

# Scarred Lands Spells – adapted for 3.5 use

by Richard Dufault

## Cold snap

*Numbs and injures an opponent with bone-chilling cold..*

Evocation (Cold)

**Level:** Drd2, Sor/Wiz2

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** 1 creature or object

**Duration:** See Text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A wave of cold sinks into the target creature's very bones. The target takes 1d4 cold damage per caster level (maximum 10d4). Additionally, the target may only take a partial action the following round and suffers a -4 Dex penalty. Jumping distance is also reduced by 1/2.

Alternatively, a single object may be affected by *Cold Snap*. The object's effective hardness is halved until the caster's next action.

## Enkili's Prank

*Causes the target to cast the wrong spell*

Enchantment/Compulsion (Chaotic, Mind-Affecting)

**Level:** Brd2, Sor/Wiz2, Trickery2

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Target:** 1 spellcaster

**Duration:** 1 hour or until discharge

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target knows a spell was cast on him, but feels no effect and does not know if he saved or not. Save is rolled by the DM. Detect magic will show an enchantment effect on the target.

If the target failed his save, the next spell he casts will be randomly selected from his other spells available for the day. The target will remain the same, if possible, but the effects might be much different.

If no spells are known, or if the caster only has one spell available, the spell fails. This does not affect spells cast from scrolls, wands or other items.

## Ganest's Farstrike

*Creates a bolt of flame with exceptional range.*

Evocation (Fire)

**Level:** Drd3, Fire3, Sor/Wiz2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Visual Range

**Target:** 1 creature or object

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

A bolt of flame flies from the caster's finger to strike any target within sight. So long as the target can be seen directly (no scrying), it is in range of this spell. Damage: 1d4 per caster level (maximum 10d4) and may set fire to flammable targets. This spell does not affect targets submerged in water.

## Grim Feast

*Allows a necromancer to suck residual life from fresh corpses*

Necromancy (Evil)

**Level:** Cleric 1, Death 1

**Components:** V, S, F

**Casting Time:** 1 action

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

**Target:** 1 fresh corpse per caster level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** None

The caster may harvest residual life force from corpses less than one hour dead. 1 Corpse per level within range of the caster may be affected. For each corpse so drained, the caster gains 1d4 hit points.

Hit points gained in excess of the caster's hit points remain for an hour after casting.

Drained corpses shrivel up and may not be animated or used for necromantic purposes. They may be raised from the dead as usual. Corpses must size Small or larger. Large corpses count as 2 corpses, Huge count as 4, Gargantuan count as 8. Partial draining of such corpses is possible.

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### Hunter's Stalk

*Turns one creature into a stealthy hunter.*

Illusion (Glamer)

**Level:** Drd2, Rgr2

**Components:** V, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 creature

**Duration:** 1 minute / Level

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

**Spell Resistance:** Yes (harmless)

In natural settings, target creature gives off no scent, has a +10 bonus to obscure its trail and enjoys +5 to Move Silent checks. Beyond 30 feet, the target is treated as Invisible if it moves at ½ speed and does not take any actions other than moving or readying a weapon.

Natural settings means no construction within 30 feet, and at least some form of vegetative, hilly or rocky cover.

### Shade's Sight

*Allows a creature to look out of shadows he can see.*

Divination

**Level:** Brd1, Rgr 1, Sor/Wiz1

**Components:** S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 creature

**Duration:** 10 minutes per level

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

**Spell Resistance:** Yes (harmless)

Target creature may use any shadow within 30ft. +5ft. per caster level as a sight organ. This may allow the creature to see around corners, and can help the creature see itself hiding in shadows: +2 circumstance bonus to Hide skill.

### Song of Heroes

*Inspires allies to fight beyond their skills.*

Charm

**Level:** Brd3

**Components:** V, S

**Casting Time:** 1 round

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

**Target:** 1 creature per caster level

**Duration:** Concentration + 2 rounds

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

**Spell Resistance:** Yes (harmless)

One ally per level within range receives a +3 morale bonus to attack, damage and saves while the bard sings, and for two rounds afterwards.

### Sunspear

*Creates a brilliant spear made of sunlight.*

Healing (Healing, Sun)

**Level:** Cl3, Sun3

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Target:** Special

**Duration:** 1 minute/Lvl or instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

Casting this spell creates a glowing spear in the hands of the caster. The spear's enhancement bonus is +1/4 levels, rounded down. The spear glows as a *Light* spell.

The Spear may be created as a short spear, half spear or long spear, and may be used normally for the standard duration of the spell. The caster may hand the spear to another creature.

If the spear is thrown, or if the wielder desires it, or if the spear is wrested from the wielder's hand, the spear flares and disappears. Make a touch attack (if thrown, the Ranged Touch Attack has no range penalties out to the spell's range, see above). If the target is hit, it is Cured of 2d4hp+(2/level of caster, maximum +10).

Undead susceptible to sunlight, such as shadows or vampires, take double damage from the reversed Cure. The spear also flares at the point of impact, creating an instantaneous Sunlight effect in a 20 foot radius emanation. If the Ranged Touch Attack missed, assume the spear landed in the square directly behind the target.

Enemies in the Sunlight area of effect must make a Fortitude save or be blinded for 1d4 rounds.

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**Vangal's Wounding**

*Causes target's wounds to keep bleeding*

Necromancy (Evil, Destruction)

**Level:** Cleric 3, Destruction 3

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** 1 injured creature

**Duration:** 1 round per level, maximum 10 rounds

**Saving Throw:** Fortitude ½

**Spell Resistance:** Yes

The affected creature must already be injured, either by spell or physical damage. The creature loses 1d6 hit points per round until the end of the spell's duration, or until it is fully healed of all damage.

Creatures that do not have blood, or that are immune to critical hits cannot be affected by this spell.