r/1v1
1	-10 listen check, 10' radius	Medium	1r/1v1	1	1 Creature, +1 range bracket	Personal	Close	1m/1v1
2	silence, 15' radius	Long	1m/1v1	2	3 Creatures	Touch	Close	1m/1v1
3		Long	1m/1v1	3	5 Creatures, No Point Targeting	Amplify (2x)	Medium	10m/1v1
4	silence, 20' radius	Long	1m/1v1	4	7 Creatures, Subvocalize	Close	Medium	10m/1v1
5		Long	10m/1v1	5	9 Creatures	Amplify (3x)	Medium	10m/1v1
6		Long	10m/1v1	6	11 Creatures	Medium	Long	10m/1v1
7	silence 25' radus	Long	10m/1v1	7	13 Creatures	Amplify (4x)	Long	10m/1v1
8		Long	1h/1v1	8	15 Creatures	Medium (2)	Long	10m/1v1
9	silence 30' radius	Long	1h/1v1	9	17 Creatures	Amplify (5x), Medium (4)	Long	1h/1v1

further Tomes of e.o.m.

EVOKE SOUND, EVOKE AREA SOUND

[Modification, q.v. Shatter, Shout spells from CBI]

Saving Throw: Fortitude Half

Spell Resistance: Yes

The effects of the Evoke Sound and Evoke Area Sound spell lists are a bit different than other [elements], due to the unique nature of sound waves.

- **Missiles:** There are no Evoke Sound Missiles.
- **Damage:** Damage done to targets depends on the target's structure. **Crystalline objects** (glass, ceramics, etc), **Solid Objects** (stone, hard wood, metal, etc) and **Living Creatures** (humanoids, dragons, animals, etc). Each takes damage appropriate for their composition, listed on the table below. Thus, brittle objects will be easily shattered by the spell, while hardier objects require a much more concentrated attack.
- **Deafness:** Living creatures may be temporarily deafened by a sonic attack. Creatures failing their saving throw take full damage and are rendered deaf for the time listed; a successful save negates the deafness and reduces the damage by half. (q.v. Shout Spell from CBI)
- **Max +:** Per standard EOM rules, level 1 spells get a maximum +5 damage, 2nd level have a maximum of +10 and 3rd level spells have a maximum of +15.

LVL	Evoke Sound, Ray				Evoke Sound, Area			
	Crystalline	Solid	Living	Deafness	Crystalline	Solid	Living	Deafness
0	1d8	1d4	1d2	--	1d2	--	1	1
1	2d8 +1/1v1	1d8 +1/1v1	1d4 +1/1v1	--	1d4 +1/1v1	1	1d2 +1/1v1	1d2
2	4d8 +1/1v1	2d8 +1/1v1	2d4 +1/1v1	1r	1d8 +1/1v1	1d2 +1/1v1	1d4 +1/1v1	1d4
3	6d8 +1/1v1	3d8 +1/1v1	3d4 +1/1v1	1d4r	3d8 +1/1v1	1d4 +1/1v1	2d4 +1/1v1	2d4
4	8d8 +1/1v1	4d8 +1/1v1	4d4 +1/1v1	1d4r	5d8 +1/1v1	1d8 +1/1v1	3d4 +1/1v1	3d4
5	10d8 +1/1v1	5d8 +1/1v1	5d4 +1/1v1	2d4r	7d8 +1/1v1	2d8 +1/1v1	4d4 +1/1v1	4d4
6	12d8 +1/1v1	7d8 +1/1v1	6d4 +1/1v1	2d4r	9d8 +1/1v1	4d8 +1/1v1	5d4 +1/1v1	5d4
7	14d8 +1/1v1	9d8 +1/1v1	7d4 +1/1v1	3d4r	11d8 +1/1v1	6d8 +1/1v1	6d4 +1/1v1	6d4
8	16d8 +1/1v1	11d8 +1/1v1	8d4 +1/1v1	3d4r	13d8 +1/1v1	8d8 +1/1v1	7d4 +1/1v1	7d4
9	18d8 +1/1v1	13d8 +1/1v1	10d4 +1/1v1	4d4r	15d8 +1/1v1	10d8 +1/1v1	8d4 +1/1v1	8d4



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