

Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

# ULTIMATE SPELL DECKS



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As detect magic, except you immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft in the Pathfinder RPG Core Rulebook).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

**Uses Per Day:**

**Uses:**

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

As remove fear, except the targets gain a +4 morale bonus on saves against charm and compulsion effects, and charms and compulsions in effect on the targets are suppressed for the duration of the spell.

[illegible]

## SUMMON FLIGHT OF EAGLES

**School** conjuration(summoning); **Level** druid 6, ranger 4, sorcerer/wizard 6; **Casting Time** 1 round; **Components** V, S, F (a gold feather worth 100 gp); **Range** close (25 ft. + 5 ft./2 levels); **Effect** 1d4+1 summoned creatures; **Duration** 1 minute/level; **Saving Throw** none; **SR** no

You summon 1d4+1 giant eagles to serve as mounts for creatures you designate. The summoned birds do not fight independently, but they willingly carry their riders into battle as if trained for combat.

[illegible]

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An invisible sphere of magic surrounds you, clouding the minds of creatures in the area so they regard even the strangest actions as innocuous. For example, if you and your allies are beating a city guard for information, creatures within the area do not think this is unusual or cause for alarm; if your ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern. Any hostile actions by you or your allies against a creature break the effect of the spell for that creature. When the spell ends, observers see things normally but altered perceptions from the earlier events remain. Any mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Will save to break the effect and remember things normally.

**Uses:** □□□□□□□□

This spell causes a metal object to instantly become red hot.

A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

[illegible]

You may only cast this spell immediately after successfully counterspelling an opponent. Drawing upon the residual energy of the countered spells, you gain a number of temporary hit points equal to the level of the countered spell plus your Charisma or Intelligence modifier (for sorcerers and wizards, respectively); your counterspelled opponent takes damage equal to this amount.

If the countered spell was at least 4th level, you and your opponent make opposed concentration checks. If you beat your opponent by 10 or more, you retain this spell (or its spell slot, if you are a sorcerer) as if you had not cast it.

[illegible]



## EMERGENCY FORCE SPHERE

**School** evocation(force); **Level** sorcerer/wizard 4; **Casting Time** 1 immediate action; **Components** V; **Range** 5 ft.; **Effect** 5-ft.-radius hemisphere of force centered on you; **Duration** 1 round/level(D); **Saving Throw** None; SR No

As wall of force, except you create a hemispherical dome of force with hardness 20 and a number of hit points equal to 10 per caster level. The bottom edge of the dome forms a relatively watertight space if you are standing on a reasonably flat surface. The dome shape means that falling debris (such as rocks from a collapsing ceiling) tend to tumble to the side and pile up around the base of the dome. If you make a DC 20 Craft (stonemasonry), Knowledge (engineering), or Profession (architect or engineer) check, the debris is stable enough that it retains its dome-like configuration when the spell ends, otherwise it collapses.

Normally this spell is used to buy time for dealing with avalanches, floods, and rockslides, though it is also handy in dealing with ambushes.

**Uses Per Day:**\_\_\_\_\_[illegible]

You teleport up to one ally per five caster levels to your location.

[illegible]

**School** illusion(shadow); **Level** sorcerer/wizard 3; **Casting Time** 10 minutes; **Components** V, S, M (cloth and twine); **Range** 0 ft.; **Effect** One duplicate creature; **Duration** 1 minute/level(D); **Saving Throw** None; SR No

As simulacrum, except you can only duplicate yourself, and the duplicate is created from cloth and twine rather than ice and snow. The double looks exactly like you except its eyes are balls of twine (DC 10 Perception check to recognize double's strange eyes). It wears clothing and gear that appear exactly like what you are wearing at the time of casting. Its copies of your magic items are nonfunctional but radiate magic and have the same auras as your items. Its aura is identical to yours. Attempts to scry you while the double exists have a 50% chance of targeting the double instead of you.

The double cannot attack, has no special abilities, and has a +0 bonus on all saves and checks. You may verbally give the double orders as a free action, or control it telepathically as a standard action. You know what the double is experiencing, and when controlling it telepathically you can see and hear everything it sees and hears, though events at your location may drown out the sensory inputs from the double. The double has hit points equal to half your hit points at the time of casting. If brought to 0 hit points, it is destroyed, reverting to cloth and twine. The double is an animated object.

**Uses Per Day:**[illegible]

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A ghostly manifestation of one of your ancestors appears before you bearing a weapon of your choice in its hands. The weapon may be any simple, martial, or dwarven weapon. It has a +1 enhancement bonus and one weapon special ability (your choice) from the Pathfinder RPG Core Rulebook with a price equivalent to a +1 bonus (if the weapon is a double weapon, the ability and the enhancement bonus only apply to one end, or the weapon can have a +1 enhancement bonus on both ends but no other magical abilities).

You may use the weapon as if you were proficient in it. The weapon may not be wielded by anyone else, and if removed from your grasp, it vanishes and the spell ends immediately.

If you conjure a weapon with the flaming, frost, shock, or thundering property, this spell has the fire, cold, electricity, or sonic descriptor (respectively).

**Uses Per Day:** \_\_\_\_\_

**Uses:** □□□□□□□□

You call the spirits of two ancestors to manifest in the mortal world and attack your enemies. Each appears as a transparent image of a powerful, wise dwarf armed with a traditional dwarven weapon of your choice. These spirits move and attack at your direction, each having the abilities of a spiritual weapon, except they can attack different targets and deal physical damage (bludgeoning, piercing, or slashing, according to the weapon the spirit wields) instead of force damage. Like creatures conjured with a *summon monster* spell, your ancestors are not harmed if these manifestations are destroyed.

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[illegible]

**Uses:** □□□□□□□□



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You create a phantasm of an oily green phantasmal poison on the target weapon. The first creature hit by the poisoned weapon must make a Will save against the illusion spell; success means the spell has no effect and is expended from the weapon. If the creature fails its save, it believes it has been poisoned and must make Fortitude saves at the spell's DC to avoid suffering illusory poison damage.

The target automatically recovers all illusory poison damage after 1 hour.

[illegible]

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**Uses:** □□□□□□□□

You cut out an enemy's heart and consume it, absorbing that enemy's power as your own. As part of casting this spell, you perform a coup de grace with a slashing weapon on a helpless, living adjacent target. If the target dies, you must eat its heart (a full-round action) to gain the spell's benefits. If the target survives, the spell is not wasted and you can try again as long as you continue concentrating on the spell. When you consume the heart, you gain the benefits of a death knell spell, except you gain 1d8 temporary hit points per Hit Die of the target, and the bonus to Strength is a profane bonus.

[illegible]

This spell conjures a Large, quasi-real, wolf-like creature made of roiling black smoke. It functions as phantom steed, except as noted above. In addition, the creature radiates an aura of fear. Any creature with less than 6 Hit Dice within 30 feet (except the wolf's rider) must make a Will save or become shaken for 1d4 rounds (this is a mind-affecting fear effect). A creature that makes its Will save is unaffected by the steed's fear aura for 24 hours.

The ghost wolf may also be used in combat. Once per round, the rider may direct the wolf to attack in battle as a free action (bite +10, 1d8+6 damage); unlike an animal mount, this does not require a Ride check or any training. Once the ghost wolf attacks, it lasts for only 1 round per level thereafter.

[illegible]

**School** abjuration; **Level** adept 1, cleric 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** standard touched; **Duration** 1 minute/level; **Saving Throw** Will negates; SR no

This spell is used to protect one of a tribe's most valuable possessions: its tribal banner. Any creature (other than a member of the tribe which the standard represents) attempting to directly attack or touch the standard must make a Will save. This spell functions as sanctuary, but only protects a standard or banner. In addition, the spell grants a +2 bonus to the standard's hardness, and +10 to the standard's hit points for the duration of the spell.

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## SPONTANEOUS IMMOLATION

**School** evocation[fire]; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M (pinch of saltpeter); **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** instantaneous; **Saving Throw** Fortitude half and Reflex (see description); **SR** yes

You point your finger at a creature, causing it to spontaneously burst into flame. The target takes 3d6 points of fire damage and catches on fire (see page 444 of the Pathfinder RPG Core Rulebook for rules on burning creatures). A successful Fortitude save reduces this damage by half and prevents the target from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

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(harmless) The subject can climb as well as an ape or monkey, gaining a climb speed of 30 feet and a +8 racial bonus on Climb skill checks. The affected creature must have her hands free to climb in this manner. In addition, as long as she has 10 feet of space in which to make a running start, the subject can make a long jump of up to 10 feet without making an Acrobatics check (an Acrobatics check is still required to jump longer distances).

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A wavering red ray projects from your finger. You must succeed on a ranged touch attack with the ray to hit your target.

The ray inflicts 1d4 points of nonlethal damage, causing the target to suffer from heatstroke as its body temperature dramatically increases. Except as noted above, this spell otherwise functions as ray of exhaustion.

Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves.

**Uses Per Day:**\_\_\_\_\_[illegible]

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tracking.

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[illegible]

**School** transmutation; **Level** cleric 1, druid 1; **Casting Time** 1 standard action; **Components** V, S, M; **Range** touch; **Targets** 5-foot-square section of stone or a creature with the earth subtype; **Duration** 1 round/level; **Saving Throw** Fortitude negates (object); SR yes (object)

With a single touch, you create momentary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a -2 penalty to AC for the spell's duration. A make whole spell reverses this spell's effect.

[illegible]

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple haze of dreams effects do not stack, nor does this spell's effect stack with slow.

[illegible]

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon.

When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage.

**Uses:** □□□□□□□□



[illegible]

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**School** illusion(phantasm); **Level** bard 2, cleric 2; **Casting Time** 1 standard action **Components** S, V; **Range** touch; **Targets** 1 rose touched; **Duration** 1 hour/level (D)(D); **Saving Throw** no; **SR** no

This spell creates an illusory trail in the form of a misty and visible scent coming from the rose used as this spell's material component. When you cast this spell, the scent of the rose leaves a faint pink-tinged illusion that ripples and flows in the area. Only you and up to six creatures you designate upon casting the spell can see the illusion. To designate a creature, you must know it well. It is not enough simply to have met that creature once or heard of the creature.

When you move, this illusory scent leaves a trail, though there are no telltale signs of which direction you moved if creatures designated by this spell find a middle section of the trail. This is typically used to create backtracking method for the caster's hand-picked allies, useful for navigating in and out of mazes or labyrinthine cave complexes without leaving behind an obvious trail.

**Uses Per Day:**\_\_\_\_\_[illegible]

The weapons this spell affects each shine with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower as long as it is not DR/epic.

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Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot allow a trade to proceed if it would benefit one side unfairly, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

[illegible]

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

This spell decreases the target's weight by half. If cast on armor, it improves the armor check penalty by 1, though it does not change the armor's categorization as light, medium, or heavy.

[illegible]

## LIGHTEN OBJECT, MASS

**School** transmutation; **Level** cleric 5, sorcerer/wizard 5, summoner 5; **Casting Time** 1 standard action; **Components** V, M (goose down); **Range** close (25 ft. + 5 ft./2 levels); **Targets** multiple objects of 1 cubic ft./level, no two of which can be more than 30 ft. apart; **Duration** 10 minutes/level

**Saving Throw** Will negates (object); SR yes (objects)

This spell functions like *lighten*, except that it affects a number of objects equal to half your caster level.

**Uses Per Day:**

**Uses:** □□□□□□□□

This spell allows you to precisely forecast the weather at your current location for the next 48 hours, providing you with advance warning of storms, blizzards, tornadoes, and other such meteorological phenomena. It applies only to the weather that would arise normally and naturally, and does not take into account any magical occurrences that might change the weather of an area.

**Uses:** □□□□□□□□



This spell grants the target the ability to swim through the air. Creatures with a swim speed can move through the air at that speed. Those without a swim speed must make Swim checks to move as normal. Still air is treated as calm water, light or moderate wind is treated as rough water, strong or severe wind is treated as stormy water, and stronger winds cannot be swum through (see Core Rulebook page 439). This spell does not grant the ability to breathe air to creatures that normally can't.

**Uses:** □□□□□□□□

Not everyone can achieve the physical stamina of the monk, but sometimes Irori smiles on his worshipers and allows them a reprieve from physical hungers and wants. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and as such will not alone prevent someone from starving, but it can extend even limited reserves for extended periods.

**Uses:** □□□□□□□□

[illegible]

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You show one creature the effect of its life so far and what it might expect when it passes under Pharasma's impartial gaze at the end of its life. Depending on the creature's alignment and its adherence to its ethos, you can provide it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. If your target is good-aligned, it must save or be fascinated for 1d4 rounds. If your target is neutral-aligned, it must save or be confused for 1d4 rounds. If your target is evil-aligned, it must save or be shaken for 1d4 rounds.

[illegible]

[illegible]

This spell causes you to begin sneezing goutts of fire that can not only set creatures ablaze but also drop them flat on their backs.

Once you cast this spell, you must sneeze each round as a standard action-you can take no other standard action as long as this spell is in effect, nor can you take full-round actions. Each time you sneeze, you produce a 10-foot-long cone of fire and wind. All creatures caught in this cone take 2d6 points of fire damage-a successful Reflex save halves this damage. Any creature that fails to resist this spell with a Reflex save must immediately make a DC 12 Fortitude save or be knocked prone by the blast of wind associated with the sneeze.

[illegible]

You create a dark whip-shaped field of energy that wraps around an enemy's neck, leaving everything except his head paralyzed until you let go of the whip or it is destroyed. You must make a ranged touch attack with this spell. If you strike your target, he takes a 1d6 penalty to his Strength, Dexterity, and Constitution each round.

This penalty cannot reduce any attribute to less than 1, and once any of these attributes reaches 1 the target collapses and his body, except his head, becomes paralyzed. While paralyzed in this way, the target retains full use of his senses, including the ability to feel pain, and can speak (including casting spells with only verbal components). The whip has a maximum length of 20 feet, 15 hit points, and a hardness of 5. The spell ends immediately if you let go of the whip or it is destroyed. When the spell ends, all penalties the target took from this spell also end.

[illegible]

An immobile, crystalline, weblike globe surrounds you. When the ablative sphere winks into existence, it provides you with improved cover (Core Rulebook 196). The barrier does not impede a spell's line of sight or effect.

The sphere is 1 inch thick per caster level, has hardness 5, and 3 hit points per inch of thickness. When an ablative sphere loses hit points, the level of cover it provides is reduced. When the ablative sphere has lost one-third of its hit points, it provides cover instead of improved cover. Once it has lost two-thirds of its hit points, it provides only partial cover. Finally, when the ablative sphere's hit points reach 0, the globe is destroyed. When an attack reduces an ablative sphere's hit points to 0, you take any remaining damage.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□



**School** evocation [force]; **Level** cleric 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one or more rays; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

You blast your enemies with rays of nonlethal force. You may fire one ray, plus one additional ray for every four levels you possess beyond 3rd (to a maximum of three rays at 11th level).

Each ray requires a ranged touch attack to hit and deals 4d6 points of nonlethal damage. This is a force effect. The rays may be fired at the same or different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other.

The rays hit about as hard as a punch from a strong adult human, and can knock away unattended objects weighing up to 10 pounds if that amount of force could normally do so.

[illegible]

**School** evocation [fire]; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one primary **Target** plus one additional target/3 levels (each of which must be within 15 ft. of the primary target); **Duration** instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

**Uses Per Day:**                      Uses:

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[illegible]

**School** divination; **Level** cleric 1, druid 1, paladin 1, ranger 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/level (D); **Saving Throw** none; **Spell Resistance** no

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

1st Round: Presence or absence of the faithful.

2nd Round: Number of individual faithful in the area.

3rd Round: The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round you can rotate to detect worshipers in a new area. The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it.

The GM decides if worshipers are present. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. The Green Faith counts as a deity for the purpose of this spell.

[illegible]

You call forth spectral illusions of mounted knights to trample your foes under the hooves of their glorious steeds. The incorporeal knights appear in your square and ride forward in the direction you indicate, dealing 1d6 points of damage per caster level (maximum 20d6) to all creatures in their path. Half of this damage is cold damage, while half results directly from arcane power and is not subject to cold resistance or immunity. The knights cannot pass through force effects or barriers that block incorporeal creatures or undead.

[illegible]

## ENHANCED DIPLOMACY

**School** divination; **Level** cleric 0, druid 0; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** 1 minute or until discharged; **Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

[illegible]

[illegible][illegible]

የግንባታ ስራ ላይ የሚሳተፉት ሰራተኛ ሰዎች በሰላማዊነት ስራ ላይ ይሳተፋሉ፡፡

[illegible]



You can securely communicate with one creature within range. So long as your target remains within 10 feet of you, you and it can speak freely to each other without fear of being overheard. Communications that involve shield speech cannot be spied on, such as with a divination spell, and observers of the conversation can tell you are communicating but cannot read lips or hear the conversation unless they are the target of the spell. If you or the target speak to any other creatures, they can hear you normally (only communication between you and the target is protected).

The spell does not shield writing, sign language, or any form of communication other than speaking.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

In frozen northern lands, where the earth may be hidden beneath heavy drifts of snow, druids developed a variation of stone shape that other spellcasters have since learned. You can form a mass of snow into any shape that suits your purpose, as per the spell stone shape. While it's possible to make crude objects with snow shape, most fine details aren't possible.

Once you create the item with this spell, it solidifies into super-hard ice, gaining a hardness of 5 and 10 hit points per inch of thickness. This weapon takes double damage from fire. Anyone using an ice weapon takes a –2 penalty on attacks due to the slippery, unwieldy nature of the weapon, but the weapon deals 1 point of cold damage in addition to its normal damage. A weapon created by this spell lasts for 24 hours before melting into uselessness.

[illegible]

## CALL THE VOID

**School** evocation; **Level** sorcerer/wizard 3; witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 round/level (D); **Saving Throw** Reflex for half; see text; **Spell Resistance** yes

This spell surrounds you with an aura of nothingness that channels the mysterious energies of the Dark Tapestry.

Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of damage. In addition, creatures affected by your aura are fatigued, cannot breathe, and cannot speak or cast spells with somatic components. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are adjacent to you.

**Uses Per Day:** \_\_\_\_\_ **Uses:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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