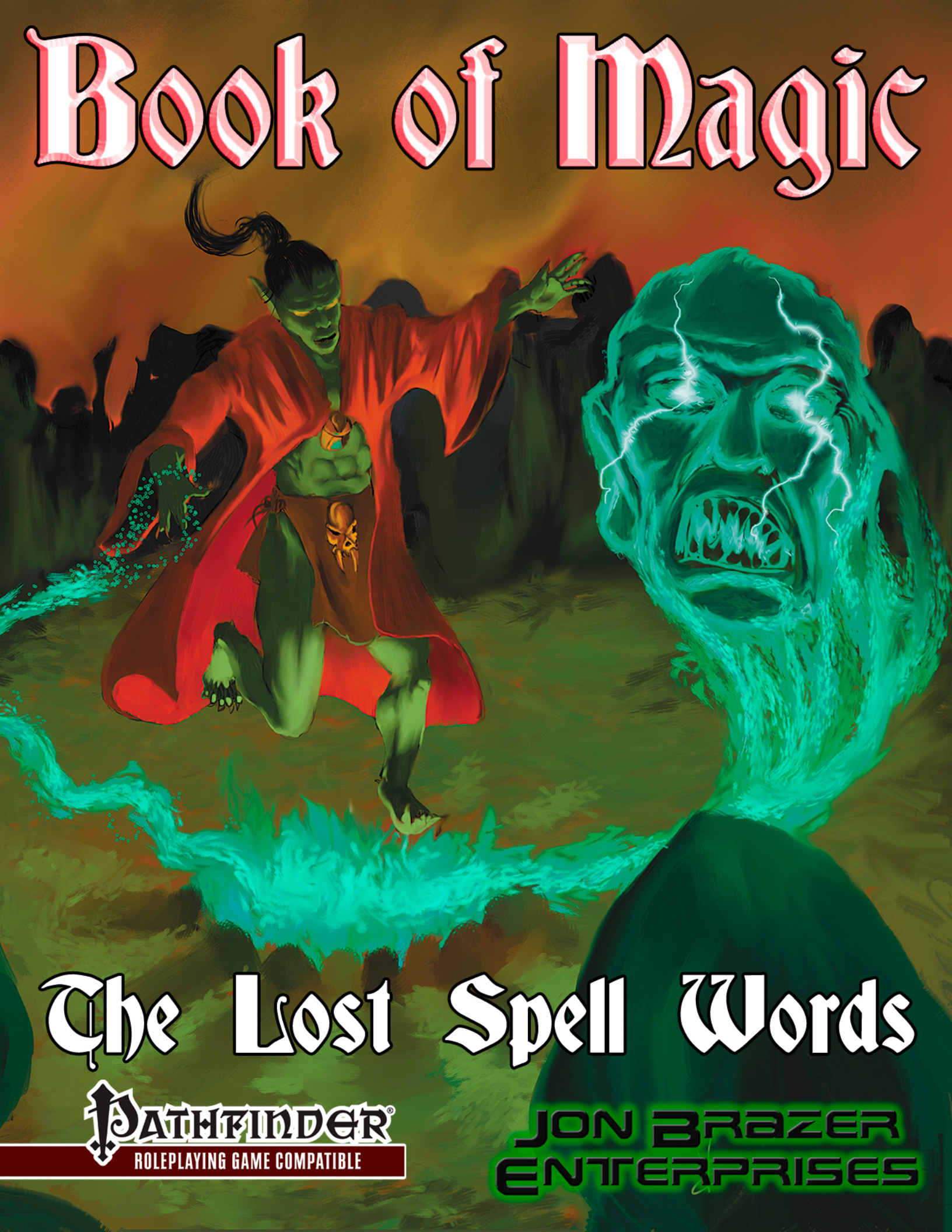


Book of Magic



The Lost Spell Words

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The Lost Spell Words



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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

It really is an odd thing to lose something that you wrote. I mean, if you took the time to come up with an idea, write it down, make sure it is balanced, and give it to your editor, and he sends it back with corrections, you'd think that you would remember it.

Well, in the case of these particular spell words for the Words of Power spell system, that is precisely what happened. Multiple times, actually. I wrote these spell words in Summer 2013. As happens with many of us, I got busy and forgot about them.

Then, I discovered them when I was organizing my files this past Spring, so I promptly turned them over to Richard for editing, figuring that readers who like the Words of

Power system would get a nice surprise. Richard, as usual, made it shine and returned them quickly.

Ironically, I lost them again. I ran across them by accident less than a month ago. So instead of losing them again, I decided to publish them right away.

I really hope you enjoy them. I really love the words of power rules, and I know this little subsystem doesn't get enough love. If you like what these spell words add to your game, please tell your friends about them, and about Jon Brazer Enterprises!

Dale C. McCoy, Jr.
November 2014

Effect Words

ENHANCE MIND (BODY)

School transmutation; **Level** alchemist/investigator 2, antipaladin/paladin 2, arcanist/sorcerer/wizard 2, bard/skald 2, cleric/oracle/warrior 2, druid/hunter 2, magus 2, ranger 2, shaman 2, summoner 2

Duration 1 round/level

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

Target Restrictions *personal, selected*

The target of a wordspell with this effect word receives a +4 enhancement bonus to either Intelligence, Wisdom, or Charisma (caster's choice). The target can end a wordspell with this effect word prematurely as a swift action, gaining a +8 enhancement bonus to the ability score until the end of the target's turn.

TORCH (ILLUMINATION)

School evocation [fire]; **Level** arcanist/sorcerer/wizard 0, bard/skald 0, cleric/oracle/warrior 0, druid/hunter 0, inquisitor 0, magus 0, shaman 0, summoner 0, witch 0

Duration 1 minute/level

Saving Throw none; **Spell Resistance** none

A wordspell containing this effect word causes the light within 10 feet to increase by 1 step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). If the target word is either burst or cone, that area plus the 10 feet around that area increases by 1 step.

Boost: The light increases by 2 levels instead of 1. Additionally, in the 20 feet surrounding the area where the light is increased by 2 levels, light is increased by 1 level. Boosting this effect word increases its level by 2.

BURNING LIGHT (LIGHT)

School evocation; **Level** cleric/oracle/warrior 3, inquisitor 3

Duration instantaneous

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

As if a piece of the sun comes down and burns away the darkness, this wordspell releases a concentrated piece of sunlight, causing harm to those it touches. A living creature that takes damage from this wordspell takes 1d6 points of damage per two caster levels (maximum 5d6). An undead creature takes 1d4 points of damage per caster level (maximum 10d4), and an undead creature particularly vulnerable to bright light takes 1d6 points of damage per caster level (maximum 10d6). A construct or inanimate object takes only 1d4 points of damage per two caster levels (maximum 5d4).

Boost: A living creature that takes damage from this wordspell takes 1d8 points of damage per two caster levels (maximum 7d8). An undead creature takes 1d6 points of damage per caster level (maximum 15d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 15d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 7d6). Boosting this effect word increases its level by 2.

Meta Words

COAX

Level 1

A mind-affecting wordspell modified with this metaword affects a mindless creature (such as oozes and vermin) as if it were not mindless.

CREATURE

Level 4

This metaword alters the creature type affected by the wordspell. If the wordspell only affects a single creature type (such as humanoid), this metaword allows it to affect any creature type that is not normally immune to the applicable effects of the wordspell. This metaword does not affect the saving throw of the wordspell, if one is required.

DISGUISED

Level 1

A spellword affected by this metaword is more difficult to identify. When a target is attempting a Spellcraft check to identify a wordspell that is being cast, the DC is 20 + the spell level.

EASILY CAST

Level 1

This metaword allows the wordspell to be cast more easily in difficult situations. When casting defensively, you must make a concentration check (DC 10 + double the level of the spell you're casting) to successfully cast the wordspell. This metaword can modify a target word or an effect word.

ECTOPLASMIC

Level 4

This metaword allows the wordspell to affect incorporeal creatures as if they are corporeal. This metaword can modify a target word or an effect word.

OBJECT

Level 1

This metaword alters the saving throw, making it affect objects, such as undead and constructs. If the wordspell requires a Fortitude save, this metaword allows it to affect objects. This change does not affect whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the types of creatures that can be affected by it. This has no effect on wordspells that require a Reflex or Will save.

PERSISTENT

Level 4

Whenever a creature targeted by a wordspell or within the area affected by this metaword succeeds on its saving throw, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the wordspell, as if it had failed its first saving throw.

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