



LPJ9928

DEVIL'S WORKSHOP

LIBELLUS MAGNUS 2: NEW SPELLS & FEATS

Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



This book is designed for the use of players and Dungeon Masters (DM). This PDF includes new spells and feats. Like with all d20 supplements, it is the duty of the DM to determine what material is appropriate in his campaign. Player's may argue for the inclusion of some (or all) of the material in this book into their current campaign, but as always the DM is the final arbiter of the rules used in his games.

ACIDIC RAIN

Conjuration (*Summoning*)
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft. /level)
Effect: 20-ft.-radius storm cloud
Duration: Concentration (maximum 5 rounds) (D)
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell creates huge reddish colored storm clouds. Red acid rains down

from the storm clouds in the area, dealing 1d4 points of acid damage per caster level (*maximum 8d4*). If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn. Ranged attacks within the area of the acid rain suffer a -4 to hit. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to 10 + the level of the spell the caster is trying to cast.

BABBLE

Enchantment (*Compulsion*) [*Mind-Affecting*]
Level: Sor/Wiz 4
Components: V
Casting Time: 1 standard action
Range: Close (25 feet)
Target: One target
Duration: 1 hour per level
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell has his speech and written ability distorted, unclear, indistinguishable, and completely incoherent. The spoken and written language the spell casts over a target is indefinable and completely unrecognizable. With this, any spell that contains a verbal component can not be cast until the babble is over or dispelled. Spells like Comprehend Languages will not be effective in understanding what is trying to be communicated.

FORCE VORTEX

Evocation [*Force*]
Level: Clr 4, Drd 4, Sor/Wiz 3



written by LOUIS PORTER, JR.

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20 ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast force vortex, a blast of pure force in all directions from you deals 1d8 points of damage +1 point per caster level (*maximum* +20) to nearby creatures other than you. If you are willing to take damage yourself, 1d4 points of damage +1 point per caster level (*maximum* +20), you can deal out twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to pure force.

MINOR FORCE WARD

Abjuration

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: None (*harmless*)

Spell Resistance: Yes (*harmless*)

You grant a creature limited protection against one type of force. When the spell absorbs 5 points of force damage of that type, it is discharged. This spell overlaps (*does not stack*) with endure elements, resist elements, and protection from elements. It combines with the other spells in the same manner as protection from elements and is superceded by protection from elements (*if a character is protected by this spell and protection from elements, the protection spell absorbs damage but the ward does not*).

RAZORPAPER

Transmutation

Level: Sor/Wiz 2

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Page touched

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When casting this spell, it turns an ordinary piece of paper into rigid razor sharp material with enough weight that the paper can be thrown as an edged weapon, like a knife or shuriken. Each page does 1d4 damage and the caster is able to affect as many pages as their caster level. After being thrown or doing damage, the paper becomes an ordinary piece of paper.

Material Component: A piece of paper

PROTECTION FROM FORCE

Abjuration

Level: Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min. /level or until discharged

Saving Throw: Fortitude negates (*harmless*)

Spell Resistance: Yes (*harmless*)

Protection from force grants temporary immunity to pure force. When the spell absorbs 12 points per caster level of force damage (*to a maximum of 120 points at 10th level*), it is discharged.

Note: Protection from force overlaps (*and does not stack with*) resist force. If a character is warded by protection from force and resist force, the protection spell absorbs damage until its power is exhausted.

RESIST FORCE

Abjuration

Level: Clr 2, Drd 2, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min. /level

Saving Throw: Fortitude negates (*harmless*)

Spell Resistance: Yes (*harmless*)

This abjuration grants a creature limited protection from damage to pure force. The subject gains force resistance 10 against force, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the force resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist force absorbs only damage. The subject could still suffer unfortunate side effects.

Note: Resist force overlaps (*and does not stack with*) protection from force. If a character is warded by protection from force and resists force, the protection spell absorbs damage until its power is exhausted.

RUST

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (*30 feet*)

Target: 10-foot cube of metal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

If the spellcaster makes a successful attack with this spell, it causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 20 Reflex save or be dissolved.

SPRAY OF BLADES

Evocation [*Force*]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action