ULTIMATE SPELL DECKS

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PATHFINDER® ROLEPLAYING GAME COMPATIBLE

LOUIS PORTER JR. DESIGN

OGL 3.5 SYSTEM COMPATIBLE

ACCELERATE MAGIC

School transmutation; **Level** bard 2, sorcerer/ wizard 2, witch 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Short (25 ft + 5 ft / 2 levels); **Target** One active spell; **Duration** Instantaneous; **Saving Throw** None; **Spell Resistance** No

This spell reduces the duration of a targeted spell by half. To succeed, the caster must succeed at a caster level check DC 11 + opponent's caster level. A spell reduced to less than 1 round ends immediately.

Spells with duration of instantaneous and those without fixed durations cannot be targeted. If they are, this spell fails.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BABBLE SPHERE

School Enchantment (mind-affecting, sonic); **Level** bard 3, cleric 3, sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S; **Range** Close; **Effect** All targets within 20-ft. of the caster can only babble; **Duration** 1 round / level; **Saving Throw** Will negates; **Spell Resistance** yes

Those caught in the babble sphere can only babble incoherently. This means they cannot use any magic items that require a command word to activate or cast a spell with a verbal component. They can still take other actions as long as they do not require speech.

The spell does not prevent someone affected from understanding unaffected targets.

This spell suppresses the tongues spell.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BATTLEMIND

School divination; **Level** sorcerer/ wizard 1; **Casting Time** 1 standard action; **Component** V, S; **Range** personal; **Target** you; **Duration** 1 round / level (D); **Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The caster adds his spellcasting attribute modifier to attack rolls instead of Strength or Dexterity.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

BATTLE TENTACLES

School conjuration (creation); **Level** sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S, M (a small blade); **Range** Medium (100ft. + 10ft./level); **Area** 20-ft.-radius spread; **Duration** 1 round / level (D); **Saving Throw** None; **Spell Resistance** no

The spell conjures a field of incorporeal tentacles of shadow, a black tentacles spell. These shadow tentacles attack every creature in the area. The attack bonus is equal to your caster level, has an equivalent Strength of 19, and counts as a Medium-sized creature. Creatures hit by the tentacles take 2d6+6 points of bludgeoning damage. The area of a battle tentacles spell is difficult terrain.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BEGUILE

School transmutation; **Level** bard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** personal; **Target** you; **Duration** 1 round / level (D); **Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The caster uses his Charisma instead of Strength when calculating CMD.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BIND SHAPE CHANGER

School transmutation; **Level** cleric 4, druid 4, sorcerer/ wizard 4; **Casting Time** 1 full round; **Component** V, S, M; **Range** Medium (100 ft. + 10 ft./level); **Target** One shape changer; **Duration** 1 hour/level; **Saving Throw** Will negates; **Spell Resistance** Yes

When cast successfully on a creature of the shape changer type, or with natural shape shifting ability (such as a druid), this spell locks it into its current form and prevents it from changing shape while the spell lasts. The creature can be affected by other transmutation spells (such as baleful polymorph) while under the effects of bind shape changer but it cannot change shape of its own volition. This spell prevents a character with the wild shape ability from using it (or returning to normal form) while the spell lasts.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BITTER ASHES

School necromancy [death]; **Level** sorcerer/ wizard 9; **Casting Time** 1 standard action; **Component** V, S, M; **Range** Touch; **Effect** touched living creature; **Duration** instantaneous; **Saving Throw** Fortitude partial, see text; **Spell Resistance** yes

A living creature touched by this spell must immediately make a Fortitude saving throw or die. If the save succeeds, the target takes 3d6 points of negative energy damage per caster level, if the target falls to 0 or less hit point, he dies.

If the target dies, then he must make an immediate Will save or have his soul rendered asunder. On a failed saving throw, the soul of the creature is destroyed and cannot be brought back from the dead without a miracle spell.

The body of the target is reanimated as a wight serving the caster.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BLACK TENTACLES, LESSER

School conjuration (creation); **Level** sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component**s V, S, M (octopus or squid tentacle); **Range** medium (100 ft. + 10 ft./level); **Area** one 5-ft. square; **Duration** 1 round/level (D); **Saving Throw**: none; **Spell Resistance**: no

This spell acts like a black tentacles spell. However, it only affects a single 5-ft. square. The CMD is your caster level. Its Strength and Dexterity are considered to be 10. The tentacles deal 1d6 points of bludgeoning damage.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐☐

BLOODLETTING

School necromancy; **Level** cleric 5, sorcerer/ wizard 5; **Casting Time** 1 standard action; **Component** V, S, DF/M (a piece of brain from a corpse); **Range** touch; **Effect** touched living creature; **Duration** 1 round / level; **Saving Throw** Fortitude negates, see text; **Spell Resistance** yes

The living creature touched begins to bleed for an amount of damage equal to your spellcasting ability modifier. A target gains resistance to positive energy equal to double your caster level. Thus any positive energy received is reduced by that amount.

This spell has no effect on non-living creatures such as constructs or undead.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BRAIN BURROW

School Necromancy [First One]; **Level** sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** S, M; **Target** Dead creature touched; **Duration** Permanent or until damage taken (D); **Saving Throw** None; **Spell Resistance** No

This spell can only be used on a creature after its brain has been surgically removed. The caster's body flows into the hole opened in the victim's now-empty skull, vanishing in one round. The hole remains open. While in the body, the caster uses the body's Strength and Dexterity score with a -2 penalty.

If the body takes damage, the caster must make a Fortitude save DC 10+damage taken or be ejected from the body, ending the spell immediately.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

BRAIN DRAIN

School necromancy; **Level Level** sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S; **Range** Touch; **Target** Creature touched; **Duration** 1 round/level; **Saving Throw** Will negates; **Spell Resistance** Yes

By touching a creature, you cause 1d4 points of Intelligence damage while gaining an enhancement bonus to your Intelligence equal to the damage inflicted (up to a bonus of 4). This requires a normal touch attack. If you are grappling the creature, then the touch attack is assumed to be successful each round that you grapple.

The creature suffers the normal effect of a reduced Intelligence score, including skill penalties and an inability to cast certain spells or psionic abilities, although prepared spells are not lost. Creatures reduced to 0 Intelligence are comatose until they regain at least 1 point of Intelligence. Creatures cannot be drained below 0 Intelligence. Creatures without an Intelligence score are unaffected.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

BRAIN STROKE

School necromancy; **Level** cleric 4 (Xonist), sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S; **Range** touch; **Target** one creature; **Duration** Instantaneous; **Saving Throw** Fortitude negates; **Spell Resistance** yes

On a successful touch attack, the target takes 1d4 plus 1 point of Intelligence drain for every 3 levels of the caster (maxium 1d4+5).

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

BURNING WINDS

School evocation [Air, Fire]; **Level** sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S, M (ashes)

This spell functions like gust of wind, except that it also deals 1d6 +1 per caster level points of fire damage (maximum 1d6+20). Those who make the Fortitude save take the full damage while those who fail only take half damage.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

CALIBAN'S FEAST

School necromancy; **Level** cleric 4 (Cult of the Dragon), druid 4, sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** S, M (brain of an intelligent creature); **Range** Touch; **Target** Creature touched; **Duration** 1 hour/ level; **Saving Throw** None; **Spell Resistance** No

With this spell, the caster assimilates and absorbs all that the target knows by devouring the target's brain. For as long as the spell lasts, the caster gains all of the target's memories and skill ranks. The caster uses its own ability modifiers, gaining only the skill ranks. While it retains the victim's intellect, the caster has a +10 bonus on Bluff checks to impersonate the victim.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

CONE OF CLAWS

School evocation (First Ones); **Level** cleric 6 (Cult of the Dragon), sorcerer/wizard 6; **Casting Time** 1 standard action; **Component** V, S, M (a dragon's claw); **Area** 30ft. cone; **Duration** Instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

This spell creates a cone filled with gnashing teeth and fangs from abyssal monsters. The claws inflict 1d6 points of slashing damage per caster level.

The Cult of the Dragon's spell does not have the First Ones subtype.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐☐

CONFLAGRATING CHARGE

School evocation [Fire]; **Level** cleric 3 (Cult of the Dragon), sorcerer/wizard 3; **Casting Time** 1 standard action; **Component** V, S, DF/ M (a lion hair); **Range** Personal; **Target** you; **Duration** 1 round/ level (D); **Saving Throw** none; **Spell Resistance** no

When casting this spell and attempting a bull rush, overrun or trample action, fire forms before you, and you deal 1d4 points of fire damage per caster level on a successful attempt.

If you charge and successfully hit the target with your attack, you deal 1 additional point of fire damage per caster level. This damage is not multiplied on a critical hit.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

CORPSE FLESH

School necromancy; **Level** cleric 3 (Xonist), sorcerer/ wizard 3, witch 3; **Casting Time** 1 standard action; **Component** V, S, M (piece of zombie flesh); **Range** Personal; **Target** You; **Duration** 1 minute/level (D); **Saving Throw** none; **Spell Resistance** no

When casting this spell, you gain DC5/slashing and +2 natural armor. Your body takes on the vile smell of death and decay.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

CORRUPTION OF KHAYNE

School necromancy [First Ones]; **Level** cleric 4 (Khayne); **Casting Time** 1 standard action; **Component** V, S, DF; **Range** Touch; **Target** living creature touched; **Duration** instantaneous, see text; **Saving Throw** Fortitude partial, see text; **Spell Resistance** yes

On a successful melee touch attack, the target is filled with dark energies making his blood boil and rot. The target takes 1d6 Constitution damage on the first round and 1d3 points for three rounds.

A target gets one Fortitude save against the effect every round to take half damage that round.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

CRESCENT GRASP

School evocation [Light]; **Level** sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S, M (a silver piece); **Range** personal; **Target** you; **Duration** 1 round/ level (D); **Saving Throw** Fortitude partial; **Spell Resistance** see text

This spell wraps the caster in an aura of moonlight. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). Anyone taking damage must make a Fortitude save or take one point of Strength damage.

If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When cast, you to shed light like a torch. This magical light suppresses any darkness effect of a lesser level.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

CRYSTAL SHAPING

School transmutation [Earth]; **Level** cleric 5, druid 4, sorcerer/wizard 5; **Casting Time** 1 standard action; **Component** V, S, DF; **Range** touch; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes

This spell functions exactly like stone shape, but can affect gems and crystals.

If used as an offensive spells against creatures with a crystalline structure (such as cyneans), this spell deal 1d6 points of sonic damage, a Fortitude saves halves the damage.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐☐

DEADEN SENSES

School necromancy; **Level** bard 2, druid 2, ranger 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Touch; **Target** Creature touched; **Duration** 1 minute / level (D); **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spells renders a target's senses completely useless (sight, hearing, smell, taste and touch). Creatures lose any blindsense or tremorsense ability. Creatures with blindsight replace it with blindsense at the same distance.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

DEADEN SENSES, MASS

School necromancy; **Level** bard 6, druid 6, sorcerer/ wizard 6; **Range** Close; **Target** one creature per level, no two of which can be more than 30ft. apart

This spells functions like deaden senses, but affects a number of creatures.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

DEADMAN'S GAZE

School necromancy; **Level** cleric 1, sorcerer/ wizard 1; **Casting Time** 1 standard action; **Component** V, S, DF; **Range** Personal; **Target** A corpse dead less than 1 hour/level; **Duration** 1 round; **Saving Throw** none; **Spell Resistance** no

When you cast this spell, you may gaze through the eyes of a recently deceased corpse. The corpse must have its eyes intact. It only shows the caster the last thing the person saw before he died.

This spell does not work if the corpse was subjected to a speak with dead spell.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

DEPLETION OF KHAYNE

School necromancy [First Ones]; **Level** cleric 8 (Khayne); **Casting Time** 1 standard action; **Component** V, S, DF; **Range** Touch; **Target** creature touched; **Duration** 1 round/ level; see text; **Saving Throw** Fortitude partial, see text; **Spell Resistance** yes

After casting this spell, a cleric of Khayne can make a melee touch attack on a target and deal 1d4 points of ability drain. The ability drained is left to the cleric and can change from round to round.

Each ability point drained grants the cleric 5 temporary hit points that stay for up to one hour and a profane bonus to saving throws equal to the total amount of ability drain inflicted, these bonuses also remain for up to one hour.

Powerful clerics of Khayne frequent use this spell on slaves before setting out for battle, making them very resilient.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

DISPERSING WIND

School evocation [air]; **Level** druid 4, sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S; **Range** 30ft radius; **Effect** strong winds emanate from you; **Duration** 1 round; **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell functions exactly like wind wall, but forms a sphere of wind.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

DRY SPHERE

School transmutation; **Level** druid 3, sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S, M (a towel); **Range** Close; **Effect** Dries water a 20ft radius area, damages creatures with the aquatic subtype; **Duration** instantaneous; **Saving Throw** Fortitude negates; **Spell Resistance** yes

A dry sphere destroys all water and liquids in its range. Creatures with the aquatic subtypes take 1d6 points of damage per caster level (maximum 10d6). Other living creatures take 1d4 points of damage per two caster level. Nonliving, nonaquatic creatures are immune to the effects of this spell.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

FALSE GUIDANCE

School enchantment; **Level** cleric 1, sorcerer/ wizard 1; **Casting Time** 1 standard action; **Component** V, S, M (a crooked wand); **Range** Close; **Target** One creature; **Duration** 1 hour/ level; see text; **Saving Throw** Will negates; **Spell Resistance** yes

A target who attempts to cast any divination spell or effect that has a chance of failure sees the chance of failure doubled. After a divination has failed, the spell is expended.

This spell may be cast through a clairvoyance spell.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

FEAST OF MAGGOTS

School conjuration (creation); **Level** cleric 3 (Xonist), druid 3, sorcerer/ wizard 3, witch 3; **Casting Time** 1 round; **Component** V, S, M/DF; **Range** touch; **Target** One creature touched; **Duration** 1 round, see text; **Saving Throw** Fortitude negates, see text; **Spell Resistance** yes

The target of this spell becomes infested with maggots and other such parasites that eat the target alive. On a failed Fortitude save, the target takes one point of Constitution, Dexterity and Strength damage.

At the start of the caster's next turn, the target must make another saving throw to avoid the same damage.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

FLAME BURST

School evocation [Fire]; **Level** sorcerer/ wizard 4; **Casting Time** 1 standard action; **Component** V, S, M (ashes); **Range** Personal; **Effect** A 30ft. radius sphere centered on you; **Duration** instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

When casting this spell, the caster becomes the center of a 30ft. sphere of flame. This sphere does 1d6 points of fire damage per caster level (maximum 15d6). The caster may include or exclude himself in the effect.

Unattended objects hit by the spell catch fire (no save).

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

FLAMING ARMOR

School evocation [Fire]; **Level** cleric 3 (Cult of the Dragon), sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S; **Range** Close; **Target** one creature wearing armor; **Duration** 1 round/level (D); **Saving Throw** Will negates, see text; **Spell Resistance** yes

This spell must be cast upon a target wearing metal armor. Every round the target fails his Will save, he takes a number of points of fire damage equal to his armor bonus.

A successful Will save ends the spell.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

FLAMING ARMOR, MASS

School evocation [Fire]; **Level** cleric 7 (Cult of the Dragon), sorcerer/ wizard 7; **Range** Close; **Target** 1 metal-armored target/ level, no two of which can be more than 30ft. apart; **Duration** 1 round/level (D)

This spell functions like flaming armor, but affects a number of targets.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

FLAMING BLOOD

School transmutation; **Level** sorcerer/ wizard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Close; **Target** one creature ; **Duration** concentration + 1 round/ level (D); **Saving Throw** Will negates; **Spell Resistance** yes

The target gains vulnerability to fire.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

FLAMING BOLT

School evocation [Fire]; **Level** cleric 3 (Cult of the Dragon), ranger 3, sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S; **Range** Touch; **Target** 1 projectile/ 2 caster level; **Duration** up to 1 round/level; **Saving Throw** none; **Spell Resistance** yes

When casting this spell, the caster touches a number of pieces of ammunition. Each piece of ammunition (can be arrows, bolts, or bullets) can then be fired, dealing 1 point of fire damage per caster level (maximum +10). The fire is subject to spell resistance.

Once fired, whether they hit or miss, the magic is gone.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

FOUNTAIN OF KNOWLEDGE

School divination; **Level** bard 2, sorcerer/ wizard 3; **Casting Time** 1 standard action; **Component** V, S; **Range** Personal; **Target** you; **Duration** 1 round/ level

The target gains an insight bonus to all Knowledge checks equal to half his caster level.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

GRANT SPELL

School evocation; **Level** sorcerer/ wizard 5

This spell works exactly like the imbue with spell ability.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

HEIGHTEN SENSES

School transmutation; **Level** druid 2, ranger 2, sorcerer/ wizard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Touch; **Target** Creature touched; **Duration** 1 minute / level (D); **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spells increases a target's senses to supernatural levels. A creature under this spell gains either a +5 insight bonus to Perception with one sense or gains blindsense 10ft.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

HEIGHTEN SENSES, MASS

School transmutation; **Level** druid 6, sorcerer/ wizard 6; **Range** Close; **Target** one creature per level, no two of which can be more than 30ft. apart

This spells functions like heighten senses, but affects a number of creatures.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

HELLISH REPRISAL

School conjuration [Fire, First One]; **Level** cleric 9 (Khayne), sorcerer/ wizard 9; **Casting Time** 1 standard action; **Component** V, S; **Range** Touch; **Target** You; **Duration** permanent, until discharged; **Saving Throw** Reflex half; **Spell Resistance** yes

When casting this spell, a caster makes a deal with the dark forces of hell to cast vengeance upon those who would kill him.

If the caster is killed, his body is first the center of a fireball with no maximum damage. In the fireball's aftermath, 1d3 erinyes appear as though summoned by a summon monster VIII spell. They attack anyone in sight.

Anyone killed either by the fireball or the erinyes has their soul taken to hell. Any spell effect that could bring them back to life is subject to an SR equal to 10 + the caster of hellish reprisal's caster level.

This spell has no effect on the caster or his soul.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

HORRID STENCH

School conjuration (creation); **Level** druid 3, sorcerer/ wizard 3, witch 3; **Component** V, S, M (a rotten egg); **Casting Time** 1 action; **Range** Personal; **Target** You; **Duration** 1 round/level; **Saving Throw** Fortitude negates (see text); **Spell Resistance** Yes

After casting this spell, the caster exudes a horrible, reeking stench. All creatures (ally or enemy) that come within 5 ft. of the caster must make a Fortitude saving throw or become nauseated. The effect lasts for as long as the character is within 5 ft. of the caster and for 1d4+1 rounds afterwards. Those who successfully save are unaffected that round but must save again each round they are within 5 ft. of the caster.

Creatures with a sense of smell are stunned for one round if they fail the save.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

KAGA'S CHANNELING

School transmutation; **Level** cleric 2 (Kaga), sorcerer/ wizard 2; **Casting Time** 1 standard action; **Component** V, S, M/ DF; **Range** Touch; **Duration** 1 round/level; **Saving Throw** Will negates; **Spell Resistance** yes

This spells saps the energy of a spell caster, lowering the effects of his spells. For the duration of the spell, the effective caster level of the target is lowered by one (minimum 1). This includes spells and spell-like abilities. This spell has no effect on creatures who do not cast spells.

Any effect that would remove curse automatically dispels Kaga's channeling.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

LIGHT OF THE FULL MOON

School evocation [Light]; **Level** cleric 2 (Sanguine Covenant), sorcerer/ wizard 2; **Casting Time** 1 round; **Component** V, S; **Range** Touch; **Target** 20ft. radius sphere centered on touched creature or object.; **Duration** 2 hours/ level (D); **Saving Throw** Will negates; **Spell Resistance** yes

This spell creates a faint barrier of light visible only in darkness. Any creature with the shapechanger subtype that enters the barrier is engulfed in flames dealing 1d6 points of damage per three caster levels. A successful Will save negates the damage. This damage is dealt only when the creature enters the area.

Creatures with more hit dice than the caster level are immune to its effects.

In dark areas, light of the full moon sheds light like a torch.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

LIGHT OF THE FULL MOON, GREATER

School evocation [Light]; **Level** cleric 4 (Sanguine Covenant), sorcerer/ wizard 4

This spell functions similarly to a light of the full moon spell, except that it deals 2d6 points of damage per three caster levels and affects any shapechanger regardless of their HD.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

LIGHT OF UNDEATH

School necromancy; **Level** cleric (Xonist); sorcerer/ wizard 2; witch 2; **Casting Time** 1 standard action; **Component** V, S; **Range** object touched; **Target** 20ft. radius emanating from the object; **Duration** 10 minute/level (D); **Saving Throw** none, see text; **Spell Resistance** yes

After this spell is cast, any undead creatures within the area appear alive and healthy. Living creatures in the area take a -1 profane penalty to all saving throws caused by an undead and glow as if under the effect of a faerie fire spell.

If the object upon which this spell is cast is moved, the spell immediately ends.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

LUNAR ARSENAL

School transmutation [Light]; **Level** sorcerer/ wizard 6; **Casting Time** 1 minute; **Component** V, S, F (a suit of armor or weapon); **Range** Touch; **Target** touched weapon of armor; **Duration** 1 minute/ level (D)

When casting this spell, you imbue a weapon or suit of armor with the power of the moon.

Armor imbued with this power gains the ghost touch ability and acts like a magic vestment of the caster's level. When facing a creature with the shapechanger template, it gains a +2 luck bonus to AC. Normal clothes may receive this bonus.

Any weapon imbued with this power gains the ghost touch and shapechanger bane abilities and automatically bypasses the DR of any creature with the shapechanger subtype.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

LUNAR MAJESTY

School transmutation [Light]; **Level** sorcerer/ wizard 5; **Casting Time** 1 standard action; **Component** V, S, F (a suit of armor or weapon); **Range** Touch; **Target** one creature touched; **Duration** 1 minute/ level (D); **Saving Throw** Will negates (harmless), see text; **Spell Resistance** yes (harmless);

After this spell is cast, the target shimmers with a gleam of moonlight.

The target gains a +2 luck bonus to Strength, Dexterity and Constitution but also a +4 luck bonus to Charisma.

While under the effect of this spell, any creature with the shapechanger subtype must make a saving throw as if the target was under a the effects of a sanctuary spell. If the target attacks, the sanctuary effect is broken, but all of the other effects remain.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

LUNAR MAJESTY, MASS

School transmutation [Light]; **Level** sorcerer/ wizard 9; **Range** Close; **Target** one creature/ level, no two of which can be more than 30ft. apart

This spell functions like lunar majesty except that it affects multiple creatures.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

MAGNIFY VISION

School transmutation; **Level** bard 2, druid 2, ranger 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Component** V, S, DF / M (magnifying glass); **Range** Personal; **Target** You; **Duration** 1 round / level (D)

This spells doubles the range of your vision. If you have darkvision, this doubles the range of it for the duration of the spell.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

MOON BOLT

School evocation [Cold]; **Level** sorcerer/ wizard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Close; **Target** one creature; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

This spell creates a single beam of moonlight that deals 2d6 points of cold damage per three caster levels (to a maximum of 12d6) on a successful touch attack.

On a creature with the shapechanger subtype, the damage is doubled.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

RAIN OF FIRE

School conjuration (Fire); **Level** sorcerer/ wizard 8; **Casting Time** 1 standard action; **Component** V, S, M (ashes from a burned plant); **Range** Long; **Effect** 100ft./ level radius cylinder of fire rain; **Duration** 1 round/ level (D); **Saving Throw** Reflex partial; **Spell Resistance** yes

This spells causes a rain of fire and burning rocks to fall from the sky. Every round, targets in the area take 1d6 points of fire damage and 1d6 points of piercing fire damage. On a successful save, a target takes half damage from fire and piercing.

Anything that can burn catches fire whether it is attended or not.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐☐

SACRIFICE

School necromancy [evil]; **Level** cleric 4, druid 4, witch 4; **Component** V, S, M, DF; **Casting Time** 1 minute; **Range** Touch; **Target** Creature touched; **Duration** Instantaneous; **Saving Throw** None; **Spell Resistance** No

You can draw upon the life force of another creature to enhance your own magic. The creature must be slain as part of the casting of the spell and the caster must strike the killing blow personally (generally this means that the creature must be helpless and a coup de grace must be administered). For each Hit Die the sacrifice possesses, you gain one bonus level, up to a maximum equal to your caster level or 10, whichever is less. These bonus levels can be used for any of the following:

- Increase your caster level with respect to the spell's range, duration, damage, and other effects. This cannot increase your caster level more than double, nor can it exceed the spell's normal limits.
- Increase your caster level for the purposes of spell penetration and dispelling effects.
- One bonus level can substitute for up to 1,000 gp worth or material components.

Material Component: A living creature of at least 1 HD and Intelligence 1 or better, which must be slain during the casting of the spell.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

SENSORY DEPRAVATION

School transmutation; **Level** bard 5, cleric 6 (Khayne), sorcerer/wizard 6; **Casting Time** 1 standard action; **Component** V, S; **Range** Close; **Target** One creature; **Duration** permanent (D)

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

This spell is the equivalent of casting blindness, deaden senses and deafness spells at the same time.

On a successful saving throw, the target is left blinded and deaf for one round.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐☐

SENSORY EXCESS

School transmutation; **Level** bard 6, cleric 7 (Cult of the Dragon), sorcerer/ wizard 7; **Casting Time** 1 standard action; **Component** V, S, DF / M (magnifying glass); **Range** Close; **Target** One creature; **Duration** permanent (D); **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell deadens pain and turns it into a highly pleasurable sensation. Any damage taken by the target is nonlethal damage. This only affects hit point damage and has no effect on other forms of damage.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

SHADOW KILLER

School necromancy; **Level** sorcerer/ wizard 5; **Component** V, S; **Casting Time** 1 full-round; **Range** Medium (100 ft. + 10 ft./level); **Target** One creature's shadow or reflection; **Duration** 1 round/ level; **Saving Throw** Will negates; **Spell Resistance** Yes

This spell transforms the target's shadow or reflection into a monster that attempts to kill its originator at the caster's command. If the target fails to save against the spell, then its shadow becomes a shadow (see Pathfinder Bestiary) and attacks him.

The spell can be broken using a break enchantment, limited wish, miracle, remove curse, or wish spell.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

SHIELD OF WORMS

School conjuration (creation); **Level** druid 4, witch 4; **Casting Time** 1 standard action; **Component** V, S, DF / M (a worm egg); **Range** Personal; **Duration** concentration + 1 round/ level; **Saving Throw** see text; **Spell Resistance** no

After this spell is cast, spell, worms and other maggots are expelled from the mouth, covering your entire body. Anyone making a melee attack against you without a reach weapon must make a Reflex saving throw or take 1d6 points of damage per 4 caster levels. This damage can only be inflicted on a given target once per round.

If a spellcaster stops concentrating because he falls unconscious or any other reason, the maggots form up into a swarm and attack all nearby living creatures except the caster. It acts like an army and swarm (see Pathfinder RPG Bestiary).

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

SIGIL SANCTUARY

School necromancy; **Level** sorcerer/ wizard 5; all Khaynites; **Component** V, S, F, M [tome worth at least 150gp]; **Casting Time** 1 full round; **Range** Touch; **Target** One tome; **Duration** Instantaneous; **Saving Throw** Will negates (see text); **Spell Resistance** Yes

A sigil sanctuary is an unusual means of escaping death developed by the Khaynites long ago. It requires as its focus a book or tome. The tome is enchanted to contain the caster's spiritual essence and intellect, such that anyone reading the tome later may be affected by it.

While the caster lives, the sigil sanctuary has no effect. If and when the caster dies, however, his spirit is drawn into the words of the prepared tome, no matter the distance, so long as the two are on the same plane of existence. At a later point, the disembodied spirit of the caster may attempt to possess anyone who reads the tome.

The victim must read at least 20% of the tome in order to be open to possession. The reader must make a Will saving throw. If it fails, the disembodied spirit possesses the reader's body while the reader's spirit is trapped within one of the pages of the book. Spells like protection from evil block the possession, but does not dispel the tome.

If the host body is destroyed, the caster's spirit returns to the tome while the host's spirit passes on (i.e. is slain). If the tome is destroyed while occupied by a spirit, that spirit is slain.

Khaynites able to cast 5th level spells add this spell to their spell list, regardless of their class.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐

TENDRILS OF DARKNESS

School conjuration (creation, darkness); **Level** cleric 1 [Var Shall], sorcerer/ wizard 1; **Casting Time** 1 standard action; **Component** V, S, M (bit of pitch or tar); **Range** Medium (100 ft. +10 ft. /level); **Area** 20 ft. radius spread; **Duration** 1 minute/level [D]; **Saving Throw** Reflex negates; **Spell Resistance** Yes

Anyone within the spell's area of effect must make a Reflex saving throw to avoid becoming entangled in the tendrils of darkness. If the save succeeds, the creature is not entangled and is free to move. If the save fails, the creature is entangled.

Any spells with the light descriptor cast within the area halves the tendrils of darkness's duration.

The tendrils are also instantly destroyed within a daylight or sunburst spell.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

TRANSCRIBE

School conjuration (creation); **Level** bard 1, cleric 1, sorcerer/wizard 1; **Casting Time** 1 standard action; **Component** V, S, M (a scroll, book or tablet); **Range** Close; **Duration** 1 minute/level; **Saving Throw** Will negates; **Spell Resistance** yes

This spells copies a conversation onto the material component of the spell. A clay tablet, single page or piece of scroll can hold up to one minute of conversation.

If the caster runs out of material component before the spell ends, the spell ends immediately.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

WALL OF SILENCE

School conjuration (creation); **Level** bard 2, sorcerer/ wizard 2; **Casting Time** 1 standard action; **Component** V, S; **Range** Medium; **Duration** 1 round/level; **Saving Throw** none; **Spell Resistance** no

This spell creates a wall 10ft. high and 10ft. long per caster level. Sound-based attacks and effects are automatically blocked by the wall. The wall must be a single, unbroken plane (may be horizontal, vertical or anywhere in-between but may not have corners). It does not need to be anchored to anything.

Uses Per Day:_____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

WATERSPOUT

School conjuration (creation, water); **Level** druid 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Component** V, S, DF; **Range** Long; **Effect** Water wave 15ft. wide, 15 feet high that moves up to 50ft/ round; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell creates a wave of water that moves around, crashing into anything in its path. Anyone hit by a waterspout is hit by a bull rush and grapple effect with a CMD equal to the caster level plus 2 for being huge plus 8 for its Strength.

First roll to see if the target is hit by the bull rush. If the target is not bull rushed, it takes no further effect. Next the waterspout attempts to grapple a bull rushed target. If grappled, the target is trapped inside the waterspout and is considered to be both grappled and underwater. The waterspout is not affected by the grappled creature and can continue to move freely without penalty.

Moving the waterspout is a move action. A waterspout can only move on a surface, it does not fly. Water elementals are immune to this spell.

Uses Per Day:_____ **Uses:**☐☐☐☐☐☐☐☐☐

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