



A d20 Modern Spellbook

urban magica 3

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



Magic is very powerful effect in a modern setting. Nothing can be more influential to a game. But can you imagine what a world would be like if the foulest, devious and violent individuals could cast magic spells? If you couldn't then this PDF is for you. This book is designed for the use of players and Game Masters (GM). Like with all d20 supplements it is the duty of the GM to determine what material is appropriate in their 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 GM is the final arbiter of the rules used in his games.

atom bomb

Evocation [Radiation]

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 40-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

An Atom Bomb spell detonates an unnatural greenish colored glowing radioactive explosion that hisses and crackles with a high pitch roar and deals 1d8 points of radiation damage per caster level (*maximum 5d8*) and

1d4 points of fire damage per caster level (*maximum 5d4*) to all Individuals within the area. Unattended objects also take this damage. The explosion creates concussive force and all that fail their Reflex save will be knocked prone. The Atom Bomb sets fire to combustibles and damages objects in the area. It can melt any metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the Atom Bomb may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

bullet magnet

Transmutation

Level: Mage 3; **Components:** S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft. level); **Target:** 1 individual or creature; **Duration:** 1 minute/level; **Saving Throw:** Reflex Negates; **Spell Resistance:** Yes

When this spell is cast on a target, for the duration of this spell any firearm's fire that misses the determined target may re-roll again to hit. If the attack hits the target, resolve as normal. If the attack roll fails again, then the target is missed.



Written by Louis Porter Jr.

colorize

Transmutation

Level: Acolyte 0, Mage 0; **Components:** S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 1 object or area of up to 5 sq. ft.; **Duration:** 6 hours; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell makes it possible for the caster to temporarily change the color or hue of an object for a limited time. This spell can be used on any thing that has color including skin, eye and hair. After the spell expires, the object will return to its normal color.

dead zone

Abjuration

Level: 2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft. level); **Area:** 25-ft.-radius spherical emanation, centered on target; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** Yes

When this spell is cast, the mage places up a "dead zone", an area that is not able to receive or send all types of electronic or digital signals including cell phones, cameras, beepers and ect. This area will act as if the device that is being used has "no service" and can't send or receive any electronic or digital signals for the duration of the spell.

fire hose

Evocation

Level: Mage 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft. level); **Effect:** 5ft. wide ray; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A mage that cast this spell will create a water blast similar to a high-powered fire hose that will extend to the range end of this spell. Anyone hit with the water blast for this spell will take 1d8 points of damage per level of the mage and is automatically knocked prone. All those who make a Reflex save will only take half damage but are driven back 5 feet per level of the mage. Any fire based creature hit with this spell will suffer 1d12 points of damage per level and are driven back 10 feet per level of the mage no matter if they pass or fail their reflex save.

free drinks

Transmutation

Level: Acolyte 3, Mage 2; **Components:** S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** See below; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

With this spell it is possible to create a particular amount of one specific type of beverage, excluding water. The actual beverage must be placed in some type of container or the liquid will fall at the feet of the spell caster. Amount of liquid created by this spell depends on the type of liquid:

- **Juice or Soda:** D4+2 gallons per caster level
- **Wine:** D4 gallons per caster level
- **Light Beer or Wine Cooler:** Two gallons per caster level
- **Imported or Regular Beer:** One gallon per caster level
- **Hard Alcohol (Vodka or Gin):** ½ gallon per caster level.
- **Pure Alcohol (Grain Alcohol or Moonshine):** ¼ gallon per caster level

Material Component: A tablespoon or packet of sugar

nuk'em

Evocation [Radiation]

Level: Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 feet + 10 feet per class level); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A Nuk'em spell detonates an unnatural greenish colored glowing radioactive explosion that hisses and crackles and does 1d6 points of radiation damage per caster level (*maximum 5d6*) to all individuals within the area. Unattended objects also take this damage but the explosion creates no concussive force.

protection from radiation

Abjuration

Level: Acolyte 3, Mage 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 Radiation grants temporary immunity to radiation when you cast it. When the spell absorbs 12 points per caster level of Radiation damage (*to a maximum of 60 points at 5th level*), it is discharged. Protection from Radiation overlaps (*and does not stack with*) resist Radiation. If a character is warded by protection from radiation and resist radiation, the protection spell absorbs damage until its power is exhausted.

quick cash

Illusion

Level: Acolyte 2, Mage 2; **Components:** V, S, F; **Casting Time:** 1 standard action; **Range:** Touch; **Duration:** 5 min./level; **Saving Throw:** None; **Spell Resistance:** None

If you're short for a little cash, this spell is there to help you out. Casting this spell turns an ordinary piece of paper currency into any amount piece of paper currency of the caster's choosing. The original piece of paper currency does not actually transform in the physical sense, rather it just has the illusion placed on it. The illusion currency appears as a perfect fabrication and is impossible to tell the difference from real money.

Focus: Currency

Radiation Blast

Evocation [Radiation]

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A Radiation Blast spell fires an unnatural greenish colored glowing blast of deadly radioactive energy that does 1d4 points of radiation damage per caster level (*maximum 5d4*).

Radioactive Touch

Evocation [Radiation]

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Individual touched; **Duration:** 1 minute/level; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell envelops the caster's hands in an unnatural greenish colored glow that hisses and crackles. With any touch attack, this spell does 1d8 radiation points of damage +1 point per caster level (*maximum +5*).

Resist Radiation

Abjuration

Level: Acolyte 2, Mage 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 from radiation. The subject gains radiation resistance 10 against radiation, 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 spell protects the recipient's equipment as well. Resist Radiation absorbs only damage. The subject could still suffer unfortunate side effects. Resist Radiation overlaps (*and does not stack with*) protection from radiation. If a character is warded by protection from radiation and resist radiation, the protection spell absorbs damage until its power is exhausted.

Smoke Screen

Evocation

Level: Mage 2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Cloud spreads 20 ft. wide and 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes

When this spell is cast you expel an inky-black cloud of smoke, engulfing yourself and the surrounding area. The cloud of smoke centered on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have

total concealment (50% miss chance, and the attacker cannot use sight to locate the target). This spell will also function underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

X-Ray Vision

Divination

Level: Acolyte 1, Mage 1; **Components:** V; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** You; **Duration:** 1 min./level (D); **Saving Throw:** Fortitude negates (*harmless*); **Spell Resistance:** Yes (*harmless*)

With his spell, you can see into and through solid matter. X-Ray Vision allows you to see through 1 foot of brick or stone, 1 inch of metal or composite alloy, and up to 3 feet of wood, plaster, or dirt per level. Thicker substances or a thin sheet of lead blocks your vision. X-ray vision allows you to see as if you were looking at something in normal light, even if there is no illumination.

Artwork: Rowan Dodds

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