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The Thaumaturgic Codex

redits

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Introduction

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.

The Codex seems to contain an infinite number of spells, but it only reveals twenty of them at a time. Each day when the book is opened it contained twenty random spells. When it is closed those spells vanish and the next day they are replaced with twenty other random spells. Sometimes the spells it contains are mundane or commonplace. Often the spells revealed are already known. But occasionally the Codex reveals rare, unusual secrets...

ABYSSALVORTEX

School conjuration (creation) [acid, death and mind-affecting]; **Level** magus 9, summoner 9, sorcerer/wizard 9, witch 9

Casting

Casting Time 1 standard action Components V, S

Effect

Range 60 ft. Area cone shaped burst Duration instantaneous and see text Saving Throw see text; Spell Resistance yes

Description

Abyssal vortex opens a swirling portal that spews negative energy and acid from the lower planes. Anyone struck by this spell must make three saving throws; a Fortitude save or gain 2 <u>negative levels</u>, a Reflex save or suffer 1d4 points of acid damage per caster level (max 25d4) and a Will save or be <u>stunned</u> by the sight of the swirling vortex for 1d4 rounds.

Twenty-four hours after gaining any negative levels, the subject must make a Fortitude save (using this spell's DC) for each negative level. If the save succeeds, that negative level is

negated. If it fails, the negative level goes away, but one of the subject's character levels is permanently drained.

Creatures struck with the acid suffer half damage if they succeed at the Reflex saving throw but the acid, unless somehow neutralized, persists for 1 round per 10 levels of the caster. Each round the acid persists it causes another 1d4 points of damage per caster level. Those who succeeded at the original Reflex save automatically take half damage again. Those who failed take full damage again.

BLOOD, SWEAT, AND TEARS

School necromancy; Level sorcerer/wizard 4, witch 4

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range close (25 ft. + 5 ft/2 levels)
Target one creature
Duration instantaneous and 1 round/level (see text)
Saving Throw Fortitude negates; Spell Resistance yes

Description

This brutal spell causes the subject who fails their saving throw to begin bleeding from their orifices, become <u>fatigued</u>, and to suffer from blurred vision caused by excessive tearing of his eyes. The bleeding causes 1d4 points <u>Constitution</u> <u>damage</u>. A fatigued character cannot run or charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. A character with blurred vision suffers a 20% miss chance on all melee attacks and a

50% miss chance on all ranged attacks. This condition persists for 1 round per caster level. Those who succeed at the saving throw suffer 1 point of <u>Constitution damage</u> only.

CHAOTIC COMMUNICATION

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 2, witch 2

Casting

Casting Time 1 standard action Components V, S

Effect

Range close (25 ft. + 5 ft/2 levels)
Target one creature per level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Description

This spell scrambles and unscrambles the subjects' words, allowing them to communicate clearly with each other, but preventing eavesdropping. Only creatures that are affected by the same *chaotic communication* spell as the speaker can understand him. Subjects communicate in a language they know, such as common. However, their words sound like gibberish to everyone except other creatures that are under the same *chaotic communication* spell. <u>Comprehend</u> <u>languages</u> cannot decode *chaotic communication* but the <u>tongues</u> spell is effective.

CHROMATIC CORUSCATION

School illusion (pattern) [mind-affecting]; Level sorcerer/wizard 3

Casting

Casting Time 1 standard action **Components** V, S, F (a multicolored cloth worth 50 gp)

Effect

Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius burst Duration instantaneous Saving Throw Will partial; Spell Resistance yes

Description

This spell fills the area with a burst of swirling, cascading, psychedelic hues. Living creatures in the area must make a Will save or become <u>sickened</u> and <u>fatigued</u> for 1d6 rounds per caster level by the sight of the chromatic coruscation. Creatures that succeed at the saving throw are <u>dazzled</u> for 1d4 rounds.

CLOUDYTHOUGHTS

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 2, witch 2

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

Description

This spell clouds the subject's mind, making him more vulnerable to enchantments and impairing spell-casting ability. Those who fail their saving throw become dull-witted and find it difficult to think clearly, suffering a –4 to all Will saves and <u>Concentration</u> checks. Furthermore, spell casters affected by this spell must make a <u>Concentration</u> check (DC 14 + spell level) to cast a spell. The -4 penalty is included in the DC.

COMBATLINK

School divination; Level magus 3, sorcerer/wizard 3

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes

Description

With this spell the caster gains insight into the subject's mind that he can use to his advantage when fighting with the subject. Casters gain a +4 insight bonus to their AC against all attacks from the subject. The caster also gains a +4 insight bonus to his saving throws against all spells and spell-like abilities originating from the subject for the duration of the *combat link*. Non-thinking creatures such as constructs are immune to this spell. The caster also has insight into the subject's attempts to defend himself, gaining a +2 insight bonus to attack rolls. If the subject is not involved in combat, the *combat link* functions in a manner similar to <u>detect thoughts</u>, providing the caster with knowledge of the subject's surface thoughts.

CONVERSION FIELD

School transmutation; Level cleric 3, druid 3, magus 3, sorcerer/wizard 3

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Reflex negates; Spell Resistance no

Description

This spell creates a field of magical energy that surrounds the subject and converts one specified type of energy (fire, cold, electricity, acid, or sonic) into an equal amount of energy of another type (fire, cold, electricity, acid, or sonic). All forms of the first type of energy that pass through the field are automatically converted into an equal amount of the second type of energy. The type of energies converted must be selected at the time of casting and cannot be altered thereafter. Only energy passing from outside into the field can be altered. In this way a red dragon can be cloaked in a *conversion field* that changes all fire damage it suffers to cold damage, for example.

DEATHDIRGE

School illusion (audible pattern) [mind-affecting]; Level sorcerer/wizard 5, witch 5

Casting

Casting Time 1 standard action **Components** V, S, M (scraps of a bloodstained battle-flag)

Effect

Range medium (100 ft. + 10 ft./level) Area deathly music in 30-ft.-radius spread Duration 1 round/level Saving Throw see text; Spell Resistance yes

Description

This spell creates a terrifying song of death. The music of the *death dirge* automatically slays creatures of 3 HD or less (no save). Creatures with 4-6 HD must make a Will save or be slain. If they succeed they suffer -4 morale penalties to all saving throws and attack rolls for as long as they remain in the area and for 2d4 minutes afterwards. Creatures with 7 or more HD must make a Will save or suffer –4 morale penalties on all saving throws and attack rolls for as long as they remain in the area and for 1d4 minutes afterwards. If they succeed they are unaffected. Creatures that are immune to fear or morale based penalties are also immune to this spell.

DEFENSIVE SCREEN

School conjuration (creation) [force]; Level magus 2, sorcerer/wizard 2, summoner 2

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range touch Target one creature Duration 1 round/level Saving Throw none; Spell Resistance yes (harmless)

Description

This spell surrounds the subject with a dozen small discs of force that swirl as if carried in a cyclone. These discs provide 50% cover from all directions, imparting a +4 cover bonus to AC and a +2 Reflex bonus as well.

ENCUMBERINGLOAD

School illusion (phantasm); Level sorcerer/wizard 2, witch 2

Casting

Casting Time 1 standard action **Components** V, S, M (1 ounce of lead)

Effect

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 10 minutes/level Saving Throw Will disbelief; Spell Resistance yes

Description

This spell causes the recipient to feel as though a great weight is upon their shoulders. The *encumbering load* weighs 25 lbs. per caster level. Add this weight to the weight the subject is already carrying. If this spell causes the recipient's total weight carried to exceed heavy <u>carrying capacity</u>, he loses all Dexterity bonuses and can only move 5 feet per round. If the subject's total weight carried exceeds double his maximum load, he collapses under the weight and is <u>pinned</u>.

FISTOFIRON

School transmutation; Level magus 4, sorcerer/wizard 4

Casting

Casting Time 1 standard action **Components** V, S, F (an iron fist worth 250 gp)

Effect

Range touch and close (25 ft. + 5 ft./2 levels) Target one iron fist Duration 1 round/level (D) Saving Throw none; Spell Resistance no

Description

To use this spell, the caster must have a piece of iron crafted into the shape and size of a Medium size creature's fist and forearm. This piece of iron is approximately 12 inches long and usually weighs 15 pounds. When a character casts this spell on such an object, the fist becomes an enchanted weapon that the caster can control telepathically. The enchanted fist attacks as a +3 weapon with a base attack bonus equal to the caster's level (getting more attacks per round, if eligible, +9/+4 at 9th level for example), and inflicts 1d6+3 points of bludgeoning damage. It also adds the caster's Dexterity modifier to the attack rolls. It flies at 120 feet (perfect maneuverability), has a hardness of 13 and 63 hit points. The enchanted fist's armor class is equal to 14 + the caster's Dexterity modifier. If the caster is under the effects of a *haste* spell, the fist also gains the AC benefits of the *haste* (+4 AC). A *hasted* caster can use his extra attack to strike again with the fist. At 12^{th} level, the fist attacks as a +4 weapon, and at 15^{th} level it attacks with a +5 magical enhancement bonus to attack and damage.

Attacking with the fist is either a standard action or a full attack action, at the caster's discretion. The caster can also choose not to attack and the fist will hover nearby awaiting the next command to attack. The fist must stay within close range of the caster (25 ft.+5 ft./2 levels), and cannot travel beyond that range. If it somehow gets out of range, the spell ends. The fist itself is not animated; it cannot unclench its grasp and manipulate a doorknob or wield a weapon, for example. It cannot attempt to grapple or trip opponents either.

GHOULARROW

School necromancy; Level sorcerer/wizard 3, witch 3

CASTING

Casting Time 1 standard action **Components** V, S, M (a pinch of ghoul flesh)

Effect

Range close (25 ft. + 5 ft./2 levels) Target one living humanoid Duration 1d6+2 rounds Saving Throw Fortitude negates (see text); Spell Resistance yes

Description

The caster hurls a bolt of paralytic power at the subject, making a ranged touch attack. If successful, the subject must make a Fortitude save or become <u>paralyzed</u> for 1d6+2 rounds. A paralyzed subject exudes a carrion stench that causes all living creatures (except the caster) in a 10-foot-radius spread to become sickened (Fortitude negates). A <u>neutralize poison</u> spell removes the effect from a sickened creature, and creatures immune to <u>poison</u> are unaffected by the stench. This is a poison effect. This spell creates two paralyzing bolts at caster level 10 and 3 bolts (the maximum) at caster level 15. These additional *ghoul arrows* are fired in the same round as the first, but may target other creatures within range.

MALEFIC SUSURRATIONS

School conjuration (summoning); **Level** cleric 6, sorcerer/wizard 5, witch 5

Casting

Casting Time 1 standard action Components V, S

Effect

Range 60 ft.

Area 60-ft.-radius emanation centered on the caster Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes

Description

This spell causes the caster's speech to be shot through with a horrid, rasping noise summoned from the lower planes. Any living creature within 60 feet of the caster that hears his voice must make a Will save or become weakened (-6 Str) and <u>shaken</u> (-2 morale penalty to attacks, damage and saving throws) by the hellish noise. These conditions persist for as long as the subject continues to hear the caster's enchanted voice and for 1d4 minutes thereafter. Those who succeed at the saving throw are not weakened and are shaken for only 1d4 rounds. Creatures that are deaf or otherwise unable to hear are unaffected by this spell.

School transmutation (polymorph); **Level** sorcerer/wizard 4, witch 4

Casting

Casting Time 1 standard action Components V, S

Effect

Range touch

Target one humanoid or monstrous humanoid creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

Description

This spell only affects creatures of the humanoid and monstrous humanoid types. If affected, the subject of this spell instantly becomes an ooze, collapsing into a pool of viscous, gray slime. Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead. The subject gains the physical attributes of a typical ooze. Subjects with 7-9 HD become size Small oozes. Subjects with 10-12 HD become Medium size oozes and subjects with 13 or more HD become Large oozes.

A Small ooze has a Strength of 8, Dexterity of 2, and a Constitution of 16. A Medium ooze has Strength 12, Dexterity 1 and Constitution 20. A Large ooze has Strength 20, Dexterity 1 and Constitution 24. The subject retains their original attributes of Intelligence, Wisdom and Charisma. Their Hit Dice, base attack bonus, and skills also remain unchanged. The subject cannot cast spells that require verbal, somatic or material components, though they can cast spells or use psionic powers that are purely mental in activation.

A subject of this spell is blind but gains the special ability of blind sight. This grants the subject immunity to vision based attacks such as visual illusions, gaze attacks and other attacks that rely on sight. The subject's body also becomes acidic. Contact with the subject's body inflicts 1d6 points of acid damage upon any organic material. It does not harm other materials. As an ooze, the subject can slide under doors, and slip through tiny cracks. The character has a base speed of 10 feet. The subject's type is also changed to ooze, making them immune to spells and effects that target humanoids, such as *charm person*, but susceptible to spells and effects that target oozes.

SALTY WOUNDS

School transmutation; Level sorcerer/wizard 2, witch 2

Casting

Casting Time 1 standard action **Components** V, S, M (a pinch of salt)

Effect

Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

Description

Salty wounds causes any existing, open wound a creature may have to become inflamed with stinging pain. This pain causes 1d8 points of <u>nonlethal damage</u> per level of the caster (maximum 10d8). Living creatures that do not have open wounds are immune to this spell. Nonliving creatures (such as undead and constructs) are also immune.

SHADOWBOLT

School conjuration (shadow); Level sorcerer/wizard 5, summoner 5

Casting

Casting Time 1 standard action Components V, S

Effect

Range long (400 ft. + 40 ft./level) Target one creature Duration instantaneous Saving Throw Will partial (see text); Spell Resistance no

Description

With this spell, the caster hurls a bolt of energy summoned from the Shadow Plane. This otherworldly energy is exceptionally difficult to resist and imposes a -2 circumstance penalty to the saving throw made against it. Shadow bolt requires a ranged touch attack to be effective. Those struck by the bolt must make a saving throw (at -2) or suffer 1d4 points of damage per level of the caster (maximum 15d4) and be <u>staggered</u> for 1d4 rounds. Those who succeed at their saving throw suffer half damage and are staggered for 1 round.

SHOCK WAVE

School evocation (force); Level magus 4, sorcerer/wizard 4

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range close (25 ft. + 5 ft./2 levels) Area cone Duration instantaneous Saving Throw see text; Spell Resistance yes

Description

Upon completion of this spell, the caster emits a pummeling blast of concussive force. Any creature struck by the *shockwave* must make a Fortitude save or be <u>stunned</u> for 1d4 rounds and <u>staggered</u> for 1d4 rounds after that. Those who succeed are <u>staggered</u> for 1d4 rounds only and are not stunned. Whether they save or not, all subjects must also make a Reflex save or be <u>knocked down</u> by the force of the *shock wave*. All creatures struck by the *shock wave* also suffer 1 point of damage per level of the caster.

STORMDOOR

School conjuration (calling); **Level** sorcerer/wizard 7, summoner 7, witch 7

Casting

Casting Time 1 standard action **Components** V, S, M (an onyx gemstone worth 750 gp)

Effect

Range medium (100 ft. + 10 ft./level) Effect 1 portal from the abyss Duration 1 round/2 levels Saving Throw none; Spell Resistance no

Description

Storm Door opens a temporary one-way portal from the abyss. The layer contacted is always teaming with hordes of the weakest demons, such as <u>Dretch</u>. As soon as the portal opens, these demons start pouring through into the Material Plane at a rate of 3d4 creatures per round. This spell does not grant control over the creatures. Each round the *storm door* is open there is a cumulative 2% chance that a greater demon will come through (such as a <u>balor</u>). This greater demon will take control of the lesser beings and use them for its own purposes. Otherwise all lesser demons will attack aimlessly, ruthlessly, and hungrily. When the spell ends, the portal

closes. Any demons that have passed through it to the Material Plane are trapped there.

TIMESENSE

School divination; Level magus 3, sorcerer/wizard 3, witch 3

Casting

Casting Time 1 standard action **Components** V, S

Effect

Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Description

With this spell, the caster imparts upon the subject a keen awareness of the dimension of time. The subject can use this awareness to react to danger more quickly, gaining a +4 insight bonus to initiative, AC and Reflex saves.

VOLTAIC SHROUD

School evocation [electricity]; Level druid 3, magus 3, sorcerer/wizard 3

Casting

Casting Time 1 standard action **Components** V, S, M (A bit of fur and an amber, crystal or glass rod.)

Effect

Range personal (see text) Target caster (see text) Duration 1 round/level Saving Throw Reflex half; Spell Resistance yes

Description

Voltaic shroud cloaks the caster in a mantle of electrical energy that protects against attacks and hurls bolts of lightning at will. Anyone striking the caster with a metal or natural weapon while the shroud is active suffers 1d4 points of electrical damage per 3 caster levels (maximum 8d4, Reflex save for half). Once per round as a free action the caster may also strike any target within medium range (100 ft. + 10 ft./level) with a bolt of lightning. This bolt also causes 1d4 points of damage per 3 caster levels. Thus, at 9th level it causes 3d4 points of damage. At 12th level the damage

becomes 4d4. At 15th level it becomes 5d4 and so on (maximum 8d4 at 24th level).

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