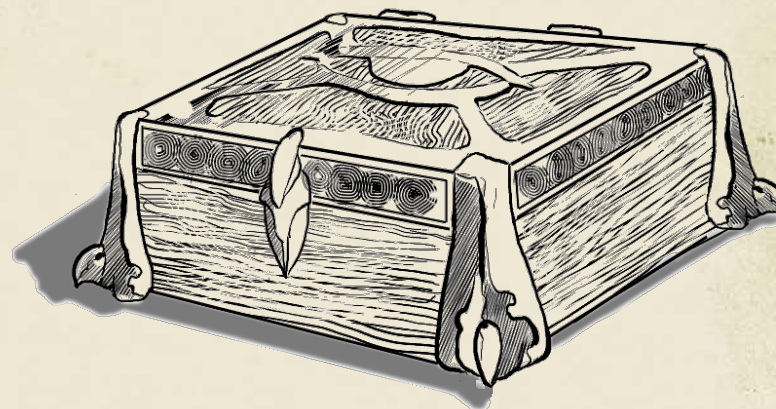


# The Thaumaturgie Codex IV



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# The Thaumaturgic Codex IV

## CREDITS

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Design and Development: Lahn J. Ogre

Graphic Design: Joel Grahn

Some Graphic Elements: Lord Zsezse Works

Art: V. Shane, Brian Brinlee, Matt Morrow, Jacob E. Blackmon, Luigi  
Castellani, and drbjr

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## Introduction

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It is not known exactly where Lord Glenshadow found the *Thaumaturgic Codex*, but in his own memoirs, *Chronicles of the Sorcerer Lord*, he wrote that it was found, "On a lower plane" when he was very young, and that throughout his life it had been a source of frustration, worry, and power.

Each day when the book is opened it reveals twenty random spells. When it is closed those spells vanish and the next day they are replaced with twenty other random spells. Oftentimes the spells it contains are mundane, commonplace, or already known. But occasionally the Codex reveals rare, unusual secrets...



## BANE WARD

**School** Necromancy; **Level** sorcerer/wizard 7

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### Casting

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**Casting Time** 1 Standard action

**Components** V, S

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### Effect

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**Range** Touch

**Target** Living creature touched

**Duration** 1 day/level (D) or until discharged

**Saving Throw** Will negates (harmless)/Fortitude half; **Spell Resistance** yes

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### Description

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With this spell the caster places a protective ward on the subject, usually by kissing them on the forehead, and leaving a glowing mark that all can see as a warning. Subjects may resist the spell being placed on them by making a Will save. Any creature that targets the subject with a direct melee, range, or spell attack discharges the *bane ward* and must immediately make a Fortitude save or suffer 1d4 points of Constitution damage per 4 caster levels. Subjects may only be under the effects of one *bane ward* at a time. If a second one is cast, the first one (if still active) is dispelled.

## BLASTING ORBS

**School** evocation (fire, force); **Level** sorcerer/wizard 5

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a fire opal worth 25 gp)

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### Effect

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**Range** Long (400 ft.+40 ft./level)

**Effect** one orb per caster level

**Duration** instantaneous

**Saving Throw** Reflex negates/none; **Spell Resistance** yes

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### Description

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Upon completing this spell, several tiny orbs of force with glowing red lights inside streak forth from the caster's hands, each targeting a separate creature within range. When an orb nears a target creature, the orb becomes a sphere of force trapping the creature within it, similar to a *resilient sphere*. At that same moment, the glowing red light within the orb becomes a *fireball*. While target creatures may make a Reflex save to avoid being trapped within the sphere of force, those who fail that save receive no saving throw to avoid taking full damage from the compressed *fireball*. Because the *fireball* is compressed within the sphere of force, damage is increased to



1d8 per caster level (15d8 maximum). The sphere of force disappears immediately after the *fireball* ends.

Creatures may only be targeted once per casting. Unused orbs are lost and may not be held for use in subsequent rounds.

A standard orb may enclose a creature up to size Medium. Larger creatures require more spell energy, measured in an additional number of orbs, according to the table below.

Creature Size	Spell Energy Necessary
Medium	1 orb
Large	2 orbs
Huge	4 orbs
Gargantuan	8 orbs
Colossal	16 orbs

A caster would have to be 16<sup>th</sup> level to affect a single Colossal size creature with this spell. Regardless of the number of orbs affecting a creature, the damage is only calculated once.

## BLAZING BOLTS

**School** evocation [fire]; **Level** cleric 4, druid 4, sorcerer/wizard 4, witch 4

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M/DF (a pinch of sulfur)

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### Effect

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**Range** 30 ft.

**Area** a 30-ft.-radius spread, centered on the caster

**Duration** instantaneous

**Saving Throw** Fortitude partial; Spell Resistance yes

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### Description

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Fire sprays forth from the caster's body in all directions. The bolts do not harm natural vegetation or creatures in the area the caster wishes to exclude from damage. Any other creatures within the area take 1d8 points of fire damage per caster level (maximum 10d8) and are dazed for 1 round. A successful saving throw halves the damage and negates the daze effect.



## CAUSTIC BEAM

**School** evocation [acid]; **Level** sorcerer/wizard 6

### Casting

**Casting Time** 1 standard action

**Components** V, S, F (a pinch of lye)

### Effect

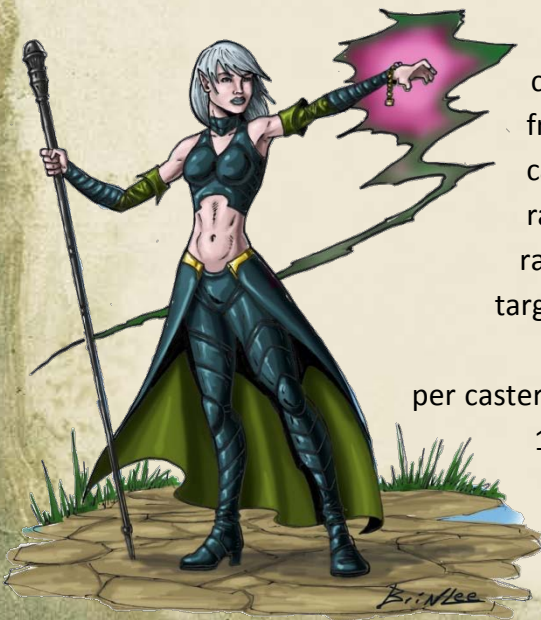
**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

### Description



A greenish ray of acidic chemicals and toxins springs from the caster's hand. The caster must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of acid damage per caster level (maximum 20d6) and 1d4 points of Constitution drain.

## CAJOLE

**School** enchantment (compulsion) [language-dependent, mind-affecting]; **Level** sorcerer/wizard 1/cleric 1

### Casting

**Casting Time** 1 standard action

**Components** V

### Effect

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

### Description

The caster gives the subject a single request, which it obeys to the best of its ability at its earliest opportunity. Players may select from the following options.

**Assist:** On its turn, the subject helps the caster with one physical activity such as lifting an object, climbing onto a horse, opening a door, or protecting him from attackers.

**Give:** On its turn, the subject hands the caster whatever it is holding in its hand.

**Advise:** On its turn, the subject tells the caster what it thinks is the best course of action in his current situation.



*Deliver:* On its turn, the subject takes whatever the caster hands him and moves as quickly as possible for 1 round, attempting to deliver the item to whomever the caster designates. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement.

*Embrace:* The subject gently hugs the caster for 1 round. If it cannot reach the caster, it will move to reach him and provoke attacks of opportunity for this movement.

If the subject can't carry out the request on its next turn, the spell automatically fails.

## CHOKING SMOKE

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**School** conjuration (creation); **Level** sorcerer/wizard 3

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (1 ounce of pitch)

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### Effect

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**Range** medium (100 ft. + 10 ft./level)

**Effect** cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **Spell Resistance** no

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### Description

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This spell creates a cloud of thick smoke which chokes subjects and causes fits of violent coughing. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Living creatures within the cloud must make a Fortitude save or be overcome with violent coughing. Those who fail are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each coughing character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on the caster's turn. Creatures that do not breathe and those with the fire subtype are immune to this spell.

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

*Choking smoke* can be made permanent with a permanency spell. A permanent cloud of *choking smoke* dispersed by wind reforms in 10 minutes.



# CONCUSSIVE BLAST

**School** evocation [force]; **Level** sorcerer/wizard 4

**Casting**

**Casting Time** 1 standard action

**Components** V, S

**Effect**

**Range** 30 ft.

**Area** a 30-ft.-radius burst, centered on the caster

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

**Description**

A wave of concussive force erupts from the caster striking all creatures within 30 feet and knocking them back. Those who fail the saving throw suffer 1d6 points of bludgeoning damage per caster level (15d6 max). Creatures size Large and smaller are also thrown back 1d4 x 10 feet, suffering an additional 1d4 points of nonlethal damage per 10 feet thrown. They are also rendered prone. Those who succeed at the saving throw suffer half damage and are not thrown back. They are, however, pushed back 1d4 feet (i.e. on a roll of 3 or 4 they are pushed back 1 square). Creatures with abilities such as immovable are not pushed back at all if they succeed at the saving throw.

Creatures size Huge and larger are not thrown or pushed, though they still suffer damage from the blast.





# CONFLAGRATION

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**School** evocation [fire]; **Level** sorcerer/wizard 9

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**Casting**

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**Casting Time** 1 standard action

**Components** V, S

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**Effect**

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**Range** medium (100 ft. + 10 ft./level)

**Area** one 10-ft. cube per level (S) and 30-ft-radius spread

**Duration** 1 round per level

**Saving Throw** Reflex half; **Spell Resistance** yes

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**Description**

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*Conflagration* creates a roaring inferno and powerful winds that fan the flames and blow creatures into the fire. All creatures and objects within the fire take 6d6 points of fire damage each round that they remain in the burning area. Creatures that fail their Reflex save catch on fire, taking 6d6 points of fire damage each round until the flames are extinguished (or 4d6 if they leave the spell area). Burning creatures must leave the flaming area of the spell to extinguish the flames. Extinguishing the flames in the area affected by the *gust of wind* is a full-round action that requires a DC 24 Reflex save. Extinguishing the flames outside this area is a full-round action that requires a DC 20 Reflex save.

The winds (approximately 50 mph) affect a 30-foot radius around the *conflagration*. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown into the fire. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet and may be blow into the fire for additional damage.

Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check, which may cause them to be trapped within the flaming area.

Large or larger creatures may move normally within a *gust of wind* effect. This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It has a 50% chance to extinguish protected flames, such as lanterns. In addition to the effects noted, these winds can do anything that a sudden blast of wind would be expected to do.



## ERUPTION

**School** evocation [earth, fire]; **Level** druid 4, cleric 4, sorcerer/wizard 4

### Casting

**Components** V, S, M (A piece of pumice)

**Casting Time** 1 standard action

### Effect

**Range** medium (100ft+ 10ft/ level)

**Area** 40-ft. high spray, 30-ft.-radius sphere

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

### Description

*Eruption* causes a large gout of lava to explode from the ground and spray 40 feet into the air, showering all bystanders.

The initial spray is 5 feet in diameter and can be used to target a single creature, causing 1d8 points of fire damage per level of the caster (maximum 10d8). Additionally, anyone within a 30 foot radius of the eruption is showered with the falling lava. These creatures suffer 1d4 points of damage per level of the caster (maximum 10d4).

## GELATINOUS BOLT

**School** conjuration (creation); **Level** sorcerer/wizard 3

### Casting

**Casting Time** 1 standard action

**Components** V, S, M (A small ball of gum)

### Effect

**Range** close (25 ft.+5 ft./2 levels)

**Target** one creature

**Duration** 1 minute/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

### Description

With this spell the caster hurls forth a shaft of magical gelatinous substance that can knock an opponent prone and entangle him. A ranged touch attack is required to hit the target. Use the scatter diagram to determine where a missed bolt lands. A bolt that misses its target creates a 5-ft patch of adhesive in the area it strikes.

The bolt strikes with enough force to knock most opponents down, effectively making a trip attack as a Medium-size creature with a Strength score equal to the DC of the spell. The opponent does not gain an attempt to trip the caster if he avoids being knocked down by the spell.



Opponents who are tripped become prone and also suffer a –2 circumstance penalty to their Reflex save against the spell as it explodes, spraying them with adhesive goo. Those who avoid being tripped gain a +2 circumstance bonus to avoid being caught in the goo. Subjects that fail the save become entangled in the glue-like substance.

Entangled creatures cannot move, attack or enact somatic, material or focus spell components. They can, however, use any abilities that require only mental concentration to enact. They are pinned but not helpless.

Breaking free of the gelatinous substance requires a Strength check (DC 22) or an Escape Artist check (DC 27).



## GEYSER

**School** evocation [fire, water]; **Level** cleric 2, druid 2, sorcerer/wizard 2

### CASTING

**Components** V, S, M (A drop of water and a bit of pumice.)

**Casting Time** 1 standard action

### EFFECT

**Range** medium (100ft+ 10ft/ level)

**Area** 30-ft. high spray, 20-ft.-radius sphere

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

### Description

*Geyser* causes a gout of hot water and steam to shoot from the ground, spraying 30 feet into the air and showering the area with boiling water. The initial spray is 5 feet in diameter and can be used to target a single creature, causing 1d8 points of fire damage per level of the caster (maximum 5d8).

Additionally, anyone within 20 feet of the gout will be showered with boiling water. These creatures suffer 1d4 points of damage per level of the caster (maximum 5d4).



## HEAVY BLOWS

**School** transmutation; **Level** paladin 1, sorcerer/wizard 1

### CASTING

**Casting Time** 1 standard action

**Components** V, S, DF

### EFFECT

**Range** touch

**Target** weapon touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

### Description

This spell causes the weapon touched to inflict damage as if it were one size category larger than it actually is.



## JAVELIN OF ICE

**School** evocation (ice); **Level** sorcerer/wizard 2

### Casting

**Casting Time** 1 standard action

**Components** V, S, M (a crystal shard)

### Effect

**Range** Medium (100 ft.+10 ft./level)

**Target** One creature

**Duration** instantaneous and 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** Yes

### Description

The caster makes a ranged touch attack to hurl a *javelin of ice* at a target creature. Any creature struck by the *javelin of ice* suffers 1d6 points of piercing damage, 1d6 points of cold damage, and must make a Fortitude save or become encased in ice and held immobile.

While trapped in the ice, the subject is preserved in a cryogenic state and does not age, breathe, grow hungry, sleep, or regain spells. It is unaware of its surroundings for the duration of the spell or until it is freed by others. A dying subject does not lose hit points or become stable until the spell ends.



The ice has a hardness of zero (0) and its thickness depends on the caster level, as shown on the table below. The encased subject may be damaged by outside forces (and perhaps even killed).

The subject may be freed by inflicting damage on the ice, either with fire, weapons, or tools. Any damage beyond that required to destroy the ice is inflicted on the creature within the ice.

*Dispel magic* and similar spells will also free the subject.

As a caster advances in levels, the number of javelins of ice he can hurl and the thickness of the ice they create increases according to the table below.

Caster Level	Number of Javelins	Thickness of Ice	Ice HP
3rd – 8th	1	4 inches	12
9th – 14th	2	6 inches	18
15th +	3	8 inches	24

## KILLING FROST

**School** conjuration (creation) [cold]; **Level** sorcerer/wizard 3

### Casting

**Casting Time** 1 standard action

**Components** V, S

### Effect

**Range** medium (100 ft. + 10 ft./level)

**Effect** cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 min./level

**Saving Throw** Fortitude partial; see text; Spell Resistance no

### Description

This spell generates a cloud of frigid air, similar to a *fog cloud*, except that its vapors are bluish white and supernaturally cold. These vapors automatically kill any living creature with 1 or fewer HD (no save). A living creature with 2 to 4 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on the caster's turn each round while in the cloud).

A living creature with 4 or more HD takes 1d4 points of Constitution damage on the caster's turn each round while in the cloud (a successful Fortitude save halves this damage).



The Endurance feat, *endure elements* spells, and *resist energy* spells do not help, but creatures immune to cold are unaffected by this spell.

Unlike a *fog cloud*, the *killing frost* moves away from the caster at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.



Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

## RAIN STORM

**School** conjuration (creation) [cold]; **Level** druid 2, sorcerer/wizard 2

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

### EFFECT

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (40-ft. radius, 20 ft. high)

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

### Description

Driving rain blocks all sight (even *darkvision*) within it and strong winds fill the area. Ranged attacks suffer a -2 penalty and creatures size Tiny cannot move forward against the wind without making a Strength check (DC 10 or DC 20 if flying).

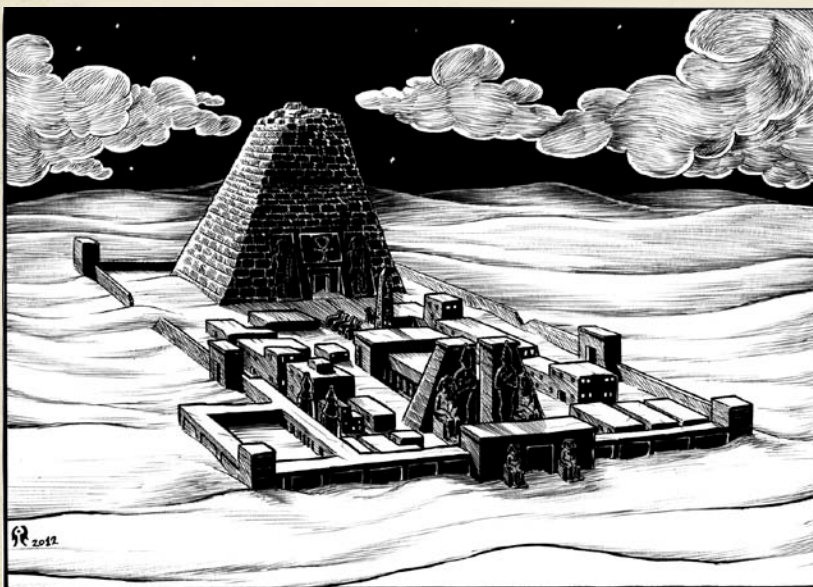
Creatures inside the area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. Some surfaces may become slippery when wet, such as clay, tile, and dirt (mud). A creature can walk within or through a slippery area at half normal speed with a DC 10 Acrobatics



check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The wind and rain automatically extinguish unprotected flames (candles, torches, small fires, and the like).

At the end of the duration, the rain and wind disappear, leaving no aftereffects (other than the damage dealt).



## ROLLING ROCK

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**School** conjuration (creation) [earth]; **Level** druid 2, sorcerer/wizard 2

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M/DF (a small rock)

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### Effect

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**Range** medium (100 ft. + 10 ft./level)

**Effect** 1 boulder, size Small to Large; see text

**Duration** instantaneous and 1 round/level; see text

**Saving Throw** Reflex negates; **Spell Resistance** no

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### Description

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A boulder emerges from the ground and rolls in whichever direction the caster points, crushing those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it deals bludgeoning damage to that creature (per the table below), though a successful Reflex save negates that damage. A *rolling rock* rolls over barriers less than 4 feet tall. It can be sent against larger barriers such as doors to inflict its usual damage upon the barrier. Creatures that fail their Reflex save may be pinned beneath the *rolling rock* if it stops in their space. Only creatures of the same size or smaller than the



*rolling rock* may be pinned this way. Creatures that are pinned suffer automatic damage every round on the caster's turn. Pinned creatures can attempt to escape as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell.

The *rolling rock* moves as long as the caster actively directs it (a move action for the caster); otherwise, it merely stays at rest. Should anyone attempt to block the *rolling rock*, perform a bull rush maneuver against it, or otherwise pit their Strength against it, the *rolling rock's* Strength score is equal to the caster's key ability score (Intelligence or Wisdom). A rolling rock becomes inert if it exceeds the spell's range.

The size of the rolling rock and the damage it inflicts are both determined by the caster level.

Caster Level	Damage	Rock Size*
3 <sup>rd</sup> -4 <sup>th</sup>	2d6	Small
5 <sup>th</sup> -6 <sup>th</sup>	3d6	Medium
7 <sup>th</sup> +	4d6	Large
*May pin creatures of equal size or smaller		

When the spell ends the *rolling rock* becomes an inert boulder.

## ROLLING ROCK, MASS

**Level** druid 7, sorcerer/wizard 7

**Effect** 1 boulder per two caster levels, size Small to Large; see text

This spell is similar to *rolling rock* except, as noted above, it conjures multiple rocks. As shown on the table below, the size of the rocks and the damage they inflict depend on the caster level.

Caster Level	Damage	Rock Size*
13 <sup>th</sup> -14 <sup>th</sup>	2d6	Small
15 <sup>th</sup> -16 <sup>th</sup>	3d6	Medium
17 <sup>th</sup> +	4d6	Large
*May pin creatures of equal size or smaller		



# SEARING RAY

**School** evocation [fire]; **Level** sorcerer/wizard 4

## Casting

**Casting Time** 1 standard action

**Components** V, S, F (a white ceramic cone or prism)

## Effect

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

## Description

An orange-red ray of heat and fire springs from the caster's hand. The caster must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of fire damage per caster level (maximum 15d6) and 1d4 points of Strength drain.





# SHADOW SPRAY

**School** evocation; **Level** sorcerer/wizard 5

**Casting**

**Casting Time** 1 standard action

**Components** V, S

**Effect**

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** yes

**Description**

This spell causes seven beams of darkness and shadow to spray from the caster's hand. Each beam has a different power. Creatures in the area of the spell with 6 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

D8	Color of Beam	Effect
1	Black	15 points cold damage (Reflex half)
2	Damson	30 points fire damage (Reflex half)
3	Jet	60 points acid damage (Reflex half)
4	Onyx	<i>Phantasmal Killer</i> (Will then Fortitude)
5	Charcoal	<i>Cursed</i> : -4 penalty on all attack rolls, saves, ability checks, and skill checks (Will negates)
6	Ebony	<i>Enervation</i> (no save)
7	Midnight	Sent to the ethereal plane (Will negates)
8	Struck by two beams	





## SHOCKING BOLT

**School** evocation [electricity]; **Level** sorcerer/wizard 2

### Casting

**Casting Time** 1 standard action

**Components** V, S, F (a white ceramic cone or prism)

### Effect

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

### Description

A blue-white ray of crackling energy springs from the caster's hand. The caster must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of electrical damage per caster level (maximum 10d6) and 1d4 points of Dexterity drain.



## VEIL OF NEGATIVE ENERGY

**School** abjuration [evil]; **Level** anti-paladin 1/cleric 1

### Casting

**Casting Time** 1 standard action

**Components** V, S, DF

### Effect

**Range** personal or 5 ft.; see text

**Target** caster or all creatures within 5 ft.; see text

**Duration** 10 minutes/level (D)

### Description

The caster surrounds herself with a *veil of negative energy*, making it harder for living creatures to harm her. When under the effect of this spell, the caster gains a +2 profane bonus to AC and a +2 profane bonus on saves. Both of these bonuses apply only against attacks or effects created by living creatures (Constructs and Undead are not affected). This spell can be dismissed before its normal duration as a swift action on the caster's turn to deal a number of points of negative energy damage equal to caster's level to all living creatures within 5 feet.



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