Book of Magic
10 Undead Spell Words

CREDITS

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Listing of Open Content
Open Content: All game mechanics.
Product Identity: Everything that is not a game mechanic.

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Introduction

Around the start of this year, I made my first wordcaster PC. For those of you following my characters, this one is Sharán Lan, sister to Riyal Lan (from the Riyal's Research series). Sharán was a sorcerer (wildblooded) with a sage bloodline. (I say "was" because she died in my most recent gaming session, but that is a tale for another time.) I had a blast playing her. It was really nice being able to alter my spells on the fly like that. The experience made me wish that I had given the rules a chance when they were released.

Before I go any further, I have to admit something: I was prejudiced against the Words of Power rules when they first emerged. I loved the concept, though. I was really excited about it during the playtest, but we didn't see the full rules at that time—just the damage-dealing aspects of the subsystem—which worked just fine. However, I felt the other spell words were rather poorly done, so I shelved the rules and decided to forget about them.

Fast forward to late 2012, when I was considering developing my own version of Words of Power. As any good designer should, my first task was to research the existing rules. So when Riyal died (my GM runs *very* deadly games), I brought in Sharán and played her using the wordcasting rules as written.

I had a blast!

The part of the system that I thought would not work well played just fine. It was fun and easy, although I did notice some minor glitches that could be easily fixed. So my hat is off to you, designers of the Words of Power system. You did well.

But like I said, there are some minor glitches, and the scope of the words in the existing system do not even begin to cover the gamut of the *Pathfinder Core Rulebook* spells, let alone later releases. So, I started sketching outlines for a larger release that would fix the aforementioned glitches and include additional spell words. The problem with a project of this scope is that I don't know if there is an audience for this sort of product.

This is where *you* come in. I am not going to spend my time on a significant expansion if there isn't sufficient interest in it. So here's what I need you to do: tell everyone you know that likes running wordcasters to buy **Book of Magic: 10 Undead Spell Words**. It is only $0.99, so I am not asking for a serious investment. If I see significant interest in this book, I will begin work on a larger expansion. If no real interest comes from this short release, then I will work on new word spells the next time I play a wordcaster, and I do not know when that will be.

The word spells included in this release focus on undead creatures, since the adventure path in which I recently played was a horror-themed game and wordspells targeting undead were noticeably absent from the base rules. I hope you find this expansion to be useful in your own games!

Dale C. McCoy, Jr.
May 2013

How To Use This Book

This book presents a number of spell words you can use with a wordcaster. The rules for wordcasting can be found in the book Pathfinder Roleplaying Game: Ultimate Magic. Consult your game master for approval before using these spell words.

All undead creatures mentioned within come from the *Pathfinder Roleplaying Game Bestiary* unless otherwise marked.

[B2]—*Pathfinder Roleplaying Game: Bestiary 2*
[B3]—*Pathfinder Roleplaying Game: Bestiary 3*

Paralyze Undead (Binding)

School necromancy; **Level** inquisitor 3, sorcerer/wizard 3
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
Target Restrictions *selected*
This effect word functions as the *paralyze humanoid* word except that it only affects undead.

Undead Command (Command)

School necromancy; **Level** sorcerer/wizard 2
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes
Target Restrictions *selected*
This effect word functions as the *friendship* word except that it only affects undead.

Undead Domination (Command)

School necromancy; **Level** sorcerer/wizard 7
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes
Target Restrictions *selected*
This effect word functions as the *crush will* word except that it only affects undead.

Fade from Undead (Concealing)

School abjuration; **Level** cleric/oracle 1
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
Target Restrictions *selected*
The target of a wordspell with this effect word becomes invisible to undead creatures. If the target attacks or otherwise takes an offensive action, this effect ends.
Boost: The target cannot be detected by undead creatures through any means. Boosting this effect word increases its level by 1.

Cleanse Corpse (Death)

School evocation [good]; **Level** cleric/oracle 1, inquisitor 1, paladin 1, witch 1
Duration 10 hours/level
Saving Throw none; **Spell Resistance** no
The target of a wordspell with this effect word cannot be turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell.

Raise Undeath (Death)

School necromancy [evil]; **Level** cleric/oracle 7, sorcerer/wizard 7
Duration instantaneous
Saving Throw none; **Spell Resistance** no
Target Restrictions *selected*

This effect word can only target the corpses of dead creatures and can only be cast at night. The exact creature that is raised is the wordcaster's choice and can be any from the below table (or any other creature that can be created with the *create undead* spell) as long as the caster meets the minimum caster level. The animated creature remains undead until destroyed. The undead creature is not automatically under the caster's control. Additional wordspells (or combining this word with other spellwords) are required to bring the undead creature under the caster's control.

Minimum Caster Level	Undead Created
Any	Crawling Hand [B2], Ghoul, Huecuva [B3], Juju Zombie [B2], Skeletal Champion
12th	Attic Whisperer [B2], Draugr [B2], Ghast
15th	Crypt Thing [B2], Giant Crawling Hand [B2], Mummy, Wight
18th	Dullahan [B2], Mohrg

Boost: The wordcaster can create undead from the below table or any other creature that can be created from a *create greater undead* spell as long as the caster meets the minimum caster level. Boosting this effect word increases its level by 2.

Minimum Caster Level	Undead Created
Any	Allip [B3], Shadow
16th	Wraith
18th	Spectre, Totenmaske [B2]
20th	Banshee [B2], Bodak [B2], Devourer, Greater Shadow, Witchfire [B2]

Sense Undeath (Detection)

School divination; **Level** alchemist 1, cleric/oracle 1, inquisitor 1, paladin 1, sorcerer/wizard 1
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

This effect word detects the aura that surrounds undead creatures or haunts. By concentrating, the wordcaster can sense the presence and source of undead creatures or haunts in the wordspell area. If the wordcaster is of good alignment and the strongest undead aura's strength is overwhelming and the undead creature has twice the HD as the wordcaster, the wordcaster is stunned for 1 round and the wordspell ends.

HD	Aura Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Sunlight Flash (Illumination)

School evocation; **Level** cleric/oracle 3, inquisitor 3
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A wordspell with this effect word releases a flash of sun light. A creature that is targeted by this effect word sustains 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6); an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate objects takes 1d6 points of damage per two caster levels (maximum 5d6). If the wordspell has only a single target, it requires a melee or ranged touch attack.

Undead Disruption I (Wounding)

School necromancy; **Level** inquisitor 0, magus 0, sorcerer/wizard 0
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A wordspell with this effect word deals 1d4 points of positive energy damage to an undead creature. If the wordspell has only a single target, it requires a melee or ranged touch attack.

Undead Disruption II (Wounding)

School necromancy; **Level** inquisitor 1, magus 1, sorcerer/wizard 1
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A wordspell with this effect word deals 1d6 points of positive energy damage per caster level (to a maximum of 5d6) to an undead creature. If the wordspell has only a single target, it requires a melee or ranged touch attack.

Boost: The target undead sustains 1d8 points of positive energy damage per caster level (to a maximum of 5d8).

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