Level 3 Spells

**Dispel Magic**

Abjuration  
Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, 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.

Note: 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 three ways: a targeted dispel, an area dispel, or a counterspell:

**Targeted Dispel**

One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell’s caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), 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. If you succeed, all the item’s magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (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.

**Area Dispel**

When dispel magic is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature’s magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell**

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.

**Fireball**

**Evocation [Fire]  
Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area**: 20-ft.-radius spread  
**Duration**: Instantaneous  
**Saving Throw**: Reflex half  
**Spell Resistance**: Yes

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component  
A tiny ball of bat guano and sulfur.

**Mage Armor Greater**

Mage Armor, Greater  
Conjuration(Creation)[Force]  
Level: Sorcerer/Wizard 3  
Components: V, S

*An invisible sheen of armor-shaped force surrounds you.*

This spell functions like [*mage armor*](http://therafimrpg.wikidot.com/mage-armor)(PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

**Heroism**

Enchantment (Compulsion) [Mind-Affecting]  
Level: Brd 2, Sor/Wiz 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

**Junglerazer**

JUNGLERAZER  
Necromancy  
Level: Druid 3, sorcerer/wizard 3  
Components: V, S, M  
Casting Time: 1 standard action  
Range: 120 ft.  
Area: 120-ft. line  
Duration: Instantaneous  
Saving Throw: Refl ex half  
Spell Resistance: Yes

*Invisible destructive energy springs silently  
forth from you, instantly destroying all  
natural plant life in the area and leaving a  
path of ash in its wake.*

Fey, vermin, plants and plant creatures,  
and animals caught in the area take  
1d10 points of negative energy damage  
per caster level (maximum 10d10).

Material Component: A pinch of ash  
from a burnt plant.

**Lightning Bolt**

**Evocation [Electricity]  
Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** 120 ft.  
**Area:** 120-ft. line  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell’s range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component  
A bit of fur and an amber, crystal, or glass rod.

**Secret Page**

Transmutation  
Level: Brd 3, Sor/Wiz 3  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Touch  
Target: Page touched, up to 3 sq. ft. in size  
Duration: Permanent  
Saving Throw: None  
Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. [Explosive runes](http://therafimrpg.wikidot.com/explosive-runes) or [sepia snake sigil](http://therafimrpg.wikidot.com/sepia-snake-sigil) can be cast upon the secret page.

A [comprehend languages](http://therafimrpg.wikidot.com/comprehend-languages) spell alone cannot reveal a secret page’s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A [detect magic](http://therafimrpg.wikidot.com/detect-magic) spell reveals dim magic on the page in question but does not reveal its true contents. [True seeing](http://therafimrpg.wikidot.com/true-seeing) reveals the presence of the hidden material but does not reveal the contents unless cast in combination with [comprehend languages](http://therafimrpg.wikidot.com/comprehend-languages). A secret page spell can be dispelled, and the hidden writings can be destroyed by means of an [erase](http://therafimrpg.wikidot.com/erase) spell.

Material Component  
Powdered herring scales and will-o’-wisp essence.

**Slow**

Transmutation  
Level: Brd 3, Sor/Wiz 3  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: One creature/level, no two of which can be more than 30 ft. apart  
Duration: 1 round/level  
Saving Throw: Will negates  
Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature’s jumping distance as normal for decreased speed.

Multiple slow effects don’t stack. Slow counters and dispels [haste](http://therafimrpg.wikidot.com/haste).

Material Component  
A drop of molasses.