

Provinces of Magic

Magic in the Land of Fate is generally thought of as being grouped into four elemental provinces, corresponding to the elements of each genie type, and one “universal” province. Most spells which don’t fit into an elemental province are considered universal, although the universal province as used by province mages specifically excludes spells from the illusion or necromantic schools, as well as those with the acid, darkness, and force descriptors.

Provinces and Province Mages: Each province mage selects one province (flame, sand, sea, or wind) from which he can cast spells. He may memorize an extra spell per spell level from the province list, and gains additional benefits related to the province as well. A province mage can only cast spells from the chosen province, and none from the list of forbidden spells (illusion, necromantic, acid, darkness, and force).

Expanded Spell Lists: Some of the spells listed under the elemental provinces are not normally found on the wizard/sorcerer spell lists. These are added to the province spell lists as arcane spells, but cannot be learned by other arcane spellcasters who lack access to the appropriate elemental province. Such spells (which are usually from the druid or cleric lists in the SRD) are listed below with a plus symbol (+) beside the spell name.

New Spells: In the following spell list, new spells (appearing in this document) are marked with an asterisk (*).

Provinces and Viziers: Viziers are not concerned with the provinces; their spell lists are identical to the normal wizard/sorcerer lists. A vizier cannot learn spells on the province lists which are not on the wizard/sorcerer list.

Provinces and Sahers: Sahers generally do not choose their spells with respect to the elemental provinces, although it is an option for some. At first level, a saher can elect to be a provincial saher; this *only* affects her spell lists and nothing else. A provincial saher has access to two elemental provinces and to the elemental province. The two provinces are chosen at first level and cannot be changed. There is no concept of opposition elements in the Land of Fate, so it is permissible to be a saher of flame and sea, or of wind and sand. Note that the restriction on the universal province also applies to provincial sahers: they are unable to learn illusion or necromantic spells, or spells with the acid, darkness, or force descriptors.

Provinces and Sha’irs: Unlike viziers, sha’irs may freely search for spells which are contained only on province lists and are not found on the wizard/sorcerer spell list.

Provinces and other spellcasters: Ordered priests, mystics, kahins, rawuns, farisan, desert riders, barbers, holy slayers, and hakimas do not use provinces when casting spells.

FLAME PROVINCE

These are some of the most destructive spells, which may be why the Brotherhood of the True Flame is so feared. These spells usually have the Fire descriptor or the Light descriptor.

0 level: *dancing lights, flare, light*

1st level: *burning hands, endure elements, flame armor +, flame missile +, flame shield +, summon monster I (flame list)*

2nd level: *continual flame, flame blade +, flaming sphere, pyrotechnics, resist energy (fire only), scorching ray, summon monster II (flame list)*

3rd level: *daylight, fireball, flame arrow, heat metal +, protection from energy (fire only), summon monster III (flame list)*

4th level: *fire shield (hot only), fire trap, summon monster IV (flame list), wall of fire*

5th level: *summon monster V (flame list)*

6th level: *summon monster VI (flame list)*

7th level: *delayed blast fireball, summon monster VII (flame list)*

8th level: *incendiary cloud, summon monster VIII (flame list), sunburst*

9th level: *elemental swarm (fire) +, meteor swarm, summon monster IX (flame list)*

SAND PROVINCE

The spells of the sand province are mostly those with the Earth descriptor, as well as miscellaneous spells such as flesh to stone which don’t have that particular descriptor attached. For spells which affect a single block of stone, a quantity of sand no more than one cubic foot per caster level can usually be used instead.

0 level: *burning sands +, sand jambiya +*

1st level: *sand armor +, sand missile +, sand shield +, summon monster I (sand list)*

2nd level: *glitterdust, soften earth and stone +, summon monster II (sand list)*

3rd level: *meld into stone +, summon monster III (sand list)*

4th level: *spike stones +, stone shape, summon monster IV (sand list)*

5th level: *stoneskin, transmute mud to rock, transmute rock to mud, summon monster V (sand list), wall of stone*

6th level: *flesh to stone, move earth, stone to flesh, stone tell +, summon monster VI (sand list)*

7th level: *statue, summon monster VII (sand list)*

8th level: *earthquake +, summon monster VIII (sand list)*

9th level: *elemental swarm (earth) +, imprisonment, summon monster IX (sand list)*

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SEA PROVINCE

Spells in the sea province include those with the Water descriptor and the Cold descriptor.

- 0 level:** *create water +, float *, ray of frost*
- 1st level:** *endure elements, sea armor *, sea missile *, sea shield *, summon monster I (sea only)*
- 2nd level:** *chill metal +, fog cloud, resist energy, summon monster II (sea only)*
- 3rd level:** *protection from energy (cold only), sleet storm, summon monster III (sea only), water breathing, water walk +*
- 4th level:** *fire shield (cold only), ice storm, solid fog, summon monster IV (sea only), wall of ice*
- 5th level:** *cone of cold, summon monster V (sea only)*
- 6th level:** *control water, freezing sphere, summon monster VI (sea only)*
- 7th level:** *control weather, summon monster VII (sea only)*
- 8th level:** *polar ray, summon monster VIII (sea only)*
- 9th level:** *elemental swarm (water) +, summon monster IX (sea only)*

WIND PROVINCE

The spells in the wind province include those with the Air descriptor, as well as spells with the Electricity descriptor. Spells conferring flight are included as well.

- 0 level:** *wind compass **
- 1st level:** *shocking grasp, summon monster I (wind list), wind armor *, wind missile *, wind shield **
- 2nd level:** *gust of wind, resist energy (electricity only), summon monster II (wind list), whispering wind*
- 3rd level:** *fly, gaseous form, protection from energy (electricity only), lightning bolt, summon monster III (wind list), wind wall*
- 4th level:** *air walk +, summon monster IV (wind list)*
- 5th level:** *control winds +, overland flight, summon monster V (wind list)*
- 6th level:** *chain lightning, summon monster VI (wind list), wind walk +*
- 7th level:** *control weather, summon monster VII (wind list)*
- 8th level:** *summon monster VIII (wind list), whirlwind +*
- 9th level:** *elemental swarm (air) +, summon monster IX (wind list)*

Prohibited Spells

To make it simpler for province mages to select spells, the following list includes all the spells from the wizard/sorcerer list in the SRD that are prohibited for province mages. A province mage may only use a spell from this list if it appears on the spell lists above. This list consists of all spells in any

elemental province, all divination spells, all necromantic spells, and all spells with the acid, darkness, or force descriptors. The universal province consists of all spells in the SRD that are not on this list.

- 0 level:** *acid splash, dancing lights, disrupt undead, flare, ghost sound, light, ray of frost, touch of fatigue*
- 1st level:** *burning hands, cause fear, chill touch, color spray, disguise self, endure elements, floating disk, magic aura, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp, silent image, summon monster I, ventriloquism*
- 2nd level:** *acid arrow, blindness/deafness, blur, command undead, continual flame, darkness, false life, flaming sphere, fog cloud, ghoul touch, glitterdust, gust of wind, hypnotic pattern, invisibility, magic mouth, minor image, mirror image, misdirection, phantom trap, pyrotechnics, resist energy, scare, scorching ray, spectral hand, summon monster II, whispering wind*
- 3rd level:** *daylight, displacement, explosive runes, fireball, flame arrow, fly, gaseous form, gentle repose, halt undead, illusory script, invisibility sphere, lightning bolt, major image, protection from energy, ray of exhaustion, resilient sphere, sepia snake sigil, sleet storm, summon monster III, tiny hut, vampiric touch, water breathing, wind wall*
- 4th level:** *animate dead, bestow curse, contagion, enervation, fear, fire trap, greater invisibility, hallucinatory terrain, ice storm, illusory wall, phantasmal killer, rainbow pattern, shadow conjuration, solid fog, stone shape, summon monster VI, wall of fire, wall of ice*
- 5th level:** *blight, cone of cold, dream, false vision, interposing hand, magic jar, mirage arcana, nightmare, overland flight, persistent image, seeming, shadow evocation, stoneskin, symbol of pain, summon monster V, transmute mud to rock, transmute rock to mud, summon monster V, wall of force, wall of stone, waves of fatigue*
- 6th level:** *acid fog, chain lightning, circle of death, control water, create undead, eyebite, flesh to stone, forceful hand, freezing sphere, mislead, move earth, permanent image, programmed image, shadow walk, stone to flesh, symbol of fear, summon monster VI, veil, undeath to death*
- 7th level:** *control weather, control undead, delayed blast fireball, finger of death, forcecage, grasping hand, greater shadow conjuration, mage's sword, mass invisibility, project image, statue, simulacrum, summon monster VII, symbol of weakness, waves of exhaustion*
- 8th level:** *clenched fist, clone, create greater undead, greater shadow evocation, horrid wilting, incendiary cloud, polar ray, scintillating pattern, screen, summon monster VIII, sunburst, symbol of death, telekinetic sphere*
- 9th level:** *astral projection, crushing hand, energy drain, imprisonment, meteor swarm, shades, soul bind, summon monster IX, wail of the banshee, weird*

Summon Monster Lists

Whenever a province mage prepares and casts a *summon monster* spell, it is always of the appropriate elemental descriptor (Fire for Flame province, and so on), and can only summon creatures from the lists given below. It is impossible for a province mage to prepare or cast the standard summon monster spells as listed in the SRD.

Viziers who cast summon monster spells always use the standard list in the SRD, as do most sahers. Province sahers (see above) can select at casting time which list to use from among their two chosen provinces, but cannot summon creatures from the standard list.

Many of the monsters listed below are normal, dire, or giant animals that have had an elemental template applied. Elemental templates are described in the Manual of the Planes book.

FLAME PROVINCE

Summon monster I

Elemental fire dire rat
Elemental fire giant fire beetle
Elemental fire raven

Summon monster II

Elemental fire giant bombardier beetle
Elemental fire wolf

Summon monster III

Azer
Fire elemental, Small
Elemental fire dire weasel
Thoquua

Summon monster IV

Elemental fire giant praying mantis
Magmin
Mephit, fire
Mephit, magma
Mephit, steam
Salamander, Flamebrother

Summon monster V

Elemental fire giant stag beetle
Elemental fire tiger
Fire elemental, Medium
Rast

Summon monster VI

Fire elemental, Large
Janni
Salamander, average

Summon monster VII

Fire elemental, Huge
Salamander, elder

Summon monster VIII

Efreeti
Fire elemental, greater

Summon monster IX

Fire elemental, elder

SAND PROVINCE

Summon monster I

Elemental earth monstrous scorpion, Small
Elemental earth owl

Summon monster II

Elemental earth giant bee
Elemental earth monstrous scorpion, Medium

Summon monster III

Earth elemental, Small
Elemental earth snake, constrictor
Elemental earth crocodile

Summon monster IV

Elemental earth giant owl
Elemental sand giant wasp
Elemental earth lion
Mephit, earth
Mephit, salt
Xorn, minor

Summon monster V

Earth elemental, Medium
Elemental earth monstrous scorpion, Large
Elemental earth giant crocodile

Summon monster VI

Earth elemental, Large
Elemental earth dire lion
Elemental earth snake, giant constrictor
Janni
Xorn, average

Summon monster VII

Earth elemental, Huge
Elemental earth elephant
Elemental earth scorpion, Huge

Summon monster VIII

Dao
Earth elemental, greater
Xorn, elder

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Summon monster IX

Elemental sand monstrous scorpion, Gargantuan
Earth elemental, elder

SEA PROVINCE

Summon monster I

Elemental water dog
Elemental water monstrous spider, Small
Elemental water porpoise

Summon monster II

Elemental water monkey
Elemental water riding dog
Elemental water shark, Medium *

Summon monster III

Elemental water ape
Elemental water bison (yak)
Triton *
Water elemental, Small

Summon monster IV

Elemental water monstrous spider, Large
Elemental water shark, Large *
Mephit, ooze
Mephit, water
Tojanida, juvenile *

Summon monster V

Elemental water dire ape
Elemental water sea cat *
Elemental water shark, Huge *
Water elemental, Medium
Tojanida, adult *

Summon monster VI

Elemental water monstrous spider, Huge
Elemental water orca whale *
Janni
Water elemental, Large

Summon monster VII

Elemental water baleen whale *
Water elemental, Huge

Summon monster VIII

Elemental water cachalot whale *
Elemental water monstrous spider, Gargantuan
Tojanida, elder
Water elemental, greater

Summon monster IX

Elemental water dire shark *
Elemental water monstrous spider, Colossal

Marid
Water elemental, elder

WIND PROVINCE

Summon monster I

Elemental air hawk
Elemental air octopus
Elemental air snake, Small viper

Summon monster II

Elemental air eagle
Elemental air snake, Medium viper
Elemental air squid

Summon monster III

Air elemental, Small
Elemental air hippogriff
Elemental air snake, Large viper

Summon monster IV

Arrowhawk, juvenile
Elemental air giant eagle
Elemental air snake, Huge viper
Mephit, air
Mephit, dust
Mephit, ice

Summon monster V

Air elemental, Medium
Arrowhawk, adult
Belker
Elemental air griffon

Summon monster VI

Elemental air elasmosaurus
Elemental air unicorn
Janni

Summon monster VII

Air elemental, Huge
Djinni

Elemental air giant octopus
Invisible stalker

Summon monster VIII

Air elemental, greater
Arrowhawk, elder
Elemental air giant squid

Summon monster IX

Air elemental, elder
Elemental air roc

Province Cantrips

Several of the provinces lack applicable 0-level spells in the SRD. The following spells were adapted from the original Al-Qadim book. In addition to being province spells for province mages, they may also be learned and cast by viziers and sahers.

Burning Sands

Transmutation

Level: Sor/Wiz 0, Sand Province 0
 Components: V
 Casting Time: 1 standard action
 Range: Touch
 Target: One handful of sand (up to one pound)
 Duration: 1 hour
 Saving Throw: Will negates (object)
 Spell Resistance: Yes (object)

You cause a small quantity of ordinary sand to become combustible. The sand retains its natural form and texture, but gains the flammability of lantern oil. The sand will burn with a colorless, odorless flame for one hour.

Burning sands can be used as an attack by hurling the sand at your opponent and then lighting it. If used in this manner, it functions exactly as if throwing burning oil.

This spell sees most use among nomadic tribes who do not wish to carry wood for fires through areas where deadwood is not common. A single handful of burning sand gives off the same heat as a small campfire and can be used for cooking. The burning sand cannot be extinguished through natural means, making it ideal for use in rainy or windy conditions.

Float

Transmutation

Level: Sor/Wiz 0, Sea Province 0
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch
 Target: You or one creature or one object (total weight up to 10 lbs./level)
 Duration: 1 minute
 Saving Throw: Will negates
 Spell Resistance: Yes

The target of your spell becomes as buoyant in water as a cork. The creature or object moves upward at a rate of 10 feet each round. Creatures with a swim movement rate only rise upwards if they choose to do so.

Sand Jambiya

Transmutation

Level: Sor/Wiz 0, Sand Province 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: One handful of sand (up to one lb.)
 Duration: 1 minute (D)
 Saving Throw: None
 Spell Resistance: None

You turn a fistful of sand into a sharp-edge blade. Like an actual jambiya, it is double-edged and curved. The sand jambiya has the same statistics as a normal jambiya.

Wind Compass

Divination

Level: Sor/Wiz 0, Wind Province 0
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Personal
 Target: You
 Duration: 1 hour (D)

You create a tiny, moaning wind that sounds in your ear alone. Its steady tone is anchored to a single compass direction which you choose. When your ear is turned to that direction, the tone is correct; when your head is turned away from that direction, the tone rises or falls accordingly.

Adapted Province Spells

With the removal of the ubiquitous *mage armor*, *magic missile*, and *shield* spells from their repertoire, provincial mages have had to create variant spells with similar effects. None of these spells creates force effects, however, and thus do not provide the benefits against incorporeal creatures granted by the original versions of the spells. Ordinary viziers and sahers are unable to learn these spells (although province sahers may).

Flame Armor

Conjuration (Creation) [Fire]
 Level: Flame Province 1

This is identical to the *mage armor* spell except: A transparent but tangible field of fire energy surrounds the subject of a flame armor spell, providing a +3 armor bonus to AC, and cold resistance 5. *Flame armor* is not made of force, so incorporeal creatures can bypass it the way they do normal armor.

Focus: A fire of any size.

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Sand Armor

Conjuration (Creation) [Earth]
Level: Sand Province 1

This is identical to the *mage armor* spell except: A transparent but tangible field of earth energy surrounds the subject of a sand armor spell, providing a +4 armor bonus to AC. *Sand armor* is not made of force, so incorporeal creatures can bypass it the way they do normal armor.

Focus: A pinch of sand.

Sea Armor

Conjuration (Creation) [Water]
Level: Sea Province 1

This is identical to the *mage armor* spell except: A transparent but tangible field of water energy surrounds the subject of a sea armor spell, providing a +2 armor bonus to AC, and fire resistance 5. *Sea armor* is not made of force, so incorporeal creatures can bypass it the way they do normal armor.

Focus: At least a cupful of water.

Wind Armor

Conjuration (Creation) [Air]
Level: Wind Province 1

This is identical to the *mage armor* spell except: An invisible but tangible field of air energy surrounds the subject of a wind armor spell, providing a +4 bonus to AC. *Wind armor* is not made of force, so incorporeal creatures can bypass it the way they do normal armor.

Flame Missile

Evocation [Fire]
Level: Flame Province 1

This is identical to the *magic missile* spell, except the missile created is formed of fire and does 1d4 points of fire damage. Targets struck may be set on fire.

Sand Missile

Evocation [Sand]
Level: Sand Province 1

This is identical to the *magic missile* spell, except the missile created is formed of sand and does 1d6+1 points of damage. This is either bludgeoning or piercing damage, decided by the caster at casting time.

Sea Missile

Evocation [Water]
Level: Sea Province 1

This is identical to the *magic missile* spell, except the missile created is formed of freezing cold water and does 1d4 points of non-lethal bludgeoning damage and 1d4 points of cold damage.

Wind Missile

Evocation [Air]
Level: Wind Province 1

This is identical to the *magic missile* spell, except the missile created is formed of solid air and does 1d6+1 points of non-lethal bludgeoning damage.

Flame Shield

Abjuration [Fire]
Level: Flame Province 1

This spell is identical to the *shield* spell, except: *Flame shield* creates a transparent, shield-sized mobile disk of fire that hovers in front of you. It negates *flame missile* attacks directed at you. The *flame shield* also provides a +2 shield bonus to AC, and concealment (20% miss chance) against ranged attacks.

Sand Shield

Abjuration [Earth]
Level: Sand Province 1

This spell is identical to the *shield* spell, except: *Sand shield* creates an opaque, shield-sized mobile disk of sand that hovers in front of you. It negates *sand missile* attacks directed at you. The *sand shield* also provides a +4 shield bonus to AC. You can use the *sand shield* for total cover as a tower shield, although you must give up your attacks to do so.

Sea Shield

Abjuration [Water]
Level: Sea Province 1

This spell is identical to the *shield* spell, except: *Sea shield* creates a transparent, shield-sized mobile disk of ice that hovers in front of you. It negates *sea missile* attacks directed at you. The *sea shield* also provides a +4 shield bonus to AC.

Wind Shield

Abjuration [Air]
Level: Sea Province 1

This spell is identical to the *shield* spell, except: *Wind shield* creates an invisible, shield-sized mobile disk of solid air that hovers in front of you. It negates *wind missile* attacks directed at you. The *wind shield* also provides a +3 shield bonus to AC and an additional +3 bonus against ranged attacks.