

ANIMATE VERMIN

Necromancy; Level: Clr 0, Sor/Wiz1; **Components:** V, S, M;
Casting Time: 1 action; **Range:** Short (25 ft. + 5 ft./2 levels);
Target: 1 animal corpse; **Duration:** 1 day/level; **Saving Throw:**
None; **Spell Resistance:** No

This spell allows the caster to animate one animal, of no more than one hit die, as per the spell *Animate Dead*. The corpse will follow simple commands, but is typically useful only for menial tasks and utterly useless in combat. After 1 day per level of the caster, the corpse disintegrates, consumed by the necromantic energies flowing through it.

Material components: The corpse to be animated and an onyx gem worth at least 5 gp.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

BLACK MULCHING

Necromancy; Level: Drd 4, Sor/Wiz 4; **Components:** V, S, M;
Casting Time: Standard action; **Range:** Medium (*100 ft. + 10 ft./level*); **Area:** 20-ft.-diameter sphere; **Duration:** 1 round/level;
Saving Throw: None; **Spell Resistance:** Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. You can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

BLAST OF COLD

Evocation [Cold]; Level: Sor/Wiz 1; **Components:** V, S; **Casting Time:** Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A blue-white bolt of screaming, cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (*maximum 5d6*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Uses: □□□□□□□□

BLOOD TENTACLES (CONT'D)

Necromancy [*Evil*]; **Level:** Sor/Wiz 5; **Components:** V, S, M;
Casting Time: 1 action; **Range:** Close (25 ft. + 5 ft./2 levels);
Target: All corpses and dying creatures in range; **Duration:** 1
hour/level; **Saving Throw:** Fortitude negates; **Spell Resistance:**
Yes

As described in the rules, the target can hold his breath for a number of rounds equal to twice his Constitution and may attempt to break the grapple every round. If they fail, they must begin to make Constitution checks as described.

Material Components: A handful of dirt from a strangled man's grave,

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

This spell, a favorite amongst arcane casters with a knack for using blood-based magic, converts a wounded creature's blood into a weapon against it. To be a valid target for this spell, a creature must have blood, must have taken hit point damage (*not including temporary hit points*) during the current encounter, and must not be immune to critical hits.

The caster does not need to concentrate to maintain the spell once it has locked onto its target. Once cast, the spell cannot be shifted to a different target, nor can a single creature be the target of more than one blood whip at any time. Even if the target is reduced below 0 hit points, the blood whip continues to lash it until it is dead or the spell's duration ends. (*Remember that even an unconscious creature still gets a Fortitude saving throw to avoid each round of damage.*) If the target dies or receives any form of

BONE WEAPON

Necromancy; Level: Sor/Wiz 1; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** One non-magical bone; **Duration:** 1 minute/level; **Saving Throw:** Will negates (*object*); **Spell Resistance:** Yes (*object*)

For the spell's duration, the bone weapon acts like a weapon of the appropriate sort with a +1 enhancement bonus to attack and a +3 enhancement bonus to damage. The necromancer who cast the spell is automatically considered proficient with the weapon. The weapon crumbles into powder when the spell expires.

Material Components: The bone(s) to be transmuted.

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

BONES OF ADAMANTINE

Necromancy; Level: Sor/Wiz 6; **Components:** V, S, M; **Casting Time:** 1 kill round; **Range:** Close (25 ft. + 5 ft./2 levels).; **Targets:** Skeletons with total HD equal to 1 HD/level; **Duration:** 1 hour/level; **Saving Throw:** Will negates (*harmless, object*); **Spell Resistance:** Yes (*harmless, object*)

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 10/adamantine. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Components: 1 pound of adamantine per skeleton.

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

CADAVEROUS FORM

Necromancy; Level: Clr 1, Sor/Wiz 1; **Components:** V, S;
Casting Time: 1 standard action; **Target:** You; **Duration:** 10 minutes / level (*D*); **Saving Throw:** None (*harmless*); **Spell Resistance:** Yes (*harmless*)

This spell causes your skin to wither and turn to the sickly gray color of a long-dead corpse. You appear in all ways as a zombie of your own size and species. Necromancers often use this spell to hide among the undead.

It can also be used to cause enemies to expend their anti-undead magic and items uselessly against the (*living*) necromancer instead of his servitors. The thick leathery skin provides you with a +2 natural armor bonus (*or a +2 enhancement bonus to your existing natural armor*) and a +10 circumstance bonus on Disguise checks made to look like a zombie.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐

CHAINS OF VENGEANCE

Evocation [*Fire*]; **Level:** Sor/Wiz 4; **Components:** V, S; **Casting Time:** Standard action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Reflex negates; **Spell Resistance:** Yes

Chains of fire wrap around the target, rendering them helpless and dealing them 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check (*DC* 25) or an Escape Artist check (*DC* 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help, but they suffer 1d6 points of fire damage if they try.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

COLDSCREAM

Evocation [*Cold, Sonic*]; **Level:** Sor/Wiz 4; **Components:** V, S;
Casting Time: Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (*maximum 10d6*). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

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

COMA

Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 6, Sor/Wiz 6; **Components:** S,M; **Casting Time:** Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Target:** One living creature; **Duration:** One hour/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

You put a living creature into a coma. The subject falls prone immediately; alive, but unable to take actions.

Material Components: A mixture of ground spices

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐

CONSECRATE CORPSE

Necromancy [Good]; Level: Clr 2; **Components:** V, S, M, DF;
Casting Time: 1 standard action; **Range:** Touch; **Target:** Corpse touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell blesses a corpse in the name of the cleric's deity, making it immune to being turned into an undead through animation magic. Consecrate corpse counters and dispels Desecrate Corpse. At the GM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (11 + *spell's caster level*).

Material Components: A vial of holy water that must be sprinkled over the corpse.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

CORPSE FLESH

Necromancy [Evil]; Level: Clr 2, Sor/Wiz 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (*D*); **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell transforms the targeted creature's skin into dead flesh, the skin withering and dying within a split second. It inflicts 2d4 points of Charisma damage. Once the spell ends the target's flesh reverts to live flesh but remains scarred, the scars slowly healing as the Charisma damage is healed.

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

The affected area is bombarded by a rain of corpses – four corpses per level of the caster – that spin and swirl in the air, carried by a black cloud of negative energy. Characters and creatures within the affected area are panicked for as long as the spell persists and suffer 3d6 points of bludgeoning damage each round as they are knocked around by the mass of bodies. All panicked characters and creatures in the affected area are treated as cornered (*by the flying bodies*) and may only use the total defense action until the spell ends.

Material Components: The head of a good aligned cleric.

[illegible]**Uses Per Day:**_____[illegible]

CROSS OF LIGHTNING

Evocation [*Electricity*]; **Level:** Sor/Wiz 5; **Components:** V, S, M; **Casting Time:** Standard action; **Range:** Medium (*100 ft. + 10 ft./level*); **Area:** Four bolts, 5 ft. wide to Medium range (*100 ft. + 10 ft./level*) or 10 ft. wide to 50 ft. + 5 ft./level; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell operates as a Lightning Bolt, except that four lightning bolts leap from you at the same time, in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 ft. or 5 ft. wide (*as Lightning Bolt*), but they all must be the same width. Each bolt inflicts 1d6 points of damage per level of the caster (*maximum 15d6 per bolt*).

Material Components: Four bits of fur and an amber, crystal, or glass rod

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

CRUCIFY FOE

Necromancy [Evil]; Level: Clr 6; **Components:** V, S, DF/M;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throw:** Reflex negates; **Spell Resistance:** Yes

The ground erupts beneath the feet of the chosen target as a mass of bony arms shoot up from the earth, grasping at them. If the target fails a Reflex save the bones grab him, lift him into the air and grip him tight as the skeletal monstrosity instantly takes the shape of a crucifix. The crucifix holds the target helpless; draining the life from his body by inflicting 1d2 points of Constitution drain each round. At the spell's expiration the target drops to the ground, prone and exhausted.

Material Component: A rusted nail extracted from a crucifix.

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

CRUCIFY FOE, MASS

Necromancy [*Evil*]

Level: Clr 9

Target: One creature/level, no two of which can be more than 30 ft. apart This spell functions like Crucify Foe, except that it affects multiple creatures.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

This spell causes an object to throw deep shadows in a 20 ft. radius. The shadow is equivalent to that seen in a moonless night, and grants a +2 circumstance bonus to all Hide checks. The effect is immobile, but can be cast on a movable object. Shadow taken into an area of magical light will not function. A Dark Baubles spell is sufficient to counter and dispel the effects of a light spell, or another spell with the light descriptor, of equal level.

[illegible]

DEATH'S LINGERING SHADOW

Necromancy [Evil]; Level: Clr 6, Sor/Wiz 5; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One creature; **Duration:** 1 hour/level (D); **Saving Throw:** Will partial, see text; **Spell Resistance:** Yes

This spell binds a cloud of dark, negative energy to the targeted creature. The cloud follows them for as long as the spell persists. For the spell's duration the target brings pain and suffering wherever they go.

All characters and creatures within a number of feet of the target equal to 5 times the caster's level suffer 1 point of Constitution damage each minute that they remain within the target's proximity. Additionally, any hit point damage dealt to characters or creatures within the affected area, including the target of the spell, is doubled for the spell's duration.

Once the spell ends the subject is fatigued and suffers a number of points of Constitution drain equal to one-half the caster's level. If the spell's subject makes a successful Will save when the spell is first cast the duration is reduced by half.

This spell may only be canceled by break enchantment or remove curse.

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

DECOMPOSE

Necromancy; Level: Drd 2, Rgr 2; **Components:** V, S, M, XP;
Casting Time: 1 action; **Range:** Touch; **Target:** Creature touched;
Duration: Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

Non-animated corpses that are touched by the caster are instantly turned into a fine, powdery dust. The corpse can then no longer be magically animated or otherwise become undead. Thus, such spells as Animate Dead, Control Undead, Create Greater Undead, and Raise Dead have no effect upon a corpse affected by Decompose. Decompose does not interfere with resurrection.

A non-animated corpse gets no saving throw. The spell has no effect on living matter. If the spell is cast upon a skeleton, zombie, ghoul, or any other corpse that has been raised as undead, the target must make a Fortitude save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 1d4+1/level (*maximum +10*) points of damage. If the spell inflicts enough damage to destroy the undead corpse, the corpse turns into the same fine dust and can no longer be animated or raised again as detailed above. If the spell does not inflict enough damage to destroy the undead corpse, the spell has no further effect.

Material Component: A fine powder made of dried seeds.

Gold Cost: 250 GP for gem dust to mix with the seeds.

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

DEEPEN WOUNDS

Necromancy; Level: Clr 1, Drd 1; **Components:** V, S, M;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft. /
2 levels); **Area:** One living creature; **Duration:** 1 round / level;
Saving Throw: Fortitude negates; **Spell Resistance:** Yes

The spell unleashes a minor wave of negative energy that does not damage its target, but instead makes him more susceptible to damage. If the target of this spell fails his save, they suffer an additional two points of damage from physical attacks and attacks that duplicate physical attacks (*such as a Spiritual Weapon spell*).

Material Components: A blood soaked bandage once used to cover a wound.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

DESECRATE CORPSE

Necromancy [Evil]; Level: Clr 2; **Components:** V, S, M, DF; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Corpse touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell curses a corpse in the name of the cleric's deity, making it easier to turn into an undead. A corpse that has been desecrated counts as 1/2 of its normal HD for purposes of undead animation and control limits when using the spells *Animate Dead*, *Create Undead*, and *Create Greater Undead*. In addition, a desecrated corpse reduces the cost (*in onyx gems*) of animating the corpse by 1/2.

Desecrate Corpse counters and dispels *Consecrate Corpse*. At the GM's option, it does so only if the caster succeeds at a caster level check of $1d20 + \text{caster level}$ against the original caster's caster level check ($11 + \text{spell's caster level}$).

Material Components: A vial of unholy water that must be sprinkled over the corpse.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

DETECT SHAPECHANGERS

Divination; Level: Clr 1, Rgr 1, Sor/Wiz 1; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** Quarter circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 10 minutes/level (*D*); **Saving Throw:** None; **Spell Resistance:** No

Each round, you can turn to detect creatures in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, and 3 ft. of wood or dirt blocks it.

Material Components: A sprig of wolfsbane.

[illegible]

DE-VEIN

Necromancy [Death]; Level: Clr 6, Death 6; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Short (25 ft. + 5 ft./level); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

Calling upon the powers of unlife to aid you, you draw out the creature's veins with one swift motion – literally pulling them out through the skin to land at your feet as the victim dies in unspeakable agony. Even if the creature succeeds at its Fortitude save it still takes 3d8 points of damage +1 per caster level.

[illegible]

DIABOLIC CRY

Evocation [*Archaic, Sonic*]; **Level:** Sor/Wiz 3, Brd 2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 10 ft./level radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell allows you to target a single point near you from which an infernal, terrifying scream emanates. All within the area of effect are stunned for 2d6 turns and suffer 1d6 points of sonic damage per level of the caster (*maximum 12d6*).

Special: The feat silent spell may not be used with diabolic cry.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

DUPLICATE

Necromancy; Level: Sor/Wiz 9; **Components:** V, S,M; **Casting Time:** Full round; **Range:** Personal; **Target:** You; **Duration:** 1 round/level

longer available to you. Charged items (*or items or abilities with a number of available uses per day*) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the 'real gear' and your gear disappears. You suffer an immediate, permanent negative level as you transition your soul into the new form. The duplicate is now you (*and can cast duplicate again*).

You cannot have more than one duplicate at a time (*and a duplicate cannot have a duplicate*). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Material Components: Two perfectly matched diamonds, each worth at least 1,000 gp

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

DYING BREATH

Necromancy; Level: Sor/Wiz 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** 1 round/level; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

Upon casting this spell, the caster exhales toward a target, sweeping it with a gust of foul smelling wind and draining the strength from its limbs. This is considered a ray attack and requires a ranged touch attack to strike. A target that fails its Fortitude save is considered Exhausted for the spell's duration. A target that saves successfully instead suffers the effects of Fatigue. Unlike normal Exhaustion or Fatigue, once the spell's duration expires, the subject is restored to full vigor. This effect does not stack with any other sources of Fatigue or Exhaustion.

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

ELECTRICAL DELUGE

Evocation [*Electricity*]; **Level:** Sor/Wiz 6; **Components:** V, S, M;
Casting Time: Standard action; **Range:** 100 ft.; **Target:** A spread
centered on you, 5 ft. high and 200 ft. across; **Duration:** Instanta-
neous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell works as a Lightning Bolt, except that lightning arcs from you in all directions in a single plane out to 100 ft., 5 ft. high. The effect inflicts 1d6 points of electricity damage per level of the caster (*maximum 15d6*) to all within the area except you.

Material Components: A bit of lodestone and a square plate of iron

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

ENERGY LASH

Evocation [Force]; Level: Sor/Wiz 2; **Components:** V, S, M;
Casting Time: Standard action; **Range:** Personal; **Effect:** 10-ft.-
long whip; **Duration:** One minute/level (*D*); **Saving Throw:**
None; **Spell Resistance:** No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it, even if you lack the necessary proficiency. The weapon has a 10-ft. reach and inflicts 1d6 points of force energy damage + 1 point for every two levels (*maximum* +10). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Components: A 3-inch strip of leather

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

EXHALATION OF KHALIS

Necromancy; Level: Drd 6, Sor/Wiz 6; **Components:** V,S,M;
Casting Time: 5 minutes; **Range:** Close (25 ft + 5 ft/2 levels);
Target: Cone; **Duration:** 1 round/level (*Discharge*); **Saving Throw:** Fortitude negates;

Spell Resistance: Yes

The caster exhales a cone shaped cloud of deadly spores. Those in the cloud's area of effect must make an immediate Fortitude save or permanently lose 1d3 points of Intelligence as the spores spread through their brains and nervous systems. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to lose Intelligence. The cloud is only infectious on the round that it is discharged.

Material Components: A piece of flesh from a plague victim.

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

EXPLOSION OF GORE

Necromancy; Level: Clr 1; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** One Small or Medium corpse/level in a 20-ft.-radius spread; see text; **Duration:** Instantaneous; **Saving Throw:** Reflex negates (*blindness only*); see text; **Magic Resistance:** No

Summoning negative energy into a dead body, you cause a corpse of Small or Medium size to explode in a shower of gore and bone. Each exploding corpse causes 1d4 points of damage, without a save, to every creature within a 5-ft. radius and covers the creature with gore, blinding it unless it succeeds at a Reflex saving throw.

A blinded creature cannot see, takes a -2 penalty to Armor Class, loses Dexterity bonus to AC (*if any*), moves at half speed, takes a -4 penalty on Search checks and on most Strength and Dexterity based skill checks, and has all checks and activities that rely on vision automatically fail; opponents have total concealment (50% *miss chance*) against a blinded creature.

A blinded creature can take a full-round action to wipe the gore from its face and clear its vision or a move equivalent action to restore most of its vision (-1 *penalty on attack rolls, Search checks, and Spot checks*).

Note that this spell only works on true corpses, not undead such as zombies or skeletons, which are already under the influence of negative energy.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

EYEBURST

Evocation; Level: Sor/Wiz 7; **Components:** V, J; **Casting Time:** 1 action; **Range:** Close (25 Ft, + 5 Ft./2 levels); **Target:** You; **Duration:** Permanent; **Saving Throw:** Fortitude partial (*see text*); **Spell Resistance:** No

A spark of blinding light leaps from the caster's hand and explodes in the target's face, searing their face and causing the viscous fluid in its eyes to boil and possibly rupture. The victim of Eyeburst must make a successful Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves this damage and avoids the blindness effect. Eyes destroyed in this fashion can be restored by a Regeneration or Wish spell.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

FARFINGER

Necromancy; Level: Sor/Wiz 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 1 animated skeleton per caster level; **Duration:** Permanent; **Saving Throw:** None; **Spell Resistance:** No

A skeleton enhanced by Farfinger gains the ability to use its fingers as missiles. Each finger can only be used once. If the skeleton uses more than 3 fingers, it loses one of its claw attacks; if it uses more than 7, it has lost both claw attacks. A finger can be thrown at any opponent within range and hits as a ranged touch attack. If a finger hits, it inflicts 1d6 points of piercing damage. Small skeletons do only 1d3 points of damage. Huge or Large skeletons do 1d8 points of piercing damage and Colossal or Gargantuan skeletons does 2d6 points of piercing damage. Skeletons of less than Small size cannot be affected by this spell.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

FEIGN DEATH

Necromancy; Level: Clr 3, Drd 3, Sor/Wiz 3; **Components:** V, S, DF/M; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 min./level (D); **Saving Throw:** Will negates (*harmless*); **Spell Resistance:** Yes (*harmless*)

Feign death allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell and taste but cannot feel or see. The subject need not eat, breathe or drink while affected by this spell.

Any damage suffered while in this state is halved. Additionally, the subject is immune to paralyzing and mind-affecting effects, energy drain, and poison (*so long as initial and secondary damage both occur while the subject is affected by feign death; if secondary damage occurs after the spell has ended, the subject is affected by the poison normally*).

Material Components: The finger of a corpse.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

FLAMING CORROSION

Evocation [*Fire, Acid*]; **Level:** Sor/Wiz 4; **Components:** V, S;
Casting Time: Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Area:** Cone; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

You blast, from your hand, a cone of burning acid that inflicts 1d6 points of acid damage per level (*maximum 10d6*). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

FLESH TO ICE

Transmutation; Level: Sor/Wiz 6; **Components:** V, S, M;
Casting Time: 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The target, along with all its carried gear, turns into a mindless ice statue. If this ice statue is broken, melted or damaged, the target – if ever returned to its original state – has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as Deathwatch. Only creatures with flesh are affected by this spell.

Material Components: A small crystal prism.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

[illegible]

FUSE SKELETAL REMAINS

Necromancy; Level: Clr 2, Sor/Wiz 3; **Components:** V, S;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 2 minutes/level (D);
Saving Throw: Will negates; **Spell Resistance:** Yes

You summon skeletal remains from beneath the ground, hundreds of bones shooting forth from the soil and flying toward your chosen target where they pierce his body, fusing directly to his skeleton. Instantaneously the spell's target is transformed, encased in a shell of skeletal fragments that increase his size category by one step, provide him with a thick, bony shell of armor that grants the target DR at one-half caster level (*round down*)/–, and provides them with a +2 size bonus to Strength. Once the spell expires the subject is fatigued and suffers 1 point of damage for each minute that the subject was under the effect of the spell. For the duration of this spell the target's type changes to undead.

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

This powerful necromantic spell overwhelms a wounded character or creature, tearing existing wounds open. With this spell even the smallest of wounds can bring a subject to near-death or, sometimes, all the way to the grave.

A ranged touch attack must be made against the target. If successful, for the duration of the spell, each time the target suffers damage from any source they suffer 2 additional points of damage each round until the spell ends. This effect does not apply to subdual damage. This spell has no effect on creatures that are immune to critical hits.

When first affected by this spell the target may make a Will save that, if successful, reduces the additional damage to one point per round.

Material Component: A handful of stitches removed from an unwilling victim's wound.

Uses Per Day:

Uses: □□□□□□□□

GHOSTLY OVERRUN

Necromancy; Level: Clr 3, Sor/Wiz 2; **Components:** V, S;
Casting Time: 1 standard action; **Range:** 30 ft.; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throw:** None;
Spell Resistance: No

A cone of black, negative energy flies forth from your hands, instantly transforming into a dark cloud of incorporeal warriors that charge all characters and creatures within the affected area. These ghostly warriors attempt unavoidable overrun attacks on all affected characters and creatures, each attempt made as if the caster were physically there, making the overrun attempt himself with the benefit of the Improved Overrun feat.

If the ghostly warriors are successful in their overrun attempt, knocking an opponent prone, they fade into nothingness just a few feet beyond their target's prone form. For each overrun attempt that fails, the ghostly warriors rebound back and slam into the caster, dealing 1d6 points of non-lethal damage as the caster's body absorbs the ghostly energy.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HARVEST FLESH, MASS

Necromancy [Evil]; Level: Sor/Wiz 6; **Components:** V, S, M;
Casting Time: 1 action; **Range:** Close (25 ft. + 5 ft./2 levels);
Target: One creature/level, no two of which can be more than 10 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will negates;
Spell Resistance: Yes

This evil, terrifying spell tears the flesh from multiple creatures, exposing the meat and bone beneath the creature's skin. The target must succeed a Will check or suffer 1d6 points of damage +1 point per caster level. This damage takes twice as long to heal as normal, unless magical healing is used.

Material Components: A pound of flesh from a slain, intelligent humanoid.

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

Uses Per Day:

ICE TO FLESH

Transmutation; Level: Sor/Wiz 6; **Components:** V, S, M;
Casting Time: 1 standard action; **Range:** Medium (100 ft. + 10 ft./
level); **Target:** One ice statue; **Duration:** Instantaneous; **Saving
Throw:** see text; **Spell Resistance:** Yes

This spell restores a creature that was turned to ice to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any creature that was changed to ice, regardless of size, may be restored.

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

INDUCE VULNERABILITY

Transmutation; Level: Sor/Wiz 3; **Components:** V, S, M;
Casting Time: Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Target:** One creature/5 levels; **Duration:** One minute/level (D); **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (*acid, cold, electricity, fire, or sonic*). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (*but the creature suffers normal damage during that time, not double*). Creatures completely immune to an energy type (*inherently, not from a spell*) cannot be made vulnerable to it.

Material Components: A small piece of leather that has been exposed to the energy type in question

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

LUST FOR UNDEATH

Necromancy; Level: Clr 4; **Components:** S, DF; **Casting Time:** 1 full-round action; **Range:** Close (25 ft. +5 ft./level); **Area:** 10-ft.-burst +5 ft./level centered on the caster; **Duration:** 1 hour/level; **Saving Throw:** Fortitude negates (*harmless*); **Spell Resistance:** Yes (*harmless*)

By virtue of this spell, the targeted undead gains +2 turn resistance or has its existing turn resistance increased by +2. When cast at 11th level, the bonus increases to +3. When cast at 15th level, it increases to +4, and at 19th level, it increases to +5. You can affect a maximum of 2 HD of undead per caster level.

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

MAGGOT INFESTATION

Necromancy [*Death*]; **Level:** Clr 6; **Components:** V, S, DF;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous;
Saving Throw: Fortitude partial; **Spell Resistance:** Yes

One living creature of your choice within range dies instantly as thousands of maggots burst simultaneously from its flesh, ripping it apart and causing it to collapse in a bloody heap. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the maggots instead burst out of the creature's mouth, causing 2d4 points of temporary Constitution damage. Obviously, the subject might die even if it succeeds on its saving throw.

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

MAGGOT RAIN

Conjuration (Summoning); Level: Sor/Wiz 4; **Components:** V, S, M; **Casting Time:** 1 full round; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Swarm of maggots in one 20-ft. cube/2 levels; **Duration:** Concentration + 2 rounds; **Saving Throw:** None, or Fortitude negates (*see below*); **Spell Resistance:** No

A rain of vile maggots pours down on the effect's area and then pools on the floor, viciously attacking all other living creatures there. A creature in the rain who takes no actions other than shielding himself from the maggots takes 1 point of damage on their turn. A creature in the rain who takes any other action, including leaving the swarm, takes 1 point of damage per caster level. Spellcasting or maintaining spells within the swarm is impossible.

Damage reduction, being incorporeal, and other special abilities makes the creature immune to damage from the swarm.

Creatures within the rain who suffer – or have suffered – slashing or piercing wounds from may also find their wounds infested by the maggots. The creature must make a Fortitude save (*DC 10+1 per point of damage suffered in the wound in question, or half total current damage if this cannot be remembered*) to prevent maggots from burrowing into the exposed flesh.

These ravenous maggots cause 1 point per two caster levels of bite damage per infected wound every hour. Cleansing the body of maggots requires a Heal roll (DC 12 +1 per hour of infestation), or a cure light wounds spell per infected wound.

Material Components: A single maggot and a drop of water.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

MALAISE

Necromancy; Level: Sor/Wlz 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** 20-ft. radius spread; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect that robs all within the area of 1 point of temporary Strength damage for every two levels of the caster (*to a maximum of -10*). Any who resist successfully suffer only half of the ability damage. In either case, the lost Strength points return at an accelerated rate of one point/hour.

Material Components: Ash from the body of a sentient creature consumed by fire.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

MALEVOLENT CLAWS

Necromancy [*Evil*]; **Level:** Clr 2; **Components:** V, S, DF;
Casting Time: 1 standard action; **Range:** Personal; **Target:** You;
Duration: 1 round/level

Your fingers are sheathed in pulsing claws of unholy energy. Being of pure unholy energy, the claws strike as a melee touch attack and deal 2d6 points of damage against creatures of good alignment. The claws do not have an effect on creatures of other alignments. The Malevolent Claws are considered evil-aligned and thus bypass the corresponding damage reduction.

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

MARK OF EARTH, GREATER

Evocation; Level: Drd 5, Sor/Wiz 4

As mark of earth, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under mark of earth but the 40-ft. cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw reduces this to half damage.

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

MARK OF FIRE, GREATER

Evocation [*Fire*]; **Level:** Drd 5, Sor/Wiz 4

As mark of fire, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability (*as under Mark of Fire but the resulting 6d6 fireball explodes with a 20-ft. spread*). A successful Reflex saving throw reduces this to half damage.

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

MARK OF FROST

Evocation [Cold]; Level: Drd 3, Sor/Wiz 2; **Components:** V, S;
Casting Time: Full round; **Range:** Touch; **Target:** One creature;
Duration: 10 minutes/level or until discharged; **Saving Throw:**
Will negates (*harmless*); **Spell Resistance:** Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (*no proficiency required*) to inflict 1d8 points of damage + 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the Mark of Frost.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

MASK SCENT

Illusion (Glamer); Level: Rng 1, Sor/Wiz 2; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** One creature or object weighing no more than 100 lb./level; **Duration:** 10 min./level (D); **Saving Throw:** Will negates (*harmless, see text*); **Spell Resistance:** Yes (*harmless, see text*)

This spell will conceal all odors emanating from a creature or object. A creature that uses its sense of smell to track (*such as with the Scent special quality*) cannot track the target of the spell by scent. The spell does not mask scents that the target has previously left in its wake, but it does prevent the creature from leaving any new scents. If the spell is cast upon a creature that uses its musk or stench in offensive or defensive ways (*e.g., ghastr, skunk, troglodyte*), the spell negates that ability for the duration of the spell, if the creature fails a Will save.

Material Components: A small red herring.

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

Uses: □□□□□□□□

NEGATIVE ENERGY CASCADE

Necromancy; Level: Clr 0, Sor/Wiz 0; **Components:** V, S;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

A black cascade of negative energy shoots from your fingertips. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All living creatures receive 1d3 points of damage from the cascade, undead are healed for 1 hit point of damage.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

NEGATIVE ENERGY SHIELD

Necromancy [*Force*]; **Level:** Clr 2, Sor/Wiz 3; **Components:** V, S, M

This spell functions like Shield, except that the protective disk is created entirely of negative energy and appears as a semi-solid form of black fog. Any characters or creatures that come into contact with the shield suffer 1d6 points of negative energy damage.

Material Components: A skull fragment from an intelligent humanoid.

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

Uses: □□□□□□□□

NETHERSHIELD

Necromancy; Level: Sor/Wiz 5; **Components:** V,S,M; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell surrounds the caster in wisps of dark flame, providing him with immunity against energy drain and ability drain attacks. These flames also drain negative energy from the undead, inflicting 1d6 points of damage + 1 point per caster level (*maximum of +10*) upon corporeal and incorporeal undead that attack the caster in melee. Living creatures that attack the caster are similarly drained of heat and suffer half this damage as cold damage.

Material Components: A fingernail from a wight or piece of cloth torn from the robe of a wraith.

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

NIGHT BOLT

Evocation; Level: Sor/Wiz 7; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 100 ft.; **Area of Effect:** 5 ft. wide line; **Duration:** Instantaneous; **Saving Throw:** Reflex half, see text; **Spell Resistance:** Yes

This spell causes a flood of pure, starless night to erupt from the caster's hand. Writhing and crackling like obsidian lightning, it pours over those unfortunate enough to be caught in its path, ripping the flesh from their bones and robbing them of their senses. The night bolt deals 1d6 points of damage per caster level (*maximum 15d6*), with a Reflex save to reduce the damage by half.

In addition to the damage effect, all within the bolt's path must attempt a Fortitude save or be both blinded and deafened for 2d4 rounds. Those who were successful with their Reflex save gain a +2 circumstance bonus to their save to resist the loss of their senses, as they are able to shield themselves from the worst of the Night Bolt's energy.

A Night Bolt is most effective when cast at night, or in areas of heavy shadow, such as in a narrow alleyway, twisting tunnels or deep underground. When cast in such circumstances, the night bolt imposes a -1 circumstance penalty to all saves. Conversely, when cast during the daylight, or in areas well saturated with light those in its path benefit from a +1 circumstance bonus to their saves to resist its effects.

Material Components: A sliver of obsidian wrapped in black satin.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

NOXIOUS STENCH

Conjuration (Creation); Level: Sor/Wiz 4; **Components:** V, S, F; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Creature object touched; **Duration:** 1 hour/level (*D*); **Saving Throw:** Fortitude negates; **Spell Resistance:** No

The recipient is enshrouded in the stink of rotting corpses. The smell radiates outward to a 10 ft. radius and any living creature (*except the recipient*) within the area of effect must succeed at a Fortitude save or become nauseated (*unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only taking a single move action per turn*) for as long as they remain within the area of effect and for one round thereafter.

Those that succeed at their Fortitude saving throw are still sickened (*-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks*) as long as they remain within the area of effect and for one round thereafter.

Focus: A piece of rotting flesh.

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

OOZING ITCH

Necromancy; Level: Brd 2, Sor/Wiz 2; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The subject's skin breaks out in horribly oozing and itchy pustules. The subject can take no other action for the duration of the spell except to scratch the itch, taking a -2 penalty to Armor Class and losing his or her Dexterity bonus (*if any*).

Material components: a pinch of sawdust or a small feather.

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

This spell enchants a gem with harmful arcane energy, which detonates in a spray of jagged particles when thrown by the caster, inflicting damage in the area of effect and possibly instilling waves of constant pain in their bodies. The particles shoot out in random directions within the area of effect, sometimes embedding themselves deeply into the victim's body.

For the duration listed, the victim is wracked with agony that imposes a –1 penalty to Strength and Dexterity for each 5 caster levels. Spellcasters that are affected by the pain must make DC 15 + spell level concentration check to successfully cast a spell until the duration ends.

The debilitating effects of multiple pain shards are not cumulative and the spell has no effect on objects or on creatures that are immune to critical hits.

PAIN SHARDS

Necromancy; Level: Clr 2, Sor/Wiz 2; **Components:** V, S, M;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft. /
2 levels); **Area:** 20-ft. radius spread; **Duration:** 1 round / level;
Saving Throw: Reflex half, Fortitude partial (*see text*); **Spell**
Resistance: Yes

Material Components: A gem worth no less than 50 gp, and the
blood of any poisonous creature.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

PERSISTENT MISSILES

Evocation [*Force*]; **Level:** Sor/Wiz 4; **Components:** V,S,M;
Casting Time: 1 action; **Range:** Medium (100 ft. + 10 ft./
level); **Target:** One creature per round; **Duration:** Concentration
(maximum of 1 action/caster level); **Saving Throw:** None; **Spell
Resistance:** Yes

In all regards but one, this spell acts the same as the lower level magic missile spell. Missiles created with this spell, however, do not disappear when they strike their target, but instead return to the caster and orbit her harmlessly until her next action, at which time they may be directed against a target once more.

Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell's full duration, and as long as the caster retains concentration, they may attack any target within range. The missiles can only attack once per round, even if the caster is under the effect of spells such as Haste and Two Minds.

Material Components: A handful of glass marbles, one per missile to be invoked.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

The subject's body immediately becomes covered in pus-filled inflammations. The subject takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks immediately. Each additional day the plague of boils is active the subject must succeed at a further Fortitude saving throw. Further failures of the saving throw increase the penalty by 2 (*i.e. to -4 then -6 then -8 etc, as the boils swell and spread*). A plague of boils can be removed through a remove disease spell or by a successful Heal check (*remove disease; the DC is the spell's DC*).

[illegible]

RAIN OF BONE

Conjuration (Creation) [Archaic]; Level: Sor/Wiz 3; **Components:** V, M; **Casting Time:** 2 rounds; **Range:** Medium (100 ft. + 10 ft./level); **Area:** 20 ft. radius; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

The targeted area is immediately pounded by thousands of bones that rain down from the sky. All characters and creatures within the affected area suffer 1d6 points/level damage, and are shaken for 1d4 rounds. The bones remain behind, covering the affected area in a layer almost a foot deep; all movement within the affected area is cut in half. If a successful Reflex save is made the character or creature takes only half damage.

Material Components: The finger bone of a child.

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

RAIN OF PUTRESCENCE

Conjuration (Creation); Level: Brd 2, Sor/Wiz 2; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Creatures and objects within 20-ft.-radius spread; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

A heavy rainfall of rotting waste falls in the area of effect, reducing visibility and making things slippery. The rain of waste obscures all sight, including darkvision, beyond 5 ft. A creature 5 ft. away has concealment (*attacks have a 20% miss chance*). Creatures farther away have total concealment (*50% miss chance, and the attacker cannot use sight to locate the target*). Any creature attempting to move within or through the area must succeed at an Acrobatics check (*DC 5 if moving at one-quarter speed, DC 10 if moving at half speed, DC 15 if moving at full speed, and DC 20 if running or charging*).

The material rained forth by this spell remains clinging to the creatures' clothing, hair, etc. until cleaned off or otherwise removed (*consider this a strong scent for purposes of Tracking through the use of the scent ability*).

Material Component: a small vial of bodily waste.

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

RAY OF DEBILITATION

Necromancy; Level: Sor/Wiz 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** 1 min./level; **Saving Throw:** None; **Spell Resistance:** Yes

A gleaming ray springs from your hand. You must succeed on a ranged touch attack to strike the target. The subject takes a penalty to Dexterity equal to $1d6+1$ per two caster levels (*maximum* $1d6+5$). The subject's Dexterity score cannot drop below 1.

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

RAY OF PARALYSIS

Necromancy; Level: Sor/Wiz 3; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous, see text; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. If struck the subject is paralyzed for 1d6+4 rounds, provided they fail a Fortitude save.

Material Components: A pinch of earth from a ghoul's lair or a bit of flesh from a ghoul.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

RAY OF PARALYSIS, GREATER

Necromancy; Level: Sor/Wiz 6

As ray of paralysis, but the subject is paralyzed for 1d8+6 rounds and also suffers 1d4+1 points of Constitution damage if it fails its saving throw.

Material Components: The hand of a ghoul.

[illegible]

REALIGN THE HEAVENS

Necromancy [*Evil, Fear, Mind-Affecting*]; **Level:** Clr 9, Sor/Wiz 9; **Components:** V, S, XP; **Casting Time:** 1 standard action; **Range:** See text; **Target:** See text; **Duration:** 1 minute/level; **Saving Throw:** Will partial, see text; **Spell Resistance:** Yes

During the dark of night, by stretching your hands to the sky and releasing this powerful spell into the heavens, you tap into the plane of negative energy, releasing a vast cloud of death that grabs the stars and the moon and shifts their positions. All who look up into the heavens for the duration of this spell are immediately affected as if you had cast fear on them. Additionally, evil gains the upper hand for as long as this spell persists. All evil-aligned characters and creatures beneath the affected sky gain a +4 profane bonus to attack and damage rolls while all good aligned characters and creatures suffer a -6 penalty on all saves, attack and damage rolls.

Gold Cost: 5,000 GP.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

REKINDLE

Evocation [Fire]; Level: Clr 3, Drd 2, Sor/Wiz 2; **Components:** V, S, M; **Casting Time:** 1 Standard Action; **Range:** Close (25 ft. + 5 ft. /level); **Area:** 10-ft. radius burst; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

With this spell, the caster can cause any flame or fire source that was actively burning during the previous round to reignite, possibly doing damage to those within the area in question. For small fires such as torches or smaller, this is normally harmless, unless the fire source is unattended and in a precarious situation (*e.g. the residue of alchemist's fire on a creature, or a doused torch that is in contact with a pouch of blast powder*).

For larger fires, such as those caused by a fireball, fire storm, or flame strike, which encompassed a larger area, this spell can be much more dangerous. In the latter case, those within the area of effect suffer 1d4 points of damage per caster level (*maximum 8d4*) as once-dead flames flare up again to inflict their damage before dying once more.

The flames created by the rekindle spell are magical but never divine even if they resulted from a previous divine fire-based spell such as a flame strike. This spell cannot be cast underwater or within a vacuum.

Material Components: A small piece of partially-burnt wood.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

RENDING MIST

Necromancy; Level: Sor/Wiz 7; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. / level); **Effect:** Cloud 30ft. wide and 20ft. high; **Duration:** 1 round / level; **Saving Throw:** None; **Spell Resistance:** No

A rending mist is a cloud of greenish-grey vapors with streaks of red. Any creature entering the mist suffers slashing attacks from bony blades concealed within the vapors. Any creature that performs all or part of an action, including movement, within the area of the cloud suffers one slashing attack per four levels of the caster. The attacks occur when the action begins, so they can interrupt the action (*such as by forcing a spellcaster to make a Concentration check*).

The blades attack with a bonus equal to double the caster level, although each subsequent attack on the same creature suffers a -5 penalty. (*For example, a 17th-level caster would create a rending mist that strikes four times, at +34 / +29 / +24 / +19.*) Each hit inflicts 1d10 points of damage and is treated as a magic weapon for purposes of overcoming Damage Reduction.

The cloud is not dispersed by winds, but it is pushed in the direction of the wind at half speed. The mist inhibits healing, including any regeneration or fast healing effects, none of which function within the cloud. Any variable effect Conjunction (*Healing*) spells, such as Cure Moderate Wounds, that are cast within the cloud heal the minimum possible amount of damage.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

REPAIR DEAD

Necromancy; Level: Clr 3, Sor/Wiz 4; **Components:** V, S;
Casting Time: 1 action; **Range:** Touch; **Targets:** One or more skeletons, corpses, or zombies touched; **Duration:** Instantaneous;
Saving Throw: Will negates (*harmless, object*); **Spell Resistance:** Yes (*harmless, object*)

With repair dead, the caster instantly repairs one animated skeleton or zombie per caster level, up to a maximum of 20. Animated skeletons and zombies are instantly repaired and restored to full hit points. Destroyed skeletons and zombies are not restored, only those that have been damaged but still 'alive'.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SHADE STORM

Necromancy [*Death, Evil*]; **Level:** Sor/Wiz 8; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** Cone; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Spell Resistance:** No

When the caster invokes this spell, they instantly summon a horde of dozens of wrathful, screaming spirits; gray and incorporeal shades driven to slay the living. The necromancer shapes these spirits into a cone, which is then unleashed at their foes.

Every creature in the area of effect must make a Fortitude save or take 1d6 points of damage per caster level (*maximum 10d6*). Those who fail their Fortitude save must make an additional Will save or acquire 1d4 negative levels. A successful Will save completely negates this effect. This spell is effective against undead, who are vulnerable to the wrath of angry spirits.

Material Components: A black opal worth at least 100 gp.

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

SLEEP, GREATER

Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Sor/Wiz 3; **Components:** V, S, M; **Casting Time:** Standard action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Several living creatures within a 15-ft.-radius burst; **Duration:** One minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

As sleep, except that you roll 4d6 to see how many Hit Dice of creatures are affected; no creature with more than 10 HD is affected.

Material Components: A pinch of dust

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SOUL POISON

Necromancy; Level: Clr 4, Sor/Wiz 5; **Components:** V, S;
Casting Time: 1 standard action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous; see text; **Saving Throw:** Will negates; see text; **Spell Resistance:** Yes

A caster infects his victim with a psychic poison which erodes their soul. In order to do this, the caster must touch their victim. The victim of the spell suffers 1d10 points of initial, temporary, Charisma damage, with another 1d10 points of Charisma damage occurring one minute later. Each instance of damage can be negated with a successful Will save (*DC 10 + one half caster level + Charisma modifier*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SPHERE OF DETERIORATION

Transmutation; Level: Sor/Wiz 9; **Components:** V, S,M; **Casting Time:** Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Targets:** All living creatures within range; **Duration:** 1 round/level (D); **Saving Throw:** Fortitude negates (*each round*); **Spell Resistance:** Yes (*each round*)

This potent spell affects only living creatures, causing them to wither and crumble and eventually reducing them to dust. On the first round of the duration, all within the range (*except you*) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round.

Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if they had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, they suffer 5d6 points of damage. The spell's effect moves as you do, since it affects everyone in range of you.

SPHERE OF DETERIORATION

Transmutation; Level: Sor/Wiz 9; **Components:** V, S,M; **Casting Time:** Standard action; **Range:** Close (25 ft. + 5 ft./two levels); **Targets:** All living creatures within range; **Duration:** 1 round/level (D); **Saving Throw:** Fortitude negates (each round); **Spell Resistance:** Yes (each round)

Material Components: A brass statuette of a living creature, worth 100 gp, and a handful of brass dust, worth 50 gp

Uses Per Day: _____ **Uses:** □□□□□□□□

SPIDER GORGE

Conjuration (Summoning); Level: Sor/Wiz 3; **Components:** S, M; **Casting Time:** 1 standard action; **Range:** 25 ft.; **Area of Effect:** 5 ft. wide line; **Duration:** Instantaneous; see text; **Saving Throw:** Reflex half; see text; **Spell Resistance:** Yes

Distending the caster's jaw to an unnatural degree, they vomits forth a stream of tiny spiders which engulf anyone unfortunate enough to be caught in its path, inflicting 1d4 points of damage per caster level (*maximum 10d4*). Those who succeed at a Reflex save suffer only half damage. Those who fail their initial save are nauseated for one round and must immediately succeed at a Fortitude save (*at the same DC as their Reflex save*) or suffer 1d4 points of temporary Constitution damage, as hundreds of spider bites take their toll.

The spiders disappear as quickly as they appeared, fading away into sparkling motes of greasy light within moments of striking their victims.

Material Components: A handful of live spiders, which must be devoured immediately after speaking the incantation.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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[illegible]

Table 1

TELEPORT BLOCK

Abjuration; Level: Sor/Wiz 5; Components: V, S, M; Casting Time: Full round; Range: 0 ft.; Area: Three 10-ft. cubes/level; Duration: One hour/level; Saving Throw: None; Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Components: 10 gp worth of gold dust

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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TELEPORT COORDINATES TRANSFER

Divination; Level: Clr 4, Sor/Wiz 4; **Components:** V, S; **Casting Time:** Standard action; **Range:** Close (*25 ft.* + *5 ft./two levels*);
Target: One creature; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if they are personally familiar with the location. Alternatively, if you learn of a location through a spell like Discern Location, Teleport Tracer, or Legend Lore, you can use this spell to teleport there as if you were very familiar with the location. In no way does this spell provide the actual means of teleportation. You must provide your own means of teleportation.

Uses Per Day: _____ **Uses:** □□□□□□□□□□

TELEPORTATION

.....

Divination; Level: Clairvoyance
Time: Standard action
Target: One creature; Limited
 None; **Spell Resistance:** None

.....

If you know a location well enough to describe it about it mentally to someone else, you can use this spell to teleport to that location in detail to allow the other person to find it. The spell must be cast by someone personally familiar with the location. If you know a location through a spell, Legend Lore, you can use this spell to teleport to that location. If you are very familiar with the location, you can use this spell to teleport to that location without the actual means of teleportation. If you are not familiar with the location, you must use the actual means of teleportation.

Uses Per Day: _____

COORDINATES

TRANSFER

.....

Level: Wizard 4; **Components:** V, S; **Casting Time:** Close (25 ft. + 5 ft./two levels); **Duration:** Instantaneous; **Saving Throw:** None.

.....

You can communicate information to another person elsewhere with enough accuracy and precision to teleport to the area as if they are there at that location. Alternatively, if you learn or discover the Discern Location, Teleport Tracer, or Teleport spell to teleport there as if you were there. In no way does this spell provide a map or direction. You must provide your own

Uses: □□□□□□□□□□

TENDRILS OF ETERNAL NIGHT

Conjuration (Summoning) [Evil]; Level: Sor/Wiz 9; **Components:** V, S, M; **Casting Time:** 1 Full round; **Range:** Medium (100 Ft. + 10 ft./level); **Area:** 10-ft. diameter; **Oration:** 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

Tendrils of Eternal Night creates a portal in the ground or floor with a 10-ft. diameter. Anyone standing in this area must make a Reflex save or fall in and immediately suffer the effects outlined below. Four shadow tentacles spring out from the portal and attempt to grapple the caster's enemies and drag them through the portal. Each tentacle is 30 ft. long (*huge*) and saves as the caster. It has AC 22, 2 hit points/per caster level, an attack bonus of +1 per caster level, and a Strength score of 23 (+6 *bonus*).

Each round that a tentacle is not grappling someone it will try to do so and attempt to drag the victim through the portal. Once someone has been dragged into the portal, a tentacle will hold the victim there until they are dead or the spell has ended. These are normal grapple attacks, save that they do not allow attacks of opportunity from opponents. They cause 1d6+6 points of damage per round that the grapple is maintained. Once grappled, a target will be drawn toward the portal at the rate of 10 ft. per round. The target may attempt to break the grapple in the normal fashion.

Anyone dragged into the portal must make a Fortitude save each round or gain two negative levels.

The portal closes when the spell's duration expires or when all four tentacles are destroyed. When the portal closes, anyone trapped in the pit is considered slain unless they can cast plane shift or similar planar travel spells. If this is not done, such victims may only be brought back through the use of a wish or similar spell.

THORN BONES

Necromancy; Level: Drd 4, Sor/Wis 5; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous and 1/round level; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

This spell causes the bones within a creature's body to sprout through its flesh, inflicting 1d6 points of damage per two caster levels (*to a maximum of 10d6 damage*). In addition to the damage caused, creatures that fail their Fortitude saves are hampered by the bone growths in terms of their mobility. Those affected suffer a -2 circumstance penalty to all Strength and Dexterity-related skills and checks, and lose 10 ft. of base movement. The penalties last for 1 round per caster level.

Creatures immune to critical hits are immune to this spell, with the exception of skeletons. If cast on a skeletal creature, the spell adds +1 to its AC, temporary hit points equal to the amount of damage that the spell would have dealt, and allows the creature to deal an extra point of damage with its natural weapon attacks. The temporary hit points and other benefits last for 1 round per caster level.

Material Components: A handful of thorns and a piece of bone.

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

TRANSMUTE BLOOD TO DUST

Necromancy; Level: Sor/Wiz 8; **Components:** V, S; **Casting Time:** 1 round; **Range:** Touch; **Target:** Two creatures touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

A natural extension of the Boiling Blood spell, this more refined variant erases both the gore and time required for the previous version. You may alter the molecular structure of your victim's blood, causing it to become a fine red powder akin to dust.

Any creature that fails its Fortitude save is killed instantly, as all of his blood literally crumbles in his veins. A creature that makes a successful Fortitude save (*DC 20*) is only partially affected. They take 5d8 points of damage and 2 points of temporary Str, Dex, and Con damage. The temporary ability damage returns at the rate of 1 point of each per day.

[illegible]

TRANSFORM DEAD

Necromancy [*Evil*]; **Level:** Sor/Wiz 6; **Components:** V, S, M;
Casting Time: Whole round; **Range:** Touch; **Target:** One zombie;
Duration: Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The caster touches a single zombie, which must then attempt a Fortitude save to avoid the spell's effects. If the zombie fails its saving throw, it becomes a ghoul.

Controlled zombies transformed by this spell remain under their controller's command and still count against controlled undead HD limits, as do spawn created by the controlled ghouls.

Material Components: A bone from a ghoul and a black onyx gem worth at least 100 gp,

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

UNENDING PAIN

Necromancy [*Chaotic, Mind-Affecting*]; **Level:** Clr 9, Sor/Wiz 9; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft. / 2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart.; **Duration:** Permanent; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell fills those who fail their Will save with excruciating waves of pain. It becomes difficult to concentrate on combat, casting spells, or even communicating. The pain imposes a -2 penalty to all attack rolls, damage rolls, skill checks, saving throws and ability checks. Those who are suffering the pain must succeed on a DC 20 + spell level concentration check to cast spells or manifest powers.

This effect can be removed by using Break Enchantment, Greater Restoration, Limited Wish, Wish or Miracle. Additionally, any other 7th level or higher spell that restores the mind can be used to also fix this problem, including heightened heal spells.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VAMPIRIC WEAPON

Necromancy; Level: Sor/Wiz 3; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Touch; **Target:** One touched weapon; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

The caster touches a weapon while casting the spell. Half the damage inflicted by the touched weapon against a living opponent is then gained as temporary hit points by the wielder. These temporary hit points disappear 1 hour after being gained.

Focus: The weapon.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐

VILE STENCH

Conjuration (Creation); Level: Sor/Wiz 1; **Components:** V, S, F; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Creature or object touched; **Duration:** 1 hour/level (*D*); **Saving Throw:** Fortitude negates; **Spell Resistance:** No

The recipient is enshrouded in an awful smell, reminiscent of the foulest sewers. The smell radiates outward to a 10-ft. radius and any living creature (*except the recipient*) that enters the area of effect must succeed at a Fortitude saving throw or become Sickened (*-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks*) for as long as they remain within the area of effect and for one round thereafter.

Focus: A small bit of garbage.

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

VIOLENT RETCHING

Necromancy; Level: Brd 2, Sor/Wiz 2; **Components:** V, S;
Casting Time: 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round/level; see text; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

A target failing its Fortitude saving throw empties its stomach, vomiting and dry heaving forcefully; consider the target nauseated (*unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only action is a single move action per turn*) for the duration of the spell. A creature succeeding at its Fortitude save is merely sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 round as it fights back the urge to retch.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

WALL OF SPIDERS

Conjuration (Creation); Level: Sor/Wiz 6; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Wall of spiders whose area is up to one 5 ft. cube/level, see text; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

must attempt a Strength check as a full round action. The DC of the check is 20 and a successful check allows the being to move 5 ft. For every full 5 points by which the check succeeds the being can move an additional 5 ft.

A creature trapped in the wall can choose to remain absolutely still and does not suffer damage, and need not attempt to save versus poison, when doing so. It is not possible to simply breach a section of wall with a Strength check, as the wall is simply too pliable.

Like any other wall, a wall of spiders can be destroyed by means of a Disintegrate spell or by attacking the wall with weapons. Each 5 ft. section of wall has 50 hit points and a hardness of 5. Though the wall of spiders is entirely composed of spiders, it cannot be destroyed or controlled by spells which affect vermin, nor is it subject to the effects of spells like Harm. The spiders which make up the wall are entirely magical in nature and are not living in any real sense.

Material Components: A petrified spider's egg sack.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

WASTING TOUCH

Necromancy [Evil]; Level: Clr 4; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; see text; **Spell Resistance:** Yes

Your touch inflicts the target with a horrible, supernatural wasting disease. The saving throw against this disease is the same as for a normal spell ($10 + \text{spell level} + \text{Wis modifier}$). The disease has an incubation period of 1 minute and causes 1d6 points of Con and 1d6 points of Str damage. Because it is a supernatural disease, once a target is infected with Wasting Touch the disease continues to afflict the victim until the victim reaches Constitution 0 (*and dies*). Attempts to cast any conjuration (*healing*) spell (*including all manner of cure spells*) on a creature afflicted with Wasting Touch must succeed on a caster level check. The DC for this check is $10 +$ the caster level of the caster that afflicted the creature (*i.e. if an 11th level cleric casts Wasting Touch, then the DC is 21*).

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

WEB WHIP

Conjuration (Creation); Level: Sor/Wiz 1; **Components:** V, S, M; **Casting Time:** 1 standard action; **Effect:** Creates a whip from strands of webbing; **Duration:** 1 round/2 levels; **Saving Throw:** None; **Spell Resistance:** No

When this spell is cast, a thick length of woven spider's webbing appears from the caster's palm. This strand of webbing is thick, strong and flexible enough to function as a very effective whip. The caster wields this whip as though they possessed the Exotic Weapon Proficiency (*whip*) Feat. The whip deals normal damage and can be used normally against beings with an armor bonus of +1 or lower, or a natural armor bonus of +3 or lower, but is otherwise identical in function to a normal whip.

Should the caster wish, they can use the natural stickiness of the whip to ensnare objects, tearing them from their victim's grasp. The caster can attempt a disarm attack and does not provoke an attack of opportunity when doing so. For the purposes of the disarm check, the caster is considered to be wielding a two-handed weapon. If the check is failed, the caster can immediately end the spell, so as to avoid a retaliatory disarm attempt.

Material Components: A strand of spider's web woven into rope.

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

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