

Arcane Mark □□□□□ **0**

Universal
 Level: Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
 Duration: Permanent
 Saving Throw: None
 Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Limited Wish □□□□□ **7**

Universal
 Level: Sor/Wiz 7
 Components: V, S, XP
 Casting Time: 1 standard action
 Range: See text
 Area: See text

Target: See text
 Effect: See text
 Duration: See text
 Saving Throw: None; see text
 Spell Resistance: Yes

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- o Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- o Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- o Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- o Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
- o Undo the harmful effects of many spells, such as geas/quest or insanity.
- o Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

Permanency □□□□□ **5**

Universal
 Level: Sor/Wiz 5
 Components: V, S, XP
 Casting Time: 2 rounds
 Range: See text
 Area: See text

Target: See text
 Effect: See text
 Duration: Permanent; see text
 Saving Throw: None
 Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP. You can make the following (A) spells permanent in regard to yourself.

| Spell (A) | Min. Caster Level | XP Cost | Spell (B) | Min. Caster Level | XP Cost |
|----------------------|-------------------|----------|---------------------|-------------------|----------|
| Arcane sight | 11th | 1,500 XP | Enlarge person | 9th | 500 XP |
| Comprehend languages | 9th | 500 XP | Magic fang | 9th | 500 XP |
| Darkvision | 10th | 1,000 XP | Magic fang, greater | 11th | 1,500 XP |
| Detect magic | 9th | 500 XP | Reduce person | 9th | 500 XP |
| Read magic | 9th | 500 XP | Resistance | 9th | 500 XP |
| See invisibility | 10th | 1,000 XP | Telepathic bond[1] | 13th | 2,500 XP |
| Tongues | 11th | 1,500 XP | | | |

You cast the desired spell and then follow it with the permanency spell. You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you cast the spell. In addition to personal use, permanency can be used to make the following (B) spells permanent on yourself, another creature, or an object (as appropriate). [1] Only bonds two creatures per casting of permanency.

Permanency (continued)
 Additionally, the following (C) spells can be cast upon objects or areas only and rendered permanent.

| Spell (C) | Min. Caster Level | XP Cost | Spell (C) | Min. Caster Level | XP Cost |
|------------------------|-------------------|----------|----------------------|-------------------|----------|
| Alarm | 9th | 500 XP | Stinking cloud | 11th | 1,500 XP |
| Animate objects | 14th | 3,000 XP | Symbol of death | 16th | 4,000 XP |
| Dancing lights | 9th | 500 XP | Symbol of fear | 14th | 3,000 XP |
| Ghost sound | 9th | 500 XP | Symbol of insanity | 16th | 4,000 XP |
| Gust of wind | 11th | 1,500 XP | Symbol of pain | 13th | 2,500 XP |
| Invisibility | 10th | 1,000 XP | Symbol of persuasion | 14th | 3,000 XP |
| Mage's private sanctum | 13th | 2,500 XP | Symbol of sleep | 16th | 4,000 XP |
| Magic mouth | 10th | 1,000 XP | Symbol of stunning | 15th | 3,500 XP |
| Phase door | 15th | 3,500 XP | Symbol of weakness | 15th | 3,500 XP |
| Prismatic sphere | 17th | 4,500 XP | Teleportation circle | 17th | 4,500 XP |
| Prismatic wall | 16th | 4,000 XP | Wall of fire | 12th | 2,000 XP |
| Shrink item | 11th | 1,500 XP | Wall of force | 13th | 2,500 XP |
| Solid fog | 12th | 2,000 XP | Web | 10th | 1,000 XP |

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal.

Prestidigitation DC: □ **0** □□□□□ **0**

Universal
 Level: Brd 0, Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: 10 ft.
 Area: See text

Target: See text
 Effect: See text
 Duration: 1 hour
 Saving Throw: See text
 Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Wish DC: □□□□□□ **9**

Universal
 Level: Sor/Wiz 9
 Components: V, XP
 Casting Time: 1 standard action
 Range: See text
 Area: See text

Target: See text
 Effect: See text
 Duration: See text
 Saving Throw: See text
 Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects.

- o Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- o Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- o Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- o Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- o Undo the harmful effects of many other spells, such as geas/quest or insanity.
- o Create a nonmagical item of up to 25,000 gp in value.
- o Create a magic item, or add to the powers of an existing magic item.
- o Grant a creature a +1 inherent bonus to an ability score.
- o Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled.
- Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- o Remove injuries and afflictions.
- A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do

Wish (continued)

both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead. o Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level. o Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. o Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Components: When a wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

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