

MISSING MAGIC: SCROLLS™

For the **Pathfinder Roleplaying Game**. 21 tables for randomly generating magical scrolls both arcane and divine, plus scrolls of protection and 24 cursed scroll.



Table 4-1 Scrolls

01-10	1 spell, level 1-4 (roll 1d4)
11-16	1 spell, level 1-6 (roll 1d6)
17-19	1 spell, level 2-9 (roll 1d8+1)
20-24	2 spells, level 1-4 (roll 1d4)
25-27	2 spells, level 1-8 (roll 1d8)
28-32	3 spells, level 1-4 (roll 1d4)
33-35	3 spells, level 2-9 (roll 1d8+1)
36-39	4 spells, level 1-6 (roll 1d6)
40-42	4 spells, level 1-8 (roll 1d8)
43-46	5 spells, level 1-6 (roll 1d6)
47-49	5 spells, level 1-8 (roll 1d8)
50-52	6 spells, level 1-6 (roll 1d6)
53-54	6 spells, level 1-8 (roll 1d8)
55-57	7 spells, level 1-8 (roll 1d8)
58-59	7 spells, level 2-9 (roll 1d8+1)
60	7 spells, levels 6-9 (roll 1d4+5)
61-62	<i>Protection from Arrows*</i>
63-64	<i>Protection from Chaos*</i>
65-70	<i>Protection from Energy*</i>
71-76	<i>Protection from Evil*</i>
77-82	<i>Protection from Good*</i>
83-87	<i>Protection from Law*</i>
88-92	<i>Protection from Spells*</i>
93-97	<i>Resist Energy*</i>
98-00	Cursed Scroll

*As the spell of the same name.

Spells on a scroll may all be of the same spell level (roll once on a result with variable spells levels) or mixed (roll to determine the level of each spell).

Scrolls will either contain all arcane spells, or all divine spells, but not a combination of both. Roll on Table 4-2 to determine which.

Table 4-2 Scroll Magic Type

0-70	Arcane Magic
31-00	Divine Magic

Spells on a scroll may all be of the same spell level (roll once on a result with variable spells levels) or mixed (roll to determine the level of each spell).

Table 4-3 1st Level Arcane Spells

01-02	<i>Alarm</i>
03-04	<i>Animate Rope</i>
05-07	<i>Burning Hands</i>
08-09	<i>Cause Fear</i>
10-12	<i>Charm Person</i>
13-15	<i>Chill Touch</i>
16-18	<i>Color Spray</i>
19-21	<i>Comprehend Languages</i>
22-24	<i>Detect Secret Doors</i>
25-26	<i>Detect Undead</i>
27-28	<i>Disguise Self</i>
29-30	<i>Endure Elements</i>
31-32	<i>Enlarge Person</i>
33-34	<i>Erase</i>
35-37	<i>Expeditious Retreat</i>
38-40	<i>Feather Fall</i>
41-43	<i>Floating Disk</i>
44-46	<i>Grease</i>
47-49	<i>Hold Portal</i>
50-51	<i>Hypnotism</i>
52-55	<i>Identify</i>
56-57	<i>Jump</i>
58-60	<i>Mage Armor</i>
61-63	<i>Magic Aura</i>
64-66	<i>Magic Missile</i>
67-69	<i>Magic Weapon</i>
70-71	<i>Mount</i>
72-74	<i>Obscuring Mist</i>
75-77	<i>Ray of Enfeeblement</i>
78-80	<i>Reduce Person</i>
81-83	<i>Shield</i>
84-86	<i>Shocking Grasp</i>
87-89	<i>Silent Image</i>
90-91	<i>Sleep</i>
92-94	<i>Summon Monster I</i>
95-96	<i>True Strike</i>
97-98	<i>Unseen Servant</i>
99-100	<i>Ventriloquism</i>

Table 4-4 2nd Level Arcane Spells

01-02	<i>Acid Arrow</i>
03-04	<i>Alter Self</i>
05-06	<i>Arcane Lock</i>
07-08	<i>Bear's Endurance</i>
09-10	<i>Blindness/Deafness</i>
11-12	<i>Blur</i>

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13-14	<i>Bull's Strength</i>
15-16	<i>Cat's Grace</i>
17-18	<i>Command Undead</i>
19-20	<i>Continual Flame</i>
21-22	<i>Darkvision</i>
23-24	<i>Daze Monster</i>
25-26	<i>Detect Thoughts</i>
27-28	<i>Eagle's Splendor</i>
29-30	<i>False Life</i>
31-32	<i>Flaming Sphere</i>
33-34	<i>Fog Cloud</i>
35-36	<i>Fox's Cunning</i>
37-38	<i>Ghoul Touch</i>
39-40	<i>Glitterdust</i>
41-42	<i>Gust of Wind</i>
43-44	<i>Hideous Laughter</i>
45-46	<i>Hypnotic Pattern</i>
47-49	<i>Invisibility</i>
50-52	<i>Knock</i>
53-54	<i>Levitate</i>
55-56	<i>Locate Object</i>
57-58	<i>Magic Mouth</i>
59-60	<i>Make Whole</i>
61-62	<i>Minor Image</i>
63-64	<i>Mirror Image</i>
65-66	<i>Misdirection</i>
67-68	<i>Obscure Object</i>
69-70	<i>Owl's Wisdom</i>
71-72	<i>Phantom Trap</i>
73-74	<i>Protection from Arrows</i>
75-76	<i>Pyrotechnics</i>
77-78	<i>Resist Energy</i>
79-80	<i>Rope Trick</i>
81-82	<i>Scare</i>
83-84	<i>Scorching Ray</i>
85-86	<i>See Invisibility</i>
87-88	<i>Shatter</i>
89-90	<i>Spider Climb</i>
91-92	<i>Summon Monster II</i>
93-94	<i>Summon Swarm</i>
95-96	<i>Touch of Idiocy</i>
97-98	<i>Web</i>
99-100	<i>Whispering Wind</i>

Table 4-5 3rd Level Arcane Spells

01-02	<i>Arcane Sight</i>
03-05	<i>Beast Shape I</i>
06-07	<i>Blink</i>
08-10	<i>Clairaudience/Clairvoyance</i>
11-12	<i>Daylight</i>
13-14	<i>Deep Slumber</i>
15-17	<i>Dispel Magic</i>
18-19	<i>Displacement</i>
20-22	<i>Explosive Runes</i>
23-25	<i>Fireball</i>
26-27	<i>Flame Arrow</i>
28-29	<i>Fly</i>
30-31	<i>Gaseous Form</i>
32-33	<i>Gentle Repose</i>
34-35	<i>Halt Undead</i>
36-38	<i>Haste</i>

39-41	<i>Heroism</i>
42-44	<i>Hold Person</i>
45-46	<i>Illusory Script</i>
47-48	<i>Invisibility Sphere</i>
49-50	<i>Keen Edge</i>
51-53	<i>Lightning Bolt</i>
54-56	<i>Magic Weapon, Greater</i>
57-59	<i>Major Image</i>
60-62	<i>Nondetection</i>
63-65	<i>Phantom Steed</i>
66-67	<i>Rage</i>
68-70	<i>Ray of Exhaustion</i>
71-72	<i>Secret Page</i>
73-75	<i>Sepia Snake Sigil</i>
76-78	<i>Shrink Item</i>
79-81	<i>Sleet Storm</i>
82-83	<i>Slow</i>
84-86	<i>Stinking Cloud</i>
87-88	<i>Suggestion</i>
89-90	<i>Summon Monster III</i>
91-92	<i>Tiny Hut</i>
93-94	<i>Tongues</i>
95-96	<i>Vampiric Touch</i>
97-98	<i>Water Breathing</i>
99-100	<i>Wind Wall</i>

Table 4-6 4th Level Arcane Spells

01-02	<i>Animate Dead</i>
03-04	<i>Arcane Eye</i>
05-07	<i>Beast Shape II</i>
08-10	<i>Bestow Curse</i>
11-12	<i>Black Tentacles</i>
13-15	<i>Charm Monster</i>
16-17	<i>Confusion</i>
18-19	<i>Contagion</i>
20-21	<i>Crushing Despair</i>
22-24	<i>Detect Scrying</i>
25-27	<i>Dimension Door</i>
28-29	<i>Dimensional Anchor</i>
30-32	<i>Elemental Body I</i>
33-34	<i>Enervation</i>
35-36	<i>Enlarge Person, Mass</i>
37-39	<i>Fear</i>
40-41	<i>Fire Shield</i>
42-43	<i>Fire Trap</i>
44-46	<i>Geas, Lesser</i>
47-49	<i>Globe of Invulnerability, Lesser</i>
50-51	<i>Hallucinatory Terrain</i>
52-54	<i>Ice Storm</i>
55-56	<i>Illusory Wall</i>
57-59	<i>Invisibility, Greater</i>
60-62	<i>Locate Creature</i>
63-64	<i>Minor Creation</i>
65-67	<i>Mnemonic Enhancer</i>
68-70	<i>Phantasmal Killer</i>
71-72	<i>Rainbow Pattern</i>
73-75	<i>Reduce Person, Mass</i>
76-77	<i>Remove Curse</i>
78-79	<i>Resilient Sphere</i>
80-81	<i>Scrying</i>
82-83	<i>Secure Shelter</i>

84-85	<i>Shadow Conjuration</i>
86-87	<i>Shout</i>
88-89	<i>Solid Fog</i>
90-91	<i>Stone Shape</i>
92-93	<i>Stoneskin</i>
94-96	<i>Summon Monster IV</i>
97-98	<i>Wall of Fire</i>
99-100	<i>Wall of Ice</i>

Table 4-7 5th Level Arcane Spells

01-02	<i>Animal Growth</i>
03-04	<i>Baleful Polymorph</i>
05-06	<i>Beast Shape III</i>
07-08	<i>Blight</i>
09-11	<i>Break Enchantment</i>
12-13	<i>Cloudkill</i>
14-15	<i>Cone of Cold</i>
16-17	<i>Contact Other Plane</i>
18-19	<i>Dismissal</i>
20-21	<i>Dominate Person</i>
22-23	<i>Dream</i>
24-25	<i>Elemental Body II</i>
26-27	<i>Fabricate</i>
28-29	<i>False Vision</i>
30-32	<i>Feeblemind</i>
33-34	<i>Hold Monster</i>
35-36	<i>Interposing Hand</i>
37-38	<i>Mage's Faithful Hound</i>
39-40	<i>Mage's Private Sanctum</i>
41-43	<i>Magic Jar</i>
44-45	<i>Major Creation</i>
46-47	<i>Mind Fog</i>
48-49	<i>Mirage Arcana</i>
50-51	<i>Nightmare</i>
52-53	<i>Overland Flight</i>
54-55	<i>Passwall</i>
56-58	<i>Permanency</i>
59-60	<i>Persistent Image</i>
61-62	<i>Planar Binding, Lesser</i>
63-64	<i>Plant Shape I</i>
65-67	<i>Polymorph</i>
68-69	<i>Prying Eyes</i>
70-71	<i>Secret Chest</i>
72-73	<i>Seeming</i>
74-75	<i>Sending</i>
76-77	<i>Shadow Evocation</i>
78-80	<i>Summon Monster V</i>
81-82	<i>Symbol of Pain</i>
83-84	<i>Symbol of Sleep</i>
85-86	<i>Telekinesis</i>
87-88	<i>Telepathic Bond</i>
89-90	<i>Teleport</i>
91-92	<i>Transmute Mud to Rock</i>
93-94	<i>Transmute Rock to Mud</i>
95-96	<i>Wall of Force</i>
97-98	<i>Wall of Stone</i>
99-100	<i>Waves of Fatigue</i>

Table 4-8 6th Level Arcane Spells

01-02	<i>Acid Fog</i>
03-04	<i>Analyze Dweomer</i>
05-06	<i>Antimagic Field</i>
07-09	<i>Bear's Endurance, Mass</i>
10-11	<i>Beast Shape IV</i>
12-14	<i>Bull's Strength, Mass</i>
15-17	<i>Cat's Grace, Mass</i>
18-19	<i>Chain Lightning</i>
20-21	<i>Circle of Death</i>
22-23	<i>Contingency</i>
24-25	<i>Control Water</i>
26-27	<i>Create Undead</i>
28-29	<i>Disintegrate</i>
30-32	<i>Dispel Magic, Greater</i>
33-35	<i>Eagle's Splendor, Mass</i>
36-37	<i>Elemental Body III</i>
38-39	<i>Eyebite</i>
40-41	<i>Flesh to Stone</i>
42-43	<i>Forceful Hand</i>
44-45	<i>Form of the Dragon I</i>
46-48	<i>Fox's Cunning, Mass</i>
49-50	<i>Freezing Sphere</i>
51-52	<i>Geas/Quest</i>
53-54	<i>Globe of Invulnerability</i>
55-56	<i>Guards and Wards</i>
57-58	<i>Heroism, Greater</i>
59-60	<i>Legend Lore</i>
61-62	<i>Mage's Lucubration</i>
63-64	<i>Mislead</i>
65-66	<i>Move Earth</i>
67-68	<i>Owl's Wisdom, Mass</i>
69-70	<i>Permanent Image</i>
71-72	<i>Planar Binding</i>
73-74	<i>Plant Shape II</i>
75-76	<i>Programmed Image</i>
77-78	<i>Repulsion</i>
79-80	<i>Shadow Walk</i>
81-82	<i>Stone to Flesh</i>
83-84	<i>Suggestion, Mass</i>
85-86	<i>Summon Monster VI</i>
87-88	<i>Symbol of Fear</i>
89-90	<i>Symbol of Persuasion</i>
91-92	<i>Transformation</i>
93-94	<i>True Seeing</i>
95-96	<i>Undeath to Death</i>
97-98	<i>Veil</i>
99-100	<i>Wall of Iron</i>

Table 4-9 7th Level Arcane Spells

01-03	<i>Arcane Sight, Greater</i>
04-06	<i>Banishment</i>
07-09	<i>Control Undead</i>
10-12	<i>Control Weather</i>
14-16	<i>Delayed Blast Fireball</i>
17-18	<i>Elemental Body IV</i>
19-21	<i>Ethereal Jaunt</i>
22-23	<i>Finger of Death</i>
24-25	<i>Forcecage</i>
26-27	<i>Form of the Dragon II</i>
28-29	<i>Giant Form I</i>

30-31	<i>Grasping Hand</i>
32-34	<i>Hold Person, Mass</i>
35-36	<i>Insanity</i>
37-38	<i>Instant Summons</i>
39-41	<i>Invisibility, Mass</i>
42-44	<i>Limited Wish</i>
45-46	<i>Mage's Magnificent Mansion</i>
47-48	<i>Mage's Sword</i>
49-50	<i>Phase Door</i>
50-51	<i>Plane Shift</i>
52-53	<i>Plant Shape III</i>
54-55	<i>Polymorph, Greater</i>
56-58	<i>Power Word Blind</i>
59-61	<i>Prismatic Spray</i>
62-63	<i>Project Image</i>
64-65	<i>Reverse Gravity</i>
66-68	<i>Scrying, Greater</i>
69-70	<i>Sequester</i>
71-72	<i>Shadow Conjunction, Greater</i>
73-74	<i>Simulacrum</i>
75-76	<i>Spell Turning</i>
77-78	<i>Statue</i>
79-81	<i>Summon Monster VII</i>
82-84	<i>Symbol of Stunning</i>
85-87	<i>Symbol of Weakness</i>
88-90	<i>Teleport Object</i>
92-94	<i>Teleport, Greater</i>
95-97	<i>Vision</i>
98-100	<i>Waves of Exhaustion</i>

Table 4-10 8th Level Arcane Spells

01-02	<i>Antipathy</i>
03-05	<i>Binding</i>
07-09	<i>Charm Monster, Mass</i>
10-11	<i>Clenched Fist</i>
12-13	<i>Clone</i>
14-15	<i>Create Greater Undead</i>
16-17	<i>Demand</i>
18-20	<i>Dimensional Lock</i>
21-23	<i>Discern Location</i>
24-25	<i>Form of the Dragon III</i>
26-27	<i>Giant Form II</i>
28-30	<i>Horrid Wilting</i>
31-33	<i>Incendiary Cloud</i>
34-35	<i>Iron Body</i>
37-39	<i>Irresistible Dance</i>
40-42	<i>Maze</i>
43-45	<i>Mind Blank</i>
46-47	<i>Moment of Prescience</i>
48-49	<i>Planar Binding, Greater</i>
50-52	<i>Polar Ray</i>
53-55	<i>Polymorph Any Object</i>
57-59	<i>Power Word Stun</i>
60-61	<i>Prismatic Wall</i>
62-64	<i>Prying Eyes, Greater</i>
65-67	<i>Scintillating Pattern</i>
68-70	<i>Screen</i>
71-73	<i>Shadow Evocation, Greater</i>
74-76	<i>Shout, Greater</i>
77-79	<i>Summon Monster VIII</i>
80-82	<i>Sunburst</i>

83-85	<i>Symbol of Death</i>
86-88	<i>Symbol of Insanity</i>
89-91	<i>Sympathy</i>
92-94	<i>Telekinetic Sphere</i>
95-97	<i>Temporal Stasis</i>
98-100	<i>Trap the Soul</i>

Table 4-11 9th Level Arcane Spells

01-04	<i>Astral Projection</i>
05-09	<i>Crushing Hand</i>
10-13	<i>Dominate Monster</i>
14-17	<i>Energy Drain</i>
18-21	<i>Etherealness</i>
22-25	<i>Foresight</i>
26-29	<i>Freedom</i>
30-33	<i>Gate</i>
34-37	<i>Hold Monster, Mass</i>
38-41	<i>Imprisonment</i>
42-45	<i>Mage's Disjunction</i>
46-49	<i>Meteor Swarm</i>
50-54	<i>Power Word Kill</i>
55-59	<i>Prismatic Sphere</i>
60-63	<i>Refuge</i>
64-67	<i>Shades</i>
68-71	<i>Shapechange</i>
72-75	<i>Soul Bind</i>
76-80	<i>Summon Monster IX</i>
81-84	<i>Teleportation Circle</i>
85-89	<i>Time Stop</i>
90-93	<i>Wail of the Banshee</i>
94-95	<i>Weird</i>
96-100	<i>Wish</i>

Table 4-12 1st Level Clerical Spells

01-04	<i>Bane</i>
05-08	<i>Bless</i>
09-12	<i>Bless Water</i>
13-16	<i>Cause Fear</i>
17-20	<i>Command</i>
21-24	<i>Comprehend Languages</i>
25-31	<i>Cure Light Wounds</i>
32-35	<i>Curse Water</i>
36-39	<i>Deathwatch</i>
40-43	<i>Detect Chaos/Evil/Good/Law*</i>
44-47	<i>Detect Undead</i>
48-51	<i>Divine Favor</i>
52-55	<i>Doom</i>
56-59	<i>Endure Elements</i>
60-63	<i>Entropic Shield</i>
64-67	<i>Hide from Undead</i>
68-71	<i>Inflict Light Wounds</i>
72-75	<i>Magic Stone</i>
76-79	<i>Magic Weapon</i>
80-83	<i>Obscuring Mist</i>
84-87	<i>Remove Fear</i>
88-91	<i>Sanctuary</i>
92-95	<i>Shield of Faith</i>
96-100	<i>Summon Monster I</i>

*Roll 1d4 to determine: 1-Chaos 2-Evil 3-Good 4-Law

Table 4-13 2nd Level Clerical Spells

01-03	<i>Aid</i>
04-06	<i>Align Weapon</i>
07-09	<i>Augury</i>
10-12	<i>Bear's Endurance</i>
13-15	<i>Bull's Strength</i>
16-18	<i>Calm Emotions</i>
19-21	<i>Consecrate</i>
22-28	<i>Cure Moderate Wounds</i>
29-31	<i>Darkness</i>
32-34	<i>Death Knell</i>
35-37	<i>Delay Poison</i>
38-40	<i>Desecrate</i>
41-43	<i>Eagle's Splendor</i>
44-46	<i>Enthrall</i>
47-49	<i>Find Traps</i>
50-52	<i>Gentle Repose</i>
53-55	<i>Hold Person</i>
56-58	<i>Inflict Moderate Wounds</i>
59-61	<i>Make Whole</i>
62-64	<i>Owl's Wisdom</i>
65-67	<i>Remove Paralysis</i>
68-70	<i>Resist Energy</i>
71-73	<i>Restoration, Lesser</i>
74-76	<i>Shatter</i>
77-79	<i>Shield Other</i>
80-82	<i>Silence</i>
83-85	<i>Sound Burst</i>
86-88	<i>Spiritual Weapon</i>
89-91	<i>Status</i>
92-94	<i>Summon Monster II</i>
95-97	<i>Undetectable Alignment</i>
98-100	<i>Zone of Truth</i>

Table 4-14 3rd Level Clerical Spells

01-03	<i>Animate Dead</i>
04-06	<i>Bestow Curse</i>
07-09	<i>Blindness/Deafness</i>
10-12	<i>Contagion</i>
13-15	<i>Continual Flame</i>
16-18	<i>Create Food and Water</i>
19-30	<i>Cure Serious Wounds</i>
31-33	<i>Daylight</i>
34-36	<i>Deeper Darkness</i>
37-39	<i>Dispel Magic</i>
40-42	<i>Glyph of Warding</i>
43-45	<i>Helping Hand</i>
46-48	<i>Inflict Serious Wounds</i>
49-51	<i>Invisibility Purge</i>
52-54	<i>Locate Object</i>
55-57	<i>Magic Vestment</i>
59-61	<i>Meld into Stone</i>
62-64	<i>Obscure Object</i>
65-67	<i>Prayer</i>
68-70	<i>Protection from Energy</i>
71-73	<i>Remove Blindness/Deafness</i>
74-76	<i>Remove Curse</i>
77-79	<i>Remove Disease</i>
80-82	<i>Searing Light</i>
83-85	<i>Speak with Dead</i>
86-88	<i>Stone Shape</i>

89-91 *Summon Monster III*92-94 *Water Breathing*95-97 *Water Walk*98-100 *Wind Wall***Table 4-15 4th Level Clerical Spells**

01-03	<i>Air Walk</i>
04-06	<i>Chaos Hammer</i>
07-09	<i>Control Water</i>
10-31	<i>Cure Critical Wounds</i>
32-34	<i>Death Ward</i>
35-37	<i>Dimensional Anchor</i>
38-40	<i>Discern Lies</i>
41-43	<i>Dismissal</i>
44-46	<i>Divination</i>
47-49	<i>Divine Power</i>
50-52	<i>Freedom of Movement</i>
53-55	<i>Giant Vermin</i>
56-58	<i>Holy Smite</i>
59-61	<i>Imbue with Spell Ability</i>
62-64	<i>Inflict Critical Wounds</i>
65-67	<i>Magic Weapon, Greater</i>
68-70	<i>Neutralize Poison</i>
71-73	<i>Order's Wrath</i>
74-76	<i>Planar Ally, Lesser</i>
77-79	<i>Poison</i>
80-82	<i>Repel Vermin</i>
83-85	<i>Restoration</i>
86-88	<i>Sending</i>
89-91	<i>Spell Immunity</i>
92-94	<i>Summon Monster IV</i>
95-97	<i>Tongues</i>
98-100	<i>Unholy Blight</i>

Table 4-16 5th Level Clerical Spells

01-04	<i>Atonement</i>
05-08	<i>Break Enchantment</i>
09-12	<i>Breath of Life</i>
13-16	<i>Command, Greater</i>
17-20	<i>Commune</i>
21-24	<i>Cure Light Wounds, Mass</i>
25-28	<i>Dispel Chaos/Evil/Good/Law*</i>
29-32	<i>Disrupting Weapon</i>
33-36	<i>Flame Strike</i>
37-40	<i>Hallow</i>
41-44	<i>Inflict Light Wounds, Mass</i>
45-48	<i>Insect Plague</i>
49-52	<i>Mark of Justice</i>
53-56	<i>Plane Shift</i>
57-60	<i>Raise Dead</i>
61-64	<i>Righteous Might</i>
65-68	<i>Scrying</i>
69-72	<i>Slay Living</i>
73-76	<i>Spell Resistance</i>
77-80	<i>Summon Monster V</i>
81-84	<i>Symbol of Pain</i>
85-88	<i>Symbol of Sleep</i>
89-92	<i>True Seeing</i>
93-96	<i>Unhallow</i>
97-100	<i>Wall of Stone</i>

*Roll 1d4 to determine: 1-Chaos 2-Evil 3-Good 4-Law

Table 4-17 6th Level Clerical Spells

01-03	<i>Animate Objects</i>
05-07	<i>Antilife Shell</i>
08-10	<i>Banishment</i>
11-13	<i>Bear's Endurance, Mass</i>
14-16	<i>Blade Barrier</i>
17-19	<i>Bull's Strength, Mass</i>
20-22	<i>Create Undead</i>
23-46	<i>Cure Moderate Wounds, Mass</i>
47-49	<i>Dispel Magic, Greater</i>
50-52	<i>Eagle's Splendor, Mass</i>
53-55	<i>Find the Path</i>
56-58	<i>Forbiddance</i>
59-61	<i>Geas/Quest</i>
62-64	<i>Glyph of Warding, Greater</i>
65-67	<i>Harm</i>
68-70	<i>Heal</i>
71-73	<i>Heroes' Feast</i>
74-76	<i>Inflict Moderate Wounds, Mass</i>
77-79	<i>Owl's Wisdom, Mass</i>
80-82	<i>Planar Ally</i>
83-85	<i>Summon Monster VI</i>
86-88	<i>Symbol of Fear</i>
89-91	<i>Symbol of Persuasion</i>
92-94	<i>Undeath to Death</i>
95-97	<i>Wind Walk</i>
98-100	<i>Word of Recall</i>

Table 4-18 7th Level Clerical Spells

01-05	<i>Blasphemy</i>
06-10	<i>Control Weather</i>
11-25	<i>Cure Serious Wounds, Mass</i>
26-30	<i>Destruction</i>
31-35	<i>Dictum</i>
36-40	<i>Ethereal Jaunt</i>
41-45	<i>Holy Word</i>
46-50	<i>Inflict Serious Wounds, Mass</i>
51-55	<i>Refuge</i>
56-60	<i>Regenerate</i>
61-65	<i>Repulsion</i>
66-70	<i>Restoration, Greater</i>
71-75	<i>Resurrection</i>
76-80	<i>Scrying, Greater</i>
81-85	<i>Summon Monster VII</i>
86-90	<i>Symbol of Stunning</i>
91-95	<i>Symbol of Weakness</i>
96-100	<i>Word of Chaos</i>

Table 4-19 8th Level Clerical Spells

01-05	<i>Antimagic Field</i>
06-10	<i>Cloak of Chaos</i>
11-20	<i>Create Greater Undead</i>
21-35	<i>Cure Critical Wounds, Mass</i>
36-40	<i>Dimensional Lock</i>
41-45	<i>Discern Location</i>
46-50	<i>Earthquake</i>
51-55	<i>Fire Storm</i>
56-60	<i>Holy Aura</i>
61-65	<i>Inflict Critical Wounds, Mass</i>
66-70	<i>Planar Ally, Greater</i>
71-75	<i>Shield of Law</i>

76-80	<i>Spell Immunity, Greater</i>
81-85	<i>Summon Monster VIII</i>
86-90	<i>Symbol of Death</i>
91-95	<i>Symbol of Insanity</i>
96-100	<i>Unholy Aura</i>

Table 4-20 9th Level Clerical Spells

01-09	<i>Astral Projection</i>
10-18	<i>Energy Drain</i>
19-27	<i>Etherealness</i>
28-36	<i>Gate</i>
37-46	<i>Heal, Mass</i>
47-55	<i>Implosion</i>
56-64	<i>Miracle</i>
65-73	<i>Soul Bind</i>
74-82	<i>Storm of Vengeance</i>
83-91	<i>Summon Monster IX</i>
92-100	<i>True Resurrection</i>

Table 4-21 Cursed Scrolls

01-20	<i>Bestow Curse</i>
21-30	<i>Baleful Polymorph</i>
31-33	<i>Blasphemy</i>
34-35	<i>Blindness/Deafness</i>
36-38	<i>Circle of Death</i>
39-40	<i>Contagion</i>
41-43	<i>Creeping Doom</i>
44-45	<i>Destruction</i>
46-48	<i>Dictum</i>
49-50	<i>Doom</i>
51-53	<i>Explosive Runes</i>
54-55	<i>Fear</i>
56-58	<i>Feeblemind</i>
59-60	<i>Glitterdust</i>
61-62	<i>Horrid Wilting</i>
63-65	<i>Irresistible Dance</i>
66-67	<i>Nightmare</i>
68-70	<i>Poison</i>
71-75	<i>Symbol of Death</i>
76-80	<i>Symbol of Fear</i>
81-85	<i>Symbol of Insanity</i>
86-90	<i>Symbol of Pain</i>
91-95	<i>Symbol of Stunning</i>
96-100	<i>Symbol of Weakness</i>

Cursed Scroll Descriptions

All cursed scrolls immediately affect the character who unrolls and attempts to identify or read them. The effects, caster levels, and saving throws for each scroll are detailed below.

BESTOW CURSE

CL 7th; **Save** Will negates (DC 17)

Duration Permanent

DESCRIPTION

Reading this scroll unleashes a *bestow curse* spell affecting the reader. Randomly roll which effect occurs:

01-14	-6 to Strength
15-28	-6 to Dexterity
29-42	-6 to Constitution
43-56	-6 to Intelligence
57-70	-6 to Wisdom
71-84	-6 to Charisma
85-100	-4 on attack, saves, ability & skill checks

See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

BALEFUL POLYMORPH

CL 9th; **Save** Fortitude negates (DC 19)

Duration Permanent

DESCRIPTION

Reading this scroll unleashes a *baleful polymorph* spell upon the reader. Randomly roll the type of small animal the character is polymorphed into:

01-08	Badger
09-16	Bat
17-24	Bird
25-32	Boar
33-40	Cat, Small
41-48	Dog
49-56	Lizard
57-64	Monkey
65-72	Snake
73-92	Toad
93-100	Weasel

See *baleful polymorph* in the *Pathfinder Roleplaying Game Core Rulebook*.

BLASPHEMY

CL 13th; **Save** Will partial (DC 23)

Duration varies

DESCRIPTION

Reading this scroll unleashes a *blasphemy* spell on all non-evil player characters in a 40-foot radius centered on the reader. The effects are dependent upon character level:

Level 14 and above	No Effect
Level 13	Dazed
Level 12 and below	Weakened
Level 8 and below	Paralyzed
Level 3 and below	Killed

See *blasphemy* in the *Pathfinder Roleplaying Game Core Rulebook* for specific effects and durations.

BLINDNESS/DEAFNESS

CL 3rd; **Save** Fortitude negates (DC 13)

Duration 3 rounds

DESCRIPTION

Reading this scroll unleashes a *blindness/deafness* spell upon the reader. Randomly roll below for the effect:

01-50	Blindness
51-100	Deafness

See *blindness/deafness* in the *Pathfinder Roleplaying Game Core Rulebook*.

CIRCLE OF DEATH

CL 11th; **Save** Fortitude negates (DC 16)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *circle of death* spell on 26HD worth of characters or creatures in 40-foot radius, starting with the reader and working outward. Characters that are level 9 or above are not affected, but other creatures such as familiars or companion animals below 9HD are subject to the scroll's effects. See *circle of death* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONTAGION

CL 7th; **Save** Fortitude negates (DC varies, see below)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *contagion* spell upon the reader. Randomly roll for the disease inflicted:

01-10	blinding sickness	DC17
11-25	bubonic plague	DC 17
26-35	cackle fever	DC 16
36-50	filth fever	DC 12
51-60	leprosy	DC 12
61-70	mindfire	DC 12
71-80	red ache	DC 15
81-90	shakes	DC 13
91-100	slimy doom	DC 14

See *contagion* in the *Pathfinder Roleplaying Game Core Rulebook*.

CREEPING DOOM

CL 13th; **Save** Fortitude partial (DC 13)

Duration 13 rounds

DESCRIPTION

Reading this scroll unleashes a *creeping doom* spell centered on the reader. Four swarms of insects fly forth from the scroll and attack all characters and creatures within 100 feet. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook* and *centipede swarm* in the *Pathfinder RPG Bestiary*.

DESTRUCTION

CL 13th; **Save** Fortitude partial (DC 23)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *destruction* spell inflicting unholy fire upon the reader and dealing 130

points of damage (or 45 points in a successful save). See *destruction* in the *Pathfinder Roleplaying Game Core Rulebook*.

DICTUM

CL 13th; **Save** Will negates (DC 23)

Duration varies

DESCRIPTION

Reading this scroll unleashes a *dictum* spell upon the reader and all non-lawful characters in a 40-foot radius. The effects are as described below:

Level 14 and above	No Effect
Level 13	Deafened
Level 12 and below	Staggered
Level 8 and below	Paralyzed
Level 3 and below	Killed

See *dictum* in the *Pathfinder Roleplaying Game Core Rulebook*.

DOOM

CL 1st; **Save** Will negates (DC 11)

Duration 1 minute

DESCRIPTION

Reading this scroll unleashes a *doom* spell that causes the reader to be shaken. See *doom* in the *Pathfinder Roleplaying Game Core Rulebook*.

EXPLOSIVE RUNES

CL 5th; **Save** none or Reflex save (DC 15)

DESCRIPTION

Reading this scroll unleashes an *explosive runes* spell. The reader takes 20 points of damage with no save; other characters with 10 feet may save for half damage. See *explosive runes* in the *Pathfinder Roleplaying Game Core Rulebook*.

FEAR

CL 7th; **Save** Will partial (DC 17)

Duration 7 rounds

DESCRIPTION

Reading this scroll unleashes a *fear* spell on a 30-foot cone that begins facing the reader. See *fear* in the *Pathfinder Roleplaying Game Core Rulebook*.

FEEBLEMIND

CL 9th; **Save** Will negates (DC 19)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *feblemind* spell upon the reader, reducing Intelligence and Charisma to scores 1. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

GLITTERDUST

CL 3rd; **Save** Will negates (DC 13)

Duration 3 rounds

DESCRIPTION

Reading this scroll unleashes a *glitterdust* spell in a 10-foot radius centered on the reader. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

HORRID WILTING

CL 15th; **Save** Fortitude half (DC 25)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *horrid wilting* spell that affects all living creatures in a 60-foot radius centered on the reader. It deals 52 points of damage (27 on a successful save). See *horrid wilting* in the *Pathfinder Roleplaying Game Core Rulebook*.

IRRESISTABLE DANCE

CL 15th; **Save** Will partial (DC 25)

Duration 3 rounds

DESCRIPTION

Reading this scroll unleashes an *irresistible dance* spell that affects the reader. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

NIGHTMARE

CL 9th **Save** Will negates (DC 19)

Duration see text

DESCRIPTION

Reading this scroll unleashes a *nightmare* spell upon the reader. It does not affect the character until the next time the next time they fall asleep, at which time they save or take 5 points of damage and are unable to gain the benefits of rest for 24 hours. See *bestow curse* in the *Pathfinder Roleplaying Game Core Rulebook*.

POISON

CL 7th; **Save** Fortitude negates (DC 17)

Duration instantaneous

DESCRIPTION

Reading this scroll unleashes a *poison* spell upon the reader. See *poison* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF DEATH

CL 15th; **Save** Fortitude negates (DC 33)

Duration instantaneous

DESCRIPTION

Reading this scroll activates a *symbol of death* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 150 minutes after it is activated. See *symbol of death* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF FEAR

CL 11th; **Save** Will negates (DC 31)

Duration 11 rounds

DESCRIPTION

Reading this scroll activates a *symbol of fear* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 110 minutes

after it is activated. The effects last for 11 rounds after the character is exposed to the symbol. See *symbol of fear* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF INSANITY

CL 15th; **Save** Will negates (DC 33)

Duration 15 rounds

DESCRIPTION

Reading this scroll activates a *symbol of insanity* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 150 minutes after it is activated. The effects last for 15 rounds after the character is exposed to the symbol. See *symbol of insanity* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF PAIN

CL 9th; **Save** Will negates (DC 30)

Duration 1 hour (see below)

DESCRIPTION

Reading this scroll activates a *symbol of pain* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 90 minutes after it is activated. The effects remain as long as the character is within the radius, and for one hour after leaving the radius. See *symbol of pain* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF STUNNING

CL 13th; **Save** Will negates (DC 32)

Duration 4 rounds

DESCRIPTION

Reading this scroll activates a *symbol of stunning* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 130 minutes after it is activated. The effects last for 4 rounds after the character is exposed to the symbol. See *symbol of stunning* in the *Pathfinder Roleplaying Game Core Rulebook*.

SYMBOL OF WEAKNESS

CL 13th; **Save** Will negates (DC 32)

Duration instantaneous

DESCRIPTION

Reading this scroll activates a *symbol of weakness* spell that affects all creatures in a 60-foot radius centered on the reader. The symbol remains in place for 130 minutes after it is activated. See *symbol of weakness* in the *Pathfinder Roleplaying Game Core Rulebook*.

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
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AJ7306	Missing Magic: Miscellaneous Magic B
AJ7307	Missing Magic: Miscellaneous Magic C
AJ7308	Missing Magic: Miscellaneous Magic D
AJ7309	Missing Magic: Miscellaneous Magic E
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