

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

<p><b>Detect Magic</b> <span style="float: right;"><b>Wizard 0</b></span></p> <p><b>School:</b> Divination  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> 60 ft.  <b>Area:</b> Cone-shaped emanation  <b>Duration:</b> Concentration, up to 1 min./level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras.  <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura.  <i>3rd Round:</i> 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).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> 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, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> 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 <i>detect magic</i> 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:</p> <p><b>Original Strength - Duration of Lingering Aura</b>  Faint - 1d6 rounds  Moderate - 1d6 minutes  Strong - 1d6 x 10 minutes  Overwhelming - 1d6 days</p> <p>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.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>	<p><b>Mending</b> <span style="float: right;"><b>Wizard 0</b></span></p> <p><b>School:</b> Transmutation / Metal Elemental  <b>Components:</b> V, S  <b>Casting Time:</b> 10 minutes  <b>Range:</b> 10 ft.  <b>Target:</b> One object of up to 1 lb./level  <b>Duration:</b> Instantaneous  <b>Save:</b> Will negates (harmless, object)  <b>Resistance:</b> Yes (harmless, object)</p> <p>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.</p>
<p><b>Mage Hand</b> <span style="float: right;"><b>Wizard 0</b></span></p> <p><b>School:</b> Transmutation  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One nonmagical, unattended object weighing up to 5 lbs.  <b>Duration:</b> Concentration  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>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.</p>	<p><b>Message</b> <span style="float: right;"><b>Wizard 0</b></span></p> <p><b>School:</b> Transmutation / Air Elemental [language-dependent]  <b>Components:</b> V, S, F (a piece of copper wire)  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Target:</b> One creature/level  <b>Duration:</b> 10 min./level  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>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.</p>
<p><b>Charm Person</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Enchantment / Wood Elemental (Charm) [Mind-Affecting]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One humanoid creature  <b>Duration:</b> 1 hour/level  <b>Save:</b> DC 17 Will negates  <b>Resistance:</b> Yes</p> <p>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.</p> <p>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.</p>	

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

### Color Spray

Wizard 1

**School:** Illusion (Pattern) [Mind-Affecting]  
**Components:** V, S, M (red, yellow, and blue powder or colored sand)  
**Casting Time:** 1 action  
**Range:** 15 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous; see text  
**Save:** DC 17 Will negates  
**Resistance:** Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

### Enlarge Person

Wizard 1

**School:** Transmutation  
**Components:** V, S, M (powdered iron)  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature  
**Duration:** 1 min./level (D)  
**Save:** DC 17 Fortitude negates  
**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.

### Grease

Wizard 1

**School:** Conjuration / Earth Elemental (Creation)  
**Components:** V, S, M (butter)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One object or 10-ft. square  
**Duration:** 1 min./level (D)  
**Save:** DC 18 See text  
**Resistance:** 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.

### Mage Armor

Wizard 1

**School:** Conjuration (Creation) [Force]  
**Components:** V, S, F (a piece of cured leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Save:** Will negates (harmless)  
**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.

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### Shield

Wizard 1

**School:** Abjuration / Void Elemental [Force]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk 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.

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

### Arcane Lock Wizard 2

**School:** Abjuration  
**Components:** V, S, M (gold dust worth 25 gp)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Door, chest, or portal touched, up to 30 sq. ft./level in size  
**Duration:** Permanent  
**Save:** None  
**Resistance:** No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.

### Bull's Strength Wizard 2

**School:** Transmutation  
**Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### Glitterdust Wizard 2

**School:** Conjunction / Earth Elemental / Metal Elemental (Creation)  
**Components:** V, S, M (ground mica)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Creatures and objects within 10-ft.-radius spread  
**Duration:** 1 round/level  
**Resistance:** No

Save Will negates (blinding only); SR no A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

### Hideous Laughter Wizard 2

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (tiny fruit tarts and a feather)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature; see text  
**Duration:** 1 round/level  
**Save:** DC 18 Will negates  
**Resistance:** Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

### Knock Wizard 2

**School:** Transmutation  
**Components:** V  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** One door, box, or chest with an area of up to 10 sq. ft./level  
**Duration:** Instantaneous; see text  
**Save:** None  
**Resistance:** No

*Knock* opens stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

### Mirror Image Wizard 2

**School:** Illusion (Figment)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

Rope Trick	Wizard 2	Dispel Magic	Wizard 3
<p><b>School:</b> Transmutation</p> <p><b>Components:</b> V, S, M (powdered corn and a twisted loop of parchment)</p> <p><b>Casting Time:</b> 1 action</p> <p><b>Range:</b> Touch</p> <p><b>Target:</b> One touched piece of rope from 5 ft. to 30 ft. long</p> <p><b>Duration:</b> 1 hour/level (D)</p> <p><b>Save:</b> None</p> <p><b>Resistance:</b> No</p> <p>When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.</p>		<p><b>School:</b> Abjuration / Void Elemental</p> <p><b>Components:</b> V, S</p> <p><b>Casting Time:</b> 1 action</p> <p><b>Range:</b> Medium (100 + 10 ft./level)</p> <p><b>Target:</b> One spellcaster, creature, or object</p> <p><b>Duration:</b> Instantaneous</p> <p><b>Save:</b> None</p> <p><b>Resistance:</b> No</p> <p>You can use dispel magic 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 magic. Dispel magic 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 magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.</p> <p><b>Targeted Dispel:</b> One object, creature, or spell is the target of the dispel magic 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 magic, targeting a creature affected by stonewall (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 stonewall (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 stonewall 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.</p> <p><b>Counterspell:</b> When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.</p>	

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

<p><b>Fly</b> <span style="float: right;"><b>Wizard 3</b></span></p> <p><b>School:</b> Transmutation / Air Elemental  <b>Components:</b> V, S, F (a wing feather)  <b>Casting Time:</b> 1 action  <b>Range:</b> Touch  <b>Target:</b> Creature touched  <b>Duration:</b> 1 min./level  <b>Save:</b> Will negates (harmless)  <b>Resistance:</b> Yes (harmless)</p> <p>The subject can fly at a speed of 60 feet (or 40 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. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. 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, but not if it is negated by an antimagic field.</p>	<p><b>Phantom Steed</b> <span style="float: right;"><b>Wizard 3</b></span></p> <p><b>School:</b> Conjuration (Creation)  <b>Components:</b> V, S  <b>Casting Time:</b> 10 minutes  <b>Range:</b> 0 ft.  <b>Effect:</b> One quasi-real, horselike creature  <b>Duration:</b> 1 hour/level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.</p> <p>8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.</p> <p>10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).</p> <p>12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.</p> <p>14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.</p>
<p><b>Haste</b> <span style="float: right;"><b>Wizard 3</b></span></p> <p><b>School:</b> Transmutation  <b>Components:</b> V, S, M (a shaving of licorice root)  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One creature/level, no two of which can be more than 30 ft. apart  <b>Duration:</b> 1 round/level  <b>Save:</b> Fortitude negates (harmless)  <b>Resistance:</b> Yes (harmless)</p> <p>The transmuted creatures move and act more quickly than normal. This extra speed has several effects.</p> <p>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 <i>speed</i> 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.)</p> <p>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.</p> <p>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 <i>haste</i> effects don't stack. <i>Haste</i> dispels and counters <i>slow</i>.</p>	<p><b>Summon Monster III</b> <span style="float: right;"><b>Wizard 3</b></span></p> <p><b>School:</b> Conjuration (Summoning)  <b>Components:</b> V, S, F/DF (a tiny bag and a small candle)  <b>Casting Time:</b> 1 round  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Effect:</b> One summoned creature  <b>Duration:</b> 1 round/level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>This spell functions like <i>summon monster I</i>, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.</p>
	<p><b>Arcane Eye</b> <span style="float: right;"><b>Wizard 4</b></span></p> <p><b>School:</b> Divination (Scrying)  <b>Components:</b> V, S, M (a bit of bat fur)  <b>Casting Time:</b> 10 minutes  <b>Range:</b> Unlimited  <b>Effect:</b> Magical sensor  <b>Duration:</b> 1 min./level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal. You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.</p>

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

<p><b>Black Tentacles</b> <span style="float: right;"><b>Wizard 4</b></span></p> <p><b>School:</b> Conjuration (Creation)  <b>Components:</b> V, S, M (octopus or squid tentacle)  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Area:</b> 20-ft.-radius spread  <b>Duration:</b> 1 round/level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.</p> <p>If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.</p>	<p><b>Dimensional Anchor</b> <span style="float: right;"><b>Wizard 4</b></span></p> <p><b>School:</b> Abjuration  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Effect:</b> Ray  <b>Duration:</b> 1 min./level  <b>Save:</b> None  <b>Resistance:</b> Yes (object)</p> <p>A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.</p>
<p><b>Confusion</b> <span style="float: right;"><b>Wizard 4</b></span></p> <p><b>School:</b> Enchantment (Compulsion) [Mind-Affecting]  <b>Components:</b> V, S, M/DF (three nutshells)  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Target:</b> All creatures in a 15-ft.-radius burst  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 20 Will negates  <b>Resistance:</b> Yes</p> <p>This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.</p> <p>d% - Behavior  01-25 - Act normally  26-50 - Do nothing but babble incoherently  51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand  76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)</p> <p>A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).</p>	<p><b>Feeblemind</b> <span style="float: right;"><b>Wizard 5</b></span></p> <p><b>School:</b> Enchantment (Compulsion) [Mind-Affecting]  <b>Components:</b> V, S, M (a handful of clay, crystal, or glass spheres)  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Target:</b> One creature  <b>Duration:</b> Instantaneous  <b>Save:</b> DC 21 Will negates; see text  <b>Resistance:</b> Yes</p> <p>Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma based skills, cast spells, 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 a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.</p>

## Capt Tick Tock - Clockwork Mage, Wizard 9 – Spells

Teleport	Wizard 5	Wall of Force	Wizard 5
<p><b>School:</b> Conjuration / Void Elemental (Teleportation)  <b>Components:</b> V  <b>Casting Time:</b> 1 action  <b>Range:</b> Personal Touch  <b>Target:</b> You and touched objects or other touched willing creatures  <b>Duration:</b> Instantaneous  <b>Save:</b> None and Will negates (object)  <b>Resistance:</b> No and yes (object)</p> <p>This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.</p> <p><b>Familiarity:</b> "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.</p> <p><b>On Target:</b> You appear where you want to be.</p> <p><b>Off Target:</b> You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.</p> <p><b>Similar Area:</b> You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.</p> <p><b>Mishap:</b> You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.</p> <p>Familiarity - On Target - Off Target - Similar Area - Mishap            Very familiar - 01-97 - 98-99 - 100 - -            Studied carefully - 01-94 - 95-97 - 98-99 - 100            Seen casually - 01-88 - 89-94 - 95-98 - 99-100            Viewed once - 01-76 - 77-88 - 89-96 - 97-100            False destination - - - - 81-92 - 93-100</p>		<p><b>School:</b> Evocation [Force]  <b>Components:</b> V, S, M (powdered quartz)  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Effect:</b> Wall whose area is up to one 10-ft. square/level  <b>Duration:</b> 1 round /level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it.</p> <p>A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.</p> <p>Breath weapons and spells cannot pass through a wall of force in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a wall of force. The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.</p> <p>Wall of force can be made permanent with a permanency spell.</p>	