

New FWS campaign Spells and Feats:

From time to time, new spells, feats, skills, prestige classes, etc... may become available in the FWS campaign. As we add these, we will update this file with any limitations they have in game play.

- These two new spells are available for use by any NPC's in modules as well as any PC's who obtain a cert or trades spells with someone who obtained a cert.

Polyanimus

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Self

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like the druid ability: Wild Shape, except that you change into another form of living creature. The new form may be of the same type as the subject or any of the following types: animal, humanoid, magical beast, monstrous humanoid, or vermin; but, you may not assume any additional subtypes (such as shapechanger or lycanthrope). The assumed form can't have more Hit Dice than your caster level, to a maximum of 15 HD at 15th level. You can not assume a form smaller than Fine, nor can you assume an incorporeal or gaseous form. Your creature type and subtype (if any) changes to match the new form.

The form chosen must be that of an animal the caster is familiar with. A wizard can familiarize himself with an animal form by devoting 2 months study and achieving both a Knowledge (nature) and Forbidden Lore (nature) skill check DC 15 plus the hit dice of the creature. You may change form as a full round action.

If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form but do not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous casters are immune to being *polymorphed*, and a caster with the shapechanger subtype can revert to its natural form as a standard action without dismissing the spell.

Material Component: An empty cocoon.

Water Gun

Transmutation [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 2 rounds

Range: Touch

Target: Any portable gun (including automatics, pistols, rifles, and other portable firearms)

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

The ammunition (bullets of any caliber) of the affected firearm transforms into splashes of water that are deadly cold. Each piece of ammunition deals an extra 1d6 points of cold damage rather than piercing damage to any target it hits. This spell does not affect a firearm's melee capabilities, if any.

Material Component: A drop of water.

- At this time, the following two new feats are available for use by evil NPC's in modules only (i.e. if you are writing a module for us, feel free to use these if they fit into the story). This might change at a later time, but for now, this is the only way these feats can be used.

Duration of Blood (New Feat)

Prerequisite: Ability to cast 3rd-level Divine spells; 5 ranks Forbidden Lore (Religion)

Benefit: With this feat, any time a spell is cast which has a negative effect on a target (such as *doom*, *bestow curse*, or *contagion*), the caster may replace the listed duration of the spell with the alternate duration of when the caster next takes damage. If the spell is countered some other way (for example, by magical means), the caster is immediately aware of it.

Normal: The duration of a spell is as listed under the spell's description.

Special: This feat may be combined with Target Focus.

Target Focus (New Feat)

Prerequisite: Ability to cast Divine spells; 5 ranks Forbidden Lore (Religion); 5 ranks Craft (doll making)

Benefit: With this feat, a caster may create a doll to represent a specific person by incorporating that person's hair, nail clippings, and oft-worn items of clothing into the doll when it is made. Thereafter, the caster may cast a spell upon the doll and it will affect the person, even if they are currently outside the spell's range.

Normal: For many spells, the target must be within sight, touch, or range to function.

Special: This feat may be combined with Duration of Blood.