

Book of Magic

Energy Words Revisited

PATHFINDER
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Open Content: All game mechanics.

Product Identity: Everything that is not a game mechanic.

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INTRODUCTION

A review of the energy damage words is what first made me realize that an overhaul to the Words of Power system was needed. They work fine, but they don't make any sense without the Vancian magic system. For example, there would be no reason for *corrosive bolt* to last into a second round (and never get longer) if the *acid arrow* spell never existed. Another necessary change is that almost all of the damaging words have instantaneous durations, which means that these words can never be paired with a word that inflicts a condition. So, you could never make a word spell that that both deals fire damage and slows a creature. Well, there is one spell word that deals fire damage that you could pair with *slow: fire wall*. As you might guess, you are limited to the *barrier* target word. This leads directly into the final flaw of many of the energy damage words: some of them have target restrictions that, again, make no sense without the Vancian magic system. Someone could easily make a blade cone as well as a blade barrier or a wind burst as well as a wind barrier were it not for such restrictions.

That is where **Book of Magic: Energy Words Revisited** comes in. This PDF brings you all the spell words that deal acid, cold, electricity, fire and sonic damage in one package that is consistent and does not require knowledge the Vancian spell slot system for internal consistency. Also, none of these words have any target restrictions. You can form them into any shape you want. Make a line of fire that lasts rounds upon rounds, or a cone of acid that is completely instantaneous! Make it any way *you* want. You are free to do as you will.

As with **Book of Magic: 10 Undead Spell Words**, please tell everyone that is interested in Words of Power about this PDF. We want to do a full overhaul of the rules, but we will only do so if we believe that there is sufficient interest in these revisions. So, tell all your friends who like the Words of Power system to pick up these spell words!

Lastly, we are interested in your feedback. Help us make these the best possible. Please join the discussion on Paizo's forums, under the "Compatible Products From Other Publishers" section. Whether you love these spell words or hate them, please tell us your thoughts. And here is the important part: please tell us *why* you like or dislike these spell words. We want to make these rules as good as we possibly can, and we need your feedback to do so!

Dale C. McCoy, Jr.
July 2012

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.

ACID WORDS

These words create caustic acid that scorches and burns all that it comes in contact with.

Acid I (Acid)

School evocation [acid]; **Level** druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0

Duration instantaneous

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

A wordspell with this effect word deals 1d3 points of acid damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Acid II (Acid)

School evocation [acid]; **Level** druid 2, magus 1, sorcerer/wizard 1

Duration instantaneous

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

A wordspell with this effect word deals 1d4 points of acid damage per level (maximum 5d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Acid III (Acid)

School evocation [acid]; **Level** druid 4, magus 3, sorcerer/wizard 3

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of acid damage per level (maximum 10d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Acid IV (Acid)

School evocation [acid]; **Level** druid 6, magus 5, sorcerer/wizard 5

Duration instantaneous

A wordspell with this effect word deals 1d6 points of acid damage per level (maximum 15d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

Acid V (Acid)

School evocation [acid]; **Level** druid 8, sorcerer/wizard 7

Duration instantaneous

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

A wordspell with this effect word deals 1d8 points of acid damage per level (maximum 20d8). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

Acid VI (Acid)

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

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A wordspell with this effect word deals 1d10 points of acid damage per level (maximum 25d10). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Acid Burn I (Acid)

School conjuration (creation) [acid]; **Level** magus 2, sorcerer/wizard 2

Duration 1 round/level

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

This effect word create an area of acid that deals 1d6 points of acid damage plus 1 per level (maximum +10) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

Acid Burn II (Acid)

School conjuration (creation) [acid]; **Level** magus 4, sorcerer/wizard 4

Duration 1 round/level

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

This effect word create an area of acid that deals 2d6 points of acid damage plus 1 per level (maximum +20) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

Acid Burn III (Acid)

School conjuration (creation) [acid]; **Level** magus 6, sorcerer/wizard 6

Duration 1 round/level

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

This effect word create an area of acid that deals 3d6 points of acid damage plus 2 per level (maximum +40) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

Acid Burn IV (Acid)

School conjuration (creation) [acid]; **Level** sorcerer/wizard 8

Duration 1 round/level

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

This effect word create an area of acid that deals 4d8 points of acid damage plus 3 per level (maximum +60) each round.

This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

Cold Words

Spells using these words drain the warmth from the surrounding environment, leaving everything frozen and rimed with frost.

Cold I (Cold)

School evocation [cold]; **Level** druid 0, magus 0, sorcerer/wizard 0, witch 0

Duration instantaneous

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

A wordspell with this effect word deals 1d3 points of cold damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Cold II (Cold)

School evocation [cold]; **Level** druid 2, magus 1, sorcerer/wizard 1, witch 1

Duration instantaneous

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

A wordspell with this effect word deals 1d4 points of cold damage per level (maximum 5d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Cold III (Cold)

School evocation [cold]; **Level** druid 4, magus 3, sorcerer/wizard 3, witch 3

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of cold damage per level (maximum 10d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Cold IV (Cold)

School evocation [cold]; **Level** druid 6, magus 5, sorcerer/wizard 5, witch 5

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of cold damage per level (maximum 15d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

Cold V (Cold)

School evocation [cold]; **Level** druid 8, sorcerer/wizard 7

Duration instantaneous

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

A wordspell with this effect word deals 1d8 points of cold damage per level (maximum 20d8). If the wordspell has only a single target, it requires a melee or ranged touch attack to

hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

COLD VI (COLD)

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

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A wordspell with this effect word deals 1d10 points of cold damage per level (maximum 25d10). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

COLD FREEZE I (COLD)

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

Duration 1 round/level

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

This effect word create an area of cold that deals 1d6 points of cold damage plus 1 per level (maximum +10) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round.

Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment to those inside or on the opposite side of the affected area. *Line* and *selected* target words do not affect the ability to see targets.

COLD FREEZE II (COLD)

School conjuration (creation) [cold]; **Level** magus 4, sorcerer/wizard 4

Duration 1 round/level

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

This effect word create an area of cold that deals 2d6 points of cold damage plus 1 per level (maximum +20) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

COLD FREEZE III (COLD)

School conjuration (creation) [cold];
Level magus 6, sorcerer/wizard 6

Duration 1 round/level

Saving Throw Reflex half;

Spell Resistance yes

This effect word create an area of cold that deals 3d6 points of cold damage plus 2 per level (maximum +40) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone*

target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

COLD FREEZE IV (COLD)

School conjuration (creation) [cold]; **Level** sorcerer/wizard 8

Duration 1 round/level

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

This effect word create an area of cold that deals 4d8 points of cold damage plus 3 per level (maximum +60) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

ELECTRICITY WORDS

Spells using electricity words crackle with life and leap from target to target in arcs of burning light.

ELECTRICITY I (ELECTRICITY)

School evocation [electricity]; **Level** druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0

Duration instantaneous

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

A wordspell with this effect word deals 1d3 points of electricity damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

ELECTRICITY II (ELECTRICITY)

School evocation [electricity]; **Level** druid 2, magus 1, sorcerer/wizard 1, witch 1

Duration instantaneous

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

A wordspell with this effect word deals 1d4 points of electricity damage per level (maximum 5d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

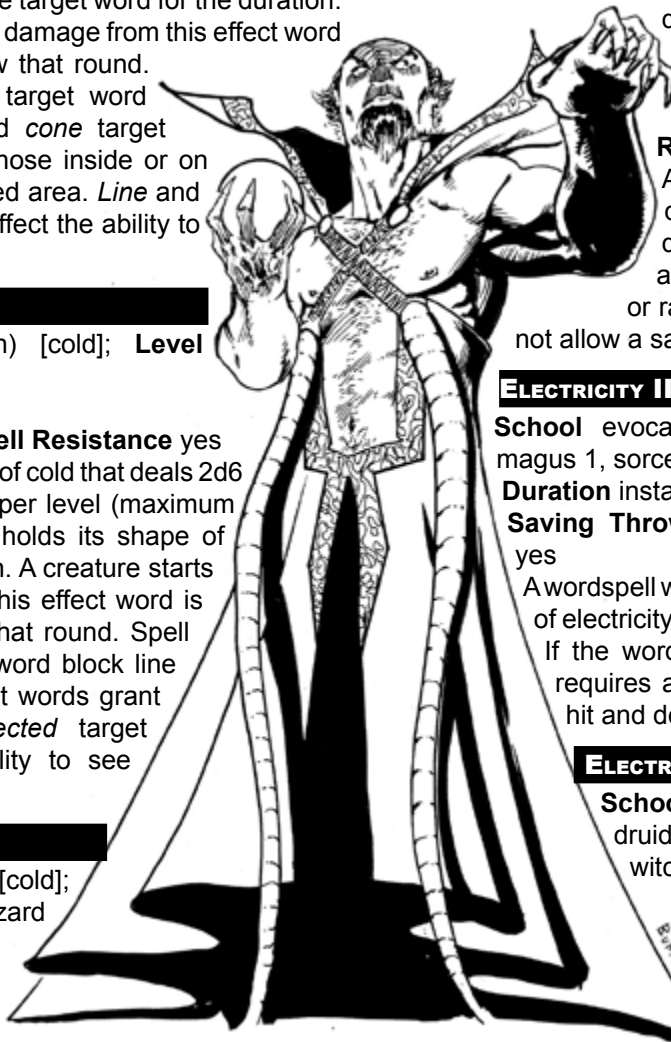
ELECTRICITY III (ELECTRICITY)

School evocation [electricity]; **Level** druid 4, magus 3, sorcerer/wizard 3, witch 3

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of electricity damage per level (maximum 10d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.



ELECTRICITY IV (ELECTRICITY)

School evocation [electricity]; **Level** magus 5, sorcerer/wizard 5, witch 5

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of electricity damage per level (maximum 15d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

ELECTRICITY V (ELECTRICITY)

School evocation [electricity]; **Level** druid 8, sorcerer/wizard 7, witch 7

Duration instantaneous

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

A wordspell with this effect word deals 1d8 points of electricity damage per level (maximum 20d8). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

ELECTRICITY VI (ELECTRICITY)

School evocation [electricity]; **Level** sorcerer/wizard 9, witch 9

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A wordspell with this effect word deals 1d10 points of electricity damage per level (maximum 25d10). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

ELECTRIC ARC I (ELECTRICITY)

School conjuration (creation) [electricity]; **Level** magus 2, sorcerer/wizard 2, witch 2

Duration 1 round/level

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

This effect word create an area of electricity that deals 1d6 points of electricity damage plus 1 per level (maximum +10) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

ELECTRIC ARC II (ELECTRICITY)

School conjuration (creation) [electricity]; **Level** magus 4, sorcerer/wizard 4, witch 4

Duration 1 round/level

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

This effect word create an area of electricity that deals 2d6 points of electricity damage plus 1 per level (maximum +20) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight.

Burst and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

ELECTRIC ARC III (ELECTRICITY)

School conjuration (creation) [electricity]; **Level** magus 6, sorcerer/wizard 6, witch 6

Duration 1 round/level

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

This effect word create an area of electricity that deals 3d6 points of electricity damage plus 2 per level (maximum +40) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

ELECTRIC ARC IV (ELECTRICITY)

School conjuration (creation) [electricity]; **Level** sorcerer/wizard 8, witch 8

Duration 1 round/level

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

This effect word create an area of electricity that deals 4d8 points of electricity damage plus 3 per level (maximum +60) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

FIRE WORDS

Spells using fire words burn with a hungry flame that consumes all it encounters.

FIRE I (FIRE)

School evocation [fire]; **Level** cleric 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

Duration instantaneous

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

A wordspell with this effect word deals 1d3 points of fire damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

FIRE II (FIRE)

School evocation [fire]; **Level** druid 2, inquisitor 2, magus 1, sorcerer/wizard 1, witch 1

Duration instantaneous

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

A wordspell with this effect word deals 1d4 points of fire damage per level (maximum 5d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

FIRE III (FIRE)

School evocation [fire]; **Level** druid 4, magus 3, sorcerer/wizard 3

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of fire damage per level (maximum 10d6). If the wordspell has only

a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

FIRE IV (FIRE)

School evocation [fire]; **Level** cleric/oracle 5, inquisitor 5, magus 5, sorcerer/wizard 5, summoner 5

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of fire damage per level (maximum 15d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

FIRE V (FIRE)

School evocation [fire]; **Level** druid 8, sorcerer/wizard 7

Duration instantaneous

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

A wordspell with this effect word deals 1d8 points of fire damage per level (maximum 20d8). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

FIRE VI (FIRE)

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

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A wordspell with this effect word deals 1d10 points of fire damage per level (maximum 25d10). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

FIERY BLAZE I (FIRE)

School conjuration (creation) [fire];

Level magus 2, sorcerer/wizard 2

Duration 1 round/level

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

This effect word create an area of fire that deals 1d6 points of fire damage plus 1 per level (maximum +10) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

FIERY BLAZE II (FIRE)

School conjuration (creation) [fire]; **Level** magus 4, sorcerer/wizard 4

Duration 1 round/level

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

This effect word create an area of fire that deals 2d6 points

of fire damage plus 1 per level (maximum +20) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

FIERY BLAZE III (FIRE)

School conjuration (creation) [fire]; **Level** magus 6, sorcerer/wizard 6

Duration 1 round/level

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

This effect word create an area of fire that deals 3d6 points of fire damage plus 2 per level (maximum +40) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

FIERY BLAZE IV (FIRE)

School conjuration (creation) [fire]; **Level** sorcerer/wizard 8

Duration 1 round/level

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

This effect word create an area of fire that deals 4d8 points of fire damage plus 3 per level (maximum +60) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round. Spell words with the *barrier* target word block line of sight. *Burst* and *cone* target words grant concealment. *Line* and *selected* target words do not affect the ability to see targets.

SONIC WORDS

Sonic words utilize sound to deafen and damage those that hear them.

SONIC I (SONIC)

School evocation [sonic]; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0

Duration instantaneous

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

A wordspell with this effect word deals 1d2 points of sonic damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

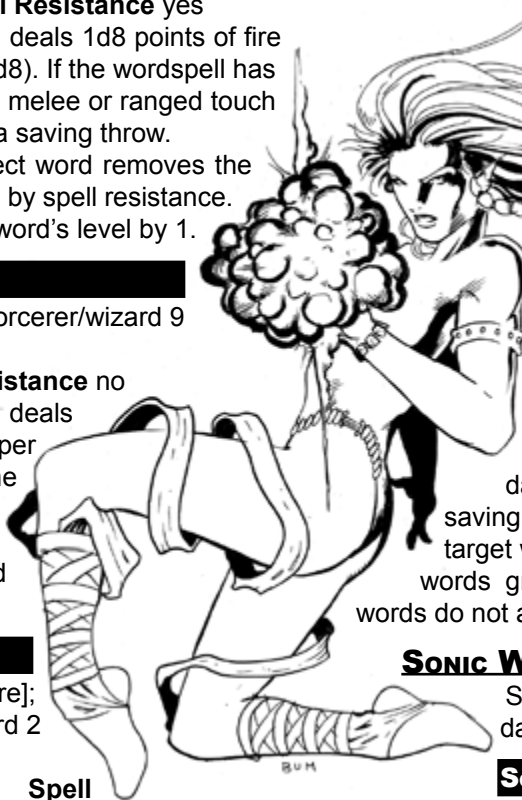
SONIC II (SONIC)

School evocation [sonic]; **Level** bard 1, cleric/oracle 2, magus 1, sorcerer/wizard 1

Duration instantaneous

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

A wordspell with this effect word deals 1d3 points of sonic damage per level (maximum 5d3). If the wordspell has only



a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

SONIC III (SONIC)

School evocation [sonic]; **Level** bard 3, magus 3, sorcerer/wizard 3

Duration instantaneous

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

A wordspell with this effect word deals 1d4 points of sonic damage per level (maximum 10d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

SONIC IV (SONIC)

School evocation [sonic]; **Level** bard 5, magus 5, sorcerer/wizard 5

Duration instantaneous

A wordspell with this effect word deals 1d4 points of sonic damage per level (maximum 15d4). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

SONIC V (SONIC)

School evocation [sonic]; **Level** bard 6, sorcerer/wizard 7

Duration instantaneous

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

A wordspell with this effect word deals 1d6 points of sonic damage per level (maximum 20d6). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

Boost A wordspell with this effect word removes the saving throw and is not hindered by spell resistance. This boost increases this effect word's level by 1.

SONIC VI (SONIC)

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

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A wordspell with this effect word deals 1d8 points of sonic damage per level (maximum 25d8). If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

SONIC VIBRATION I (SONIC)

School conjuration (creation) [sonic]; **Level** bard 2, magus 2, sorcerer/wizard 2

Duration 1 round/level (maximum 5 rounds)

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

This effect word create an area of sonic that deals 1d3 points of sonic damage plus 1 per level (maximum +10) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round.

SONIC VIBRATION II (SONIC)

School conjuration (creation) [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 4

Duration 1 round/level

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

This effect word create an area of sonic that deals 1d4 points of sonic damage plus 1 per level (maximum +20) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round.

SONIC VIBRATION III (SONIC)

School conjuration (creation) [sonic]; **Level** bard 6, magus 6, sorcerer/wizard 6

Duration 1 round/level

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

This effect word create an area of sonic that deals 1d6 points of sonic damage plus 2 per level (maximum +40) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round.

SONIC VIBRATION IV (SONIC)

School conjuration (creation) [sonic]; **Level** sorcerer/wizard 8

Duration 1 round/level

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

This effect word create an area of sonic that deals 2d6 points of sonic damage plus 3 per level (maximum +60) each round. This effect holds its shape of the target word for the duration. A creature starts his turn taking damage from this effect word is granted a new saving throw that round.



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