



# ARSENAL OF ARCANES MIGHT



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## NEW METAMAGIC FEATS

Metamagic feats allow you to cast your spells in slightly different ways than they were originally designed or learned. They can help you appear more impressive or simply make it easier to cast or prepare the spells you normally use. It might be more difficult to prepare or cast a spell using a metamagic feat, but these feats can create new possibilities from the spells you already know.

### ACIDIC SPELL (METAMAGIC)

You imbue damaging spells with an acidic quality.

**Benefit:** A spell that causes damage gains the [Acid] descriptor and deals an extra +1 points of damage per caster level (*maximum of +10 damage*). An acidic spell uses up a spell slot one level higher than the spell's actual level.

### ADDITIONAL SPELL (SPECIAL)

You are able to cast one additional spell per day.

**Prerequisites:** Spellcaster level 1+.

**Benefit:** You can cast one additional spell per day of one spell level that you already know. Once chosen, the additional spell's level cannot be changed.

**Special:** A character can gain this feat multiple times.

### ADEPT MASTERY (GENERAL)

You are talented at mastering the intricacies of spells you cast.

**Prerequisites:** Int 17+, Spell Mastery.

**Benefit:** You may double the number of spells you master every time you choose the Spell Mastery ability.

**Normal:** Without this feat you would only gain a number of mastered spells equal to your Intelligence modifier.

### AGONIZING SPELL (METAMAGIC)

Your damaging spells are unusually painful.

**Benefit:** When you apply this metamagic feat to a spell that deals hit point damage (*the "base spell"*), all creatures that suffer at least 1 point of damage from the base spell must immediately attempt an additional Will save against the base spell's DC. (*This extra save is always a Will save regardless of whether or not the original spell allowed a different type of save, or indeed whether or not the original spell allowed a save at all.*) Any creatures that fail this extra saving throw suffer a -1 penalty on all attack rolls, saving throws, skill checks, and ability checks as pain courses through

their bodies. Creatures that succeed on the extra Will save do not suffer any additional ill effects, but they still suffer all of the effects that they would have suffered from the base spell.

The extra saving throw and effects forced by this feat do not interact in any way with those of the base spell; it is possible to fail the saving throw against the base spell and succeed on the saving throw against this feat, or vice versa. The effects of this feat last for the entire duration of the base spell, or for one full round (*if the base spell has a duration of Instantaneous or a duration of less than one round*).

An agonizing spell uses up a spell slot one level higher than the spell's actual level. The effects of this feat are considered mind-affecting pain effects.

### ANCHORED SPELL (METAMAGIC)

You can cast spells without material components by scribing them on your body.

**Prerequisite:** Ability to prepare spells.

**Benefit:** An anchored spell is inscribed on your body in the form of a rune, sigil, tattoo, or ideogram. The illustration is permanent and takes the place of the spell's material component(s). The symbol lightens after the spell is cast and darkens when the spell is prepared. An anchored spell uses up a spell slot at least one level higher than the spell's actual level.

The slot used up depends on the cost of the spell's material component.

Material Component (gp)	Slot Used
1 – 50	one level higher
51 – 500	two levels higher
501 – 900	three levels higher
901 +	four levels higher

### ARCANES ARTISAN (GENERAL)

You are skilled at creating items for magical experimentation.

**Prerequisites:** Int 13+, Craft skill

**Benefit:** You gain a +2 circumstance bonus to all Craft checks when crafting an item to be enchanted, and the cost to create the magic item is reduced by 10%.

### ARCANES SHAPER (METAMAGIC)

You can shape a prepared spell into another effect.

**Prerequisite:** Quicken Spell.

**Benefit:** You can change any prepared spell into another spell that you know (*but do not necessarily*



have prepared). The new spell must be at least two levels lower than the spell you are shaping.

### ARCANE STRIKE ISPECIAL

You can deliver a touch spell via a melee attack with any weapon.

**Prerequisites:** Spellcaster level 1+.

**Benefit:** You may imbue a normal or magical melee weapon with one spell that you have prepared. The spell remains active for up to one round per level, after which time it dissipates harmlessly. If you hit a target with a successful melee attack with the weapon while it is charged, the spell is discharged in addition to normal damage. Only masterwork weapons may be so imbued, and a magical weapon can hold up to one spell per point of enhancement bonus.

All spells stored in a single weapon are discharged upon the first successful melee strike.

Only the character that cast the spell can cause the weapon to discharge in combat; the weapon functions normally for all other characters.

### CLINGING SPELL IMETAMAGICI

Spells that you cast take hold of your target and persist for a longer period of time.

**Prerequisite:** Extend Spell.

**Benefit:** Any damage-dealing spell with a duration of instantaneous continues to inflict damage as it clings to the target. For a number of rounds equal to your caster level the target suffers an additional 1d2 points of damage of the exact same type as the spell that you had cast inflicted on them. (For example, a fireball would deal fire damage.) A clinging spell uses up one spell slot level higher than the spell's actual level.

### COLORIZE SPELL IMETAMAGICI

You can add color to or change the colors of any visible spell effect.

**Prerequisites:** Ability to cast at least one illusion spell, Int 13+.

**Benefit:** The caster can change the color of any visible spell effect. For example, a fireball could be made green, purple, or red. Changing the color of a spell effect does not alter its effect or increase any damage dealt, but it does make even simple spells appear to be something far more impressive and dangerous. Casters using Colorized spells get a +2 circumstance bonus to all Bluff, Diplomacy and Intimidate rolls for a period of 10 rounds after the Colorized spell is cast or for spells with a duration, after the spell ends. A Maximized, Colorized spell adds a +4 circumstance bonus to Bluff, Diplomacy and Intimidate checks. A Colorized spell uses up a spell slot of the spell's normal level.

## CONCENTRATE SPELL (METAMAGIC)

You can cause your spells to penetrate energy resistance by concentrating and strengthening them.

**Prerequisites:** You must have the ability to cast at least 1st-level arcane spells, including at least 1 evocation spell.

**Benefit:** You may choose how many levels you wish to increase a spell's level by when concentrating it. For every level you increase the spell, it ignores 10 points of energy resistance when dealing damage. For instance, a fireball concentrated by two levels (*thereby using up a 5th-level spell slot*) ignores 20 points of fire resistance when dealing damage.

## CONTAGIOUS SPELL (METAMAGIC)

Your spells spread to others like a plague.

**Prerequisites:** Any other metamagic feat, caster level 10+

**Benefit:** You may cast a spell that will spread by touch like a disease. A spell may be made contagious if it has a single target, requires a saving throw, and has any duration other than instantaneous or permanent. A contagious spell is cast normally. If it successfully affects its target, he becomes a carrier. A carrier holds the spell – in potential – in an invisible field around his body. (*True seeing and see invisible reveal its existence as a sparking nimbus around the carrier.*)

For a number of rounds equal to the caster's level the carrier can pass on this spell to anyone he touches – voluntarily or not. Those touched by the carrier make saving throws and resistance checks as if the original caster had targeted them but with a +4 circumstance bonus to their saves and spell resistance. A contagious spell can infect as many targets as the caster has caster levels. The caster has no control over who the carrier targets once infected.

Contagious spells use up a spell slot 2 levels higher than the modified spell's actual level.

## DECEPTIVE CASTING (GENERAL)

You are able to fool rival spellcasters who attempt to counterspell you by using false somatic components during casting.

**Prerequisites:** Int 13+, Bluff 1 rank.

**Benefit:** Choose a number of spells equal to your spell-casting-dependent ability modifier, with this feat you may now use the Bluff skill to create false (*yet effective*) somatics to fool counterspelling opponents. By doing this, you make a Spellcraft skill check against a Spellcraft check of your opponent. If you succeed, the

opponent believes that your spell is different from the one you are casting and prepares the wrong counterspell. If you fail, your opponent sees through your ruse and prepares the correct spell (*if possible*).

**Special:** If you have 5 or more ranks in the Bluff skill you gain a +2 synergy bonus to your Spellcraft check to fool a rival spellcaster's counterspell attempt.

## DESTRUCTIVE SPELL (METAMAGIC)

As you increase in experience, your damage-dealing spells advance to further heights of destructive ability than they do for most others.

**Prerequisites:** Heighten Spell, Int 15.

**Benefit:** Spells with damage caps have their cap increased by one and one-half (*round up*) of the spell's original limit. This increase either applies to the maximum number of dice of damage rolled – for spells that increase in damage by a number of dice per level – or it applies to the number of damage-inflicting items created by the spell – such as the number of missiles created by magic missile. A destructive spell uses up a spell slot two levels higher than the spell's actual level.

**Examples:** *A destructive fireball has a maximum damage of 15d6 (a 15th-level caster) and takes up a 5th-level spell slot. A destructive magic missile, cast by a 15th-level spellcaster, unleashes a total of 8 missiles and takes up a 3rd-level spell slot.*

## DEVOTED SPELL (METAMAGIC)

You have cast a specific spell so many times that it is permanently written in your brain, allowing you to prepare it as if it were an easier spell.

**Prerequisite:** Spell Mastery, any other metamagic feat.

**Benefit:** Select one of the spells affected by Spell Mastery. Your chosen spell uses up one spell slot level lower than the spell's actual level (*minimum 1-level*).

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new spell (*that is affected by Spell Mastery*).

## DISCRIMINATING SPELL (METAMAGIC)

You can cast area spells that affect only those you choose to affect.

**Prerequisites:** Caster level 5+.

**Benefit:** Spells modified with Discriminating Spell allow the caster to choose who will be affected in an area spell. When casting the spell, the caster may choose to exclude any within the target area from

any effect of the spell. Excluded objects or creatures are affected as if they had made a successful spell resistance check against the spells effects. Spells that allow no spell resistance check cannot be affected by this metamagic feat. Any number of targets can be excluded, but they must be excluded implicitly. Creatures or objects in the area that the caster is unaware of cannot be protected from the spells effects. The caster need not know the names of those he plans to exclude, but for those he cannot identify personally he must have valid line of sight. Nor may the caster shield all but a select group from the effects of a discriminating spell. He may not exclude 'everyone except the kobold'.

Discriminating Spells take up a slot 3 levels higher than the modified spell's actual level.

### ELDRITCH DEFENSE (GENERAL)

You are able to survive otherwise deadly injuries by supplementing your life force with arcane energy.

**Prerequisite:** Spellcaster level 3+.

**Benefit:** When an attack would reduce you to 0 or fewer hit points, you can instantly expend one of your spell slots for the day as a free action to reduce the damage. You suffer one less hit point of damage per spell level thus expended. The character may only do this once per day and cannot expend more than one spell slot at a time.

### ENERGY FAMILIAR (GENERAL)

Your familiar is now composed of force energy, and is immune to most forms of harm.

**Prerequisites:** Caster level 12+. Must have a familiar, cast any 3 spells from the energy construct discipline.

**Benefit:** Your familiar is now immune to most forms of harm. However, the familiar is vulnerable to the same things that can destroy a wall of force spell, and is considered a 9th-level spell cast by you at your current level for purposes of suppression or dispelling. If the familiar is dispelled, it dies.

### GHOST SPELL (METAMAGIC)

You know how to cast spells that affect both material and ethereal creatures with equal strength.

**Prerequisite:** Knowledge (*planes*) 10 ranks

**Benefit:** Casting a spell augmented with this feat causes the spell to manifest in the Ethereal Plane as well as the Material Plane. This causes it to affect all incorporeal and ethereal creatures in the area of effect in addition to all material creatures in the area

of effect. This metamagic feat cannot be applied to summoning spells.

A ghost spell takes up a spell slot one level higher than normal.

### INFUSE REALITY (METAMAGIC)

You can add shadow energy to your illusion spells to make them partially real.

**Prerequisites:** You must have the ability to cast at least 1st-level arcane spells, including at least 1 illusion spell.

**Benefit:** A reality-infused illusion is quasi-real, like the shadow evocation spell. Damaging spells still deal the portion of their damage that is real even if the spell is recognized as an illusion. Nondamaging effects have no effect when they are recognized as illusory.

A reality-infused spell uses up a spell slot one level higher than the spell's actual level for every 20% of the spell that is real, up to a maximum of 60%. Only illusion spells with no shadow descriptor may be infused.

### INFUSE TRUTH (METAMAGIC)

You can cause your illusion spells to affect undead and other creatures normally immune to them.

**Prerequisites:** You must have the ability to cast at least 1st-level arcane spells, including at least 1 illusion spell.

**Benefit:** A truth-infused spell loses its mind-affecting descriptor, assuming it has one.

A truth-infused spell uses up a spell slot two levels higher than the spell's actual level.

### OPPORTUNITY SPELL (METAMAGIC)

You can cast spells with a range of touch as an attack of opportunity.

**Prerequisite:** Quicken Spell, any one other metamagic feat.

**Benefit:** When you make an attack of opportunity you can cast any prepared spell with a range of touch, if you have at least one hand free. For this purpose only the spell's casting time changes to an immediate action. You may use this ability three times a day.

**Normal:** Attacks of opportunity can be made only with melee weapons.

### OPPOSED SPELL (GENERAL)

You can cast a spell from a school of magic normally not available to you.

**Prerequisites:** You must have the ability to cast at least 1st-level arcane spells.

**Benefit:** When you select this feat, choose an arcane spell in a school of magic that is banned to you. You may learn and prepare that spell normally.

**Special:** You may take this feat multiple times, choosing a different arcane spell each time.

## QUICK LEARNER [GENERAL]

You pick up new skills quickly and master them in a short amount of time.

**Prerequisites:** Int 15+. May only be taken at 1st level.

**Benefit:** You gain one bonus skill point every level.

**Special:** This bonus skill point stacks with the bonus point granted to humans.

## SPELL CHAIN [METAMAGIC]

You have learned how to make spells flow together into a greater, more powerful whole.

**Prerequisite:** Quicken Spell.

**Benefit:** You may cast two spells at once. The casting time of the spell chain is equal to the longer of the two spells chained together. If you have to make a Concentration check during the casting of a spell chain, the DC of the check is based on the highest-level spell in the chain. Once casting is complete, all spells in the chain take effect normally. Each spell in a spell chain uses up a slot two levels higher than the spell's actual level. All spells in a spell chain must be cast together.

**Special:** You may take this feat more than once. Each time you take this feat, you may add an additional spell to a chain. A character can chain together a maximum of one spell plus one additional spell per point of Intelligence modifier.

## SHADOW FAMILIAR [GENERAL]

Your familiar has been infused with energy from the Plane of Shadow and can cast a spell from a school of magic normally not available to you.

**Prerequisites:** You must have the ability to cast at least 1st-level arcane spells.

**Benefit:** Your familiar is capable of using shadow walk up to three times a day, at your level. However, the familiar may not bring other creatures along when using this ability.

## SYMPATHETIC MAGIC [METAMAGIC]

Your spells are harder to resist if you have a bit of the target's substance.

**Prerequisite:** Ability to cast spells.

**Benefit:** If you have a bit of the target's substance (*such as flesh, blood, hair, fingernails, or some other body part or portion of body part*), he or she takes a -2 penalty on all saves against any spells you cast which directly target him or her. Area spells are unaffected and saved against normally. If the target is an object or other nonliving structure, you are still required to have a piece of it (*such as a bit of wood from a building, a bit of glass from a window, and so on*).

A sympathetic spell uses up a slot of the spell's normal level.

## TERRIFYING SPELL [METAMAGIC]

You may meld mind-affecting, fear effects to any damaging spell that you cast.

**Prerequisites:** Greater Spell Focus (*Necromancy*).

**Benefit:** Opponents injured by a terrifying spell must make a successful Will save (DC equal to your caster level plus the amount of damage dealt by the spell) or become frightened for a number of rounds equal to the actual level of the spell cast. A terrifying spell uses up one spell slot three levels higher than the spell's actual level.

## THRIFTY WIZARD [GENERAL]

You have a talent for fitting extra spells into your spellbook.

**Prerequisites:** Int 13+, wizard level 1+.

**Benefit:** The number of pages required for a spell to be copied into your spellbook is reduced by one, to a minimum of one.

## UNHOLY SPELL [METAMAGIC]

A favorite of the clergy, this feat allows the caster to inflict horrid destruction upon infidels.

**Prerequisite:** Any Evil alignment.

**Benefit:** Any spell augmented with this feat gains the Evil descriptor. If the spell inflicts damage, then half the damage inflicted is considered to be unholy damage instead of the normal damage type. An Unholy Spell uses up a spell slot one level higher than the spell's actual level.

## VENGEANCE FROM THE GRAVE [METAMAGIC]

Your soul is spiteful against those that would seek to cause you suffering or send you into the afterlife. You know how to make those that would end your life suffer one last stroke of vengeance in the hopes that they would perish for their transgression.

**Prerequisites:** 10th level caster, any other metamagic feat.

**Benefit:** You may prepare any spell as your Vengeance spell. Once prepared, the vengeance spell is “held in reserve” and you cannot regain or refill that spell slot. Spontaneous spell casters may still designate a spell to be a vengeance spell, essentially losing a spell of that level. The vengeance spell is tied to your life force (*or intellect in the case of undead casters*). If you are ever taken to -10 hit points or below (*or 0 hit points in the case of undead*), the vengeance spell immediately triggers. It is centered or targeted upon the creature that struck the killing blow. The target is entitled to the normal saving throw for the spell (*if any*) but suffers a -2 penalty on the save as the spell is augmented by the energy of your death.

A vengeance spell takes up a spell slot of its normal level, and remains active until it is triggered, although you may voluntarily dismiss it when you regain your daily spells if you wish to use the spell slot for something else. Anyone who scans you for magical auras will see the vengeance spell as if it were an active spell of its normal school and level, and it can be dispelled like any other spell by a targeted dispel magic or similar effects. It cannot be counterspelled when it triggers, however.

## WARP SPELL (METAMAGIC)

You can cast spells using the raw stuff of the Infernal planes.

**Prerequisites:** Caster level 12th, any two metamagic feats, non-good alignment.

**Benefit:** A warped spell has all of its hit point damage changed to unholy, which bypasses all forms of energy resistance. Additionally, creatures with the Good subtype take half again as much (+50%) damage from a warped spell, regardless of whether or not the spell allows a saving throw or if the save is a success or failure. A warped spell uses up a spell slot two levels higher than the spell’s actual level.

## NEW MAGIC ITEMS

### NEW RINGS

#### MONK’S RING

**Aura** Moderate Transmutation; **CL** 10th;

**Slot** Ring; **Price** 36,000 gp; **Weight** None

**Description** This white jade ring, carved to depict tiger kittens at play, assists its wearer in focusing their

Ki. When worn the wearer gains the ability to double their Ki Pool while they wear the ring. If the wearer does not have any monk levels, then they gain Ki Pool ability of a 4th level monk.

**Construction** Forge Ring, magic fang, align weapon;

**Cost** 18,000 gp

#### RING OF THE SHOCKING PALM

**Aura** Moderate Evocation; **CL** 10th;

**Slot** Ring; **Price** 9,000 gp; **Weight** None

**Description** These rings are always crafted from wolf iron and etched with silver runes. When first donned, the hand on which the ring was placed tingles, as if lightly shocked. The unarmed attacks of the wearer gain the shocking burst weapon ability.

**Construction** Forge Ring, lightning bolt or call lightning; **Cost** 4,500 gp

## NEW RODS

#### ROD OF THE AERIAL KINGS

**Aura** Strong Divination and Transmutation; **CL** 15th

**Slot** None; **Price** 93,500 gp; **Weight** 5 lbs.

**Description** These rods were among the most powerful items made of an unusual alloy 2 feet long with numerous jeweled studs along its length and capped by stylized bird wings. When held, this rod allows the bearer to communicate verbally with any creature that is capable of flight. It provides a +4 competence bonus on Diplomacy checks made with such creatures (or similar checks, such as Handle Animal checks made with avian animals). The rod also functions as a +2 mace, and can produce the following effects: fly (2/day), wind wall (1/day), whirlwind (DC 22; 1/week), and reverse gravity (DC 21; 1/week). The rod does not function while underground.

**Construction** Craft Rod, tongues, fly, wind wall, whirlwind, reverse gravity; **Cost** 46,750 gp

## NEW WONDROUS ITEMS

#### ELIXIR OF WATER

**Aura** Faint Transmutation; **CL** 6th

**Slot** None; **Price** 150 gp; **Weight** None

**Description** This simple glass vial contains a pale blue liquid. When poured into a suitable container and combined with even a single drop of moisture, this liquid transforms into 12 gallons of fresh water.



The liquid in the vial must all be used for the elixir to work; it cannot be split into multiple smaller portions.

**Requirements** Craft Wondrous Item, create water;  
**Cost** 75 gp

## BRAND OF MASTERY

**Aura** Strong Enchantment; **CL** 11th  
**Slot** None; **Price** 12,000 gp; **Weight** 6 lbs.

**Description** This brand is a rod about three feet long. One end is typically fashioned into the house seal or arcane mark of its owner or creator. The other end is capped with a small blade. A creature who is branded with this item suffers the effects of a geas/quest spell (*no save*), with the conditions of the spell being that any attempt to escape from or deliberately disobey the commands of the brand's owner will invoke the spell's penalties. Only one such brand can be in effect on a particularly creature at any given time. If a second brand is placed on a creature already branded, the first mark remains in effect and the second immediately fades away. A brand may be removed either by a remove curse, limited wish, wish, or miracle spell, or by the physical burn mark being cut or marred by the blade on the opposite end of the brand that created it. A brand of mastery may be used once per week.

**Construction** Craft Wondrous Item, Geas/Quest; **Cost** 6,000 gp

## CAT'S CLOAK

**Aura** Moderate Transmutation; **CL** 10th  
**Slot** Shoulders; **Price** 51,300 gp; **Weight** 1 lb.

**Description** Each of these cloaks is woven from the fur and whiskers of black cats; and the toggles that hold the cloak are made from the claws of black cats. Twice per day, the wearer of this cloak may polymorph into a feline form. The benefits of this cloak are retained even while polymorphed.

Furthermore, the wearer may speak with felines at all times; the wearer also gains the lowlight vision ability of a cat. This cloak also grants its wearer a +5 competence bonus to Acrobatics, Climb, and Stealth skills.

Animals that are normally preyed on by felines are noticeably nervous around the wearer of this cloak.

**Construction** Craft Wondrous Item, polymorph, speak with animals; **Cost** 25,650 gp

## COLLAR OF SUBMISSION

**Aura** Moderate Enchantment [*Mind-Affecting*]; **CL** 9th;  
**Slot** head; **Price** 106,200 gp; **Weight** 1 lb.

**Description** This heavy iron collar is intended neither for comfort, nor for convenience. Rather, its sole intent and purpose is to force whoever wears it to submit to the will of the slaver. Beyond the simply psychological

effect of being enslaved, the wearer of this collar has their mind clouded and is rendered docile.

The wearer of this collar is under the permanent effect of the mind fog spell. They receive a save to resist this effect (*DC 17*), but must make the save each round against a “new” mind fog effect.

Once per week, the holder of the key that opens this collar may command the enslaved wearer as if under the effects of a dominate person spell to which they receive no save.

**Construction** Craft Wondrous Item, dominate person, mind fog; **Cost** 53,100 gp

### MASK OF DEATH

**Aura** Strong Necromancy [*Death, Fear, Mind-Affecting*]; **CL** 11th

**Slot** head; **Price** 51,480 gp; **Weight** 1 lb.

**Description** This alabaster stage mask is carved to look like death’s head. Carved flesh stretched taut over the bones of the face beneath with a lurid and hungry grin. There is a black coif that attaches by small silver clasps to the back of the mask, covering the entire head. The mask can be used to cast fear (*DC 16*) once per day, and finger of death (*DC 20*) once per day.

**Construction** Craft Wondrous Item, fear, finger of death; **Cost** 25,740 gp

### MIST CLOAK

**Aura** Moderate Transmutation; **CL** 5th

**Slot** Shoulders; **Price** 6,750 gp; **Weight** 1 lb.

**Description** This very light, gray woolen cloak with hood is of obviously excellent workmanship. A mist cloak provides a +5 competence bonus on Hide checks at all times. By placing the hood over her head and speaking the command word, the owner of a mist cloak becomes insubstantial, misty, and translucent as per the gaseous form spell. The effect is dismissible and works up to a total of 10 minutes per day. This duration need not be continuous.

**Construction** Craft Wondrous Item, gaseous form; **Cost** 3,375 gp.

### NIGHT LANTERN

**Aura** Faint evocation; **CL** 3rd

**Slot** None; **Price** 51,480 gp; **Weight** 2 lb.

**Description** This small hooded lantern is tarnished silver. When the shutters are thrown open, the lantern spills darkness, as per the spell, in a 20-ft.-radius.

Opening or closing the shutter is a move-equivalent action.

**Construction** Craft Wondrous Item, darkness; **Cost** 18,000 gp

### ROPE OF COMPELLING

**Aura** Moderate Transmutation; **CL** 12th

**Slot** None; **Price** 30,000 gp; **Weight** 5 lb.

**Description** This spider-silk and mithral rope is a favorite tool for inquisitions. This rope functions as a rope of entanglement with the added benefit of being able to subject one entangled creature to a zone of truth effect once per day (*DC 13*)

**Construction** Craft Wondrous Item, animate objects, animate rope, entangle, zone of truth; **Price** 30,000 gp; **Cost** 15,000 gp

### NEW SPELLS

Spells are listed in alphabetical order, with some exceptions. Spells that are part of a chain, or are related versions of the same thing, such as “lesser,” “greater,” or “mass” spells are listed along with the main spell. For example, “Greater Chant” is listed as “Chant, Greater” immediately after the description of the chant spell.

For the description of spell effects the term “level” indicates the caster level of the creature casting the spell. In the event that a character has more than one spellcasting class, the term “level” means the caster level in the character class casting the spell. The term “Hit Dice” or “HD” means the total number of hit dice and class levels a monster might have, or the total number of class levels a character has.

This book is meant to be used along with the Core Rulebook so the spells below follow the same guidelines for presentation as the spells found in the Core Rulebook in terms of schools of magic, spell components, casting times, ranges, targets, etc. Some of the spells listed below are lesser, greater, or mass versions of spells found in the Core Rulebook. In an effort to conserve space we have not repeated information found in the Core Rulebook where we could avoid it.

### ACCESS FEAT

**School** Enchantment [*Mind-Affecting*]

**Level** Bard 2, Sor/Wiz 3

**Components** V, S

**Casting Time** 1 standard action

**Range** Touch

<b>Target</b> Creature touched
<b>Duration</b> 1 round/level ( <i>D</i> )
<b>Saving Throw</b> Will negates
<b>Spell Resistance</b> Yes

You may steal knowledge from another creature's mind and immediately put that knowledge to use. This spell requires a successful melee touch attack. The target receives a Will save to resist the effects. If the saving throw fails, you may choose one of the victim's General or Military feats, which is now considered to be one of your feats for the duration of the spell. You must meet the prerequisites for the feat you steal or you cannot use it (*but you may steal it even if you know you cannot use it, simply to deny its use to your opponent*).

While you have access to the feat, your opponent may not use it, but he is not denied access to any of his other feats that require the stolen feat as a prerequisite. The loss of the stolen feat does not deny the target access to class abilities from classes that require the feat, but the target cannot actively use the stolen feat until the duration ends.

**Example** *Corrilis uses access feat to "borrow" the Power Attack feat from an Orc Barbarian. The Orc can still use his Cleave feat, even though it has Power Attack as a prerequisite, but the Orc may not Power Attack for the duration of the spell. Corrilis may only use the stolen Power Attack feat if he has a Strength score of at least 13.*

## ACID BULLETS

<b>School</b> Transmutation [ <i>Acid</i> ]
<b>Level</b> Sor/Wiz 1
<b>Casting Time</b> 1 standard action
<b>Components</b> V, S, F, M
<b>Range</b> Touch
<b>Target</b> One sling bullet / 3 levels
<b>Duration</b> 10 minutes/level or until discharged
<b>Saving Throw</b> Will negates ( <i>harmless, object</i> )
<b>Spell Resistance</b> Yes ( <i>harmless, object</i> )

You transmute a single nonmagical sling bullet into a magical bullet that explodes with a shower of acid on impact. You must fire the bullet with a sling (*you cannot throw it, nor is it triggered by being dropped, stepped on, etc.*). Because the bullet only needs to make contact with its target to be effective, you make a ranged touch attack roll instead of a normal ranged attack roll. If you target a creature and the bullet misses then it is destroyed with no effect. Targeting a space requires an attack roll against AC 5 (*you still suffer range increment penalties*). If you target a space

and miss then roll on the grenade-like weapons table from the core rules to determine where the bullet explodes.

Although the bullets are considered magical, they do not have an enhancement bonus for purposes of your attack roll, and the bullet's normal base damage is completely replaced by the acid damage from this spell. A successful hit with an acid bullet deals 1d4 points of acid damage per 3 caster levels (*maximum 4d4*) to the target and 1 point of acid splash damage to all creatures and unattended objects within 5 feet of the target.

At 4th level and for every three caster levels thereafter, you may create another bullet, to a maximum of five bullets at 13th level. The bullets retain their effectiveness if you give them to someone else. They revert back to normal bullets when the duration ends. The bullets are always destroyed when fired whether they hit or miss.

**Arcane Focus** A sling (*which does not have to be magical*) that the bullets are fired from.

**Material Component** A drop of vinegar and the sling bullets to be transformed.

## ACID BURN

<b>School</b> Evocation [ <i>Acid, Fire</i> ]
<b>Level</b> Sor/Wiz 4
<b>Components</b> V, S, M
<b>Casting Time</b> 1 standard action
<b>Range</b> Medium ( <i>100 feet + 10 ft./level</i> )
<b>Area</b> 30-foot radius spread
<b>Duration</b> Instantaneous
<b>Saving Throw</b> Reflex half
<b>Spell Resistance</b> Yes

This spell produces an explosion of acid and fire that detonates with a low roar, dealing 1d6 points of damage per caster level (*maximum 15d6*) to all creatures and unattended objects within the area. Half of the damage dealt is fire and half is acid. Acid burn can set fire to combustibles within its area of effect, exactly as fireball.

You point your finger and determine the range (*distance and height*) at which the Acid burn is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into an explosion of green-tinted flame at that point. (*An early impact results in an early detonation.*) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you

must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

**Material Component** A bloodstone and a vial of bitter tonic.

**ACID WIND**

<b>School</b> Conjuration ( <i>Acid</i> )
<b>Level</b> Brd 1, Sor/Wiz 1
<b>Components</b> V, S, M
<b>Casting Time</b> 1 standard action
<b>Range</b> Close ( <i>25 ft + 5 ft./2 levels</i> )
<b>Area</b> one 5 ft. square
<b>Duration</b> Instantaneous
<b>Saving Throw</b> Reflex negates
<b>Spell Resistance</b> No

You call forth a breeze full of stinging acid droplets from your outstretched hand dealing 1d6/3 levels (*max 3d6*) of acid damage to everything the target square. The acid quickly loses its potency leaving behind a sticky, wet film of water.

**Material Component** A dried lemon peel.

**ACIDIC TOUCH**

<b>School</b> Evocation [ <i>Acid</i> ]
<b>Level</b> Sor/Wiz 2
<b>Components</b> V, S
<b>Casting Time</b> 1 standard action
<b>Range</b> Personal
<b>Duration</b> 1 minute/level ( <i>D</i> )
<b>Saving Throw</b> None
<b>Spell Resistance</b> Yes

You clap your hands together while sounding a lugubrious burbling chant, and a layer of caustic acid erupts from your skin. You may now make normal melee attacks (*not touch attacks*) with your hands; you are considered armed while under the effects of this spell and your attacks do not provoke attacks of opportunity. A successful attack deals 1d6 points of acid damage plus 1 point per caster level (*maximum +10*). Each time you deal damage with this spell, the remaining duration is reduced by one minute. If you wield a weapon and attack with that weapon, the damage from this spell does not activate.

You are not considered to be concentrating or “holding the charge” of a touch spell while this spell is in effect, meaning that you may cast other spells and take other actions without ending this spell. Items that you hold in your hands are not damaged by the acid, although you may attack unattended objects or make sunder attempts

against attended objects. You do provoke attacks of opportunity when making sunder attempts with your hands unless you also have the Improved Sunder feat.

**ANATHEMA**

<b>School</b> Illusion ( <i>Phantasm</i> ) [ <i>Compulsion, Mind-Affecting</i> ]
<b>Level</b> Sor/Wiz 7
<b>Components</b> V, S
<b>Casting Time</b> 1 standard action
<b>Range</b> Touch
<b>Target</b> Creature touched
<b>Duration</b> 1 round/level ( <i>see below</i> )
<b>Saving Throw</b> Will disbelief ( <i>see text</i> )
<b>Spell Resistance</b> Yes

This spell causes the target to see a figment drawn from the darkest depths of her imagination. She is compelled to attack this figment as if it were real. The victim may freely decide how she wishes to attack the figment, but she somehow knows that the more damage she deals, the more likely she is to destroy it. Any attacks that the victim makes are real attacks (*she may not attack the figment for nonlethal damage*) and everyone who can see her witnesses her slashing at the air, casting spells at a seemingly invisible foe, etc.

There is no initial saving throw against this spell, but each time the victim successfully deals damage to the figment, she receives a Will save to disbelieve the effect. Only the target can see the figment, so her allies cannot help her destroy it, nor can they give her a bonus on her Will saves by claiming that the figment doesn’t exist. No matter where the victim goes or which way she turns, the figment always seems to follow her, remaining 5 feet away and directly in front of her. Her normal vision is unaffected, so she will not (*for example*) accidentally place an area-effect spell so that it targets an ally in addition to the figment (*though she may do so deliberately*). The figment appears corporeal (*i.e. there is no miss chance for the victim’s attacks*).

The figment has a base Armor Class of 10 + caster level, plus a deflection bonus equal to the caster’s relevant ability score modifier (*Intelligence for wizards, Charisma for sorcerers*). The figment’s saving throw modifier for any saving throw is equal to one-half the caster level (*rounded down*). Finally, the figment has hit points equal to 8 times the caster level.

Because the figment isn’t real, it is immune to magic, mind-affecting effects, non-lethal damage, stunning, paralysis, death from massive damage, ability damage, and ability drain, but the victim has no way

of knowing that. At the end of her turn, if the victim dealt any damage to the figment, it deals an equal amount of nonlethal damage to her. The victim sees this as the figment damaging her in whatever way is most appropriate for the type of being that she sees it as (*clawing her if it is a beast, stabbing her if it is a warrior, casting spells at her if it is a magic-user, etc.*). If the figment is destroyed, the target does not suffer any damage that round.

The figment disappears when one of the following conditions is met the spell duration expires, the target falls unconscious, the figment is reduced to 0 hit points, or the target succeeds on a Will save to disbelieve the figment.

### BEWILDERING AURA

**School** Illusion (*Pattern*)

**Level** Brd 5, Sor/Wiz 5

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Touch

**Target** Creature or object touched

**Area** 10-ft radius sphere around the creature or object touched

**Duration** 1 round / level

**Saving Throw** Will negates

**Spell Resistance** Yes

This spell creates a chaotic pattern of light, sound, heat, and smell centered on a creature or object that you touch. The area of effect moves if the creature or object moves.

The pattern fills a ten-foot radius sphere around the target. Because the spell creates false sensory input of all conceivable types, even those creatures that do not use sight to perceive their surroundings are affected. The target is immune to the spell's effects, but all other creatures who enter the area are subject to the following effects, as determined by their Hit Dice. All effects are cumulative and concurrent.

A creature whose Hit Dice exceeds the spell's caster level is completely unaffected. All other creatures receive a Will save to negate the spell's effects. If a creature succeeds on its Will save but remains within the area of effect, it must attempt another Will save at the start of its next action.

- **Dazed** The creature can take no actions for 1 round, though it defends itself normally.
- **Confused** The creature acts as if under the effects of a confusion spell for 1d4 rounds. This aspect of

the spell is considered a mind-affecting compulsion effect.

- **Stunned** The creature is stunned for 1d6 rounds.
- **Unconscious** The creature falls unconscious for 1d10 minutes.

Each creature can only be affected once per casting by this effect. (*In other words, if a creature fails its save and suffers the listed ill effects, but it remains in the area of effect, that creature is thereafter immune to the spell and does not need to make additional saving throws.*) While the aura only lasts for one round per caster level, the effects of the spell may extend beyond the end of the spell.

### BONE BURST

**School** Transmutation

**Level** Sor/Wiz 4

**Components** V, S

**Casting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft./level)

**Target** One living creature/three levels, no two of which may be more than 30 feet apart

**Duration** Instantaneous

**Saving Throw** Fortitude half

**Spell Resistance** Yes

A target affected by this spell has their bones suddenly experience random growth spurts in unnatural directions. This growing process often leaves the target physically deformed and is very painful. The target experiencing this painful process takes 1d4 points of damage per caster level. A successful Fortitude save halves this damage. Targets who fail their saving throw also take 1d4 points of Charisma damage and have their movement rate halved until the damage caused by this spell is magically healed.

### BRIMSTONE

**School** Conjurat[i]on [*Fire*]

**Level** Sor/Wiz 8

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft. /level)

**Effect** A 20-ft. radius burst of flame, followed by a 30-ft. high cloud which spreads in 30-ft. radius

**Duration** Instantaneous, then 1 round /level (*see text*)

**Saving Throw** Reflex half (*fire effect*) and Fortitude partial (*cloud effect*) (*see text*)

**Spell Resistance** Yes

This spell brings forth a blossom of sickly orange flame drawn from the depths of the Infernal Planes.

When the spell is initially cast, all creatures within a 20-foot radius burst suffer 15d6 points of damage (*Reflex save for half damage*). Half the damage dealt by this spell is considered fire damage and the other half is considered unholy damage.

One round later, at the start of the caster's next action, a sickly black fog boils up from the center point of the fire burst, forming a 30-foot high cloud with a 30-foot radius. This acts exactly like the cloudkill spell in terms of its effects and the subsequent movement of the vapors.

Celestial creatures, half-celestial creatures, and outsiders with the Good subtype are particularly vulnerable to this spell. They suffer a -2 profane penalty on their saving throws, and the initial fire burst deals an extra 5d6 points of damage to them (*for a total of 20d6*).

Infernals and outsiders with the Evil subtype are immune to this spell.

**Material Component** A vial of blood from an Infernal.

## BUOYANCY

**School** Transmutation

**Level** Wis/Sor 2

**Components** V, S

**Casting Time** 1 action

**Range** Touch

**Targets** Object touched, no more than 500 lb per level of caster

**Duration** One hour/level (D)

**Saving Throw** None

**Spell Resistance** No

Buoyancy causes any substance to float on water. There are two ways this can be applied, either positive or neutral buoyancy.

**Positive buoyancy:** This causes the affected item to always remain afloat on the surface of the water, this item will not sink regardless of mass placed atop of it. Bear in mind that it can still be tipped over and any objects or creatures atop of it may still fall off.

**Neutral buoyancy:** This causes the affected item to remain at its current level within the water, this item will neither sink nor rise unless force or weight greater than its own weight is applied.

## CADAVEROUS FORM

**School** Necromancy

**Level** Sor/Wiz 1

**Components** V, S

**Casting Time** 1 standard action

**Effect** Personal

**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.

## CHARM PERSON, MASS

**School** Enchantment (*Charm*) [*Mind-Affecting*] Level Brd 4, Sor/Wiz 5

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One or more humanoid creature, no two of which can be more than 30 ft. apart

**Duration** 1 hour/level

**Saving Throw** Will negates

**Spell Resistance** yes

This spell functions like charm person, except that mass charm person affects a number of creatures who's combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

## CINDERBOLT

**School** Evocation [*Fire*]

**Level** Sor/Wiz 3

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. /2 levels)

**Effect** One sphere of fire and ash

**Duration** Instantaneous

**Saving Throw** Fortitude partial

**Spell Resistance** Yes

A small sphere of smoky gray energy appears in the caster's hand. The sphere is then hurled at a single target within range as a ranged touch attack. If the attack hits, the missile explodes for 1d4 points of fire damage per caster level (*maximum 10d4*). Additionally, when the cinderbolt explodes it releases a small cloud of blinding ash that temporarily blinds the target (*as blindness/deafness*) for 1d3 rounds. The target receives a Fortitude save to negate the blindness effect. This spell does not function underwater.

**Material Component** A piece of coal and a bit of ash.

## COLDFIRE

**School** Evocation [*Cold*]

**Level** Sor/Wiz 1

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. / 2 levels)

**Effect** Ray

**Duration** Instantaneous (*see text*)

**Saving Throw** Fortitude partial (*see text*)

**Spell Resistance** Yes

A ray of chilling blue energy that looks like a frozen stream of fire streaks from your outstretched fingertip. You must succeed on a ranged touch attack to strike a creature with the ray. A living creature struck by the ray takes 1d4 points of cold damage per caster level (*maximum 5d4*) and must succeed on a Fortitude save or suffer a -1 penalty to attack rolls, Armor Class, and Reflex saves for the next 5 rounds.

## CREATE ICEBERG

**School** Evocation (*Cold*)

**Level** Sor/Wiz 6

**Components** V, S, M

**Casting Time** 1 round

**Range** Medium (100 ft. + 10 ft./level)

**Area** 50 cubic feet/level

**Duration** Permanent, *see text*

**Saving Throw** None

**Spell Resistance** No

This spell creates a huge chunk of ice out of ordinary seawater. There must be sufficient seawater present to support an iceberg of corresponding size. Unless in arctic conditions, the iceberg melts at a rate determined by the DM, but usually 5 cubic feet per hour in temperate conditions.

**Material Component** Semi-precious gemstone worth at least 50 gp that is crushed and thrown into the ocean.

## CRYSTALBRITTLE

**School** Transmutation

**Level** Sor/Wiz 9

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Touch

**Target** One touched object of up to 2 cu. ft./level

**Duration** Permanent

**Saving Throw** Will negates (*object*) or Fortitude half (*see text*)

**Spell Resistance** Yes (*object*)

You are able to change one metal object, whether as hard as adamantite or as soft as gold, into a crystal-line, glass-like substance that is more easily broken or damaged.

You must succeed at a melee touch attack against the object to be affected if it is worn or attended by a creature. If you succeed, one single metal item is affected. Thus, you could affect a creature's shield, but his armor and weapon would be unaffected.

Normal, non-magical items are automatically affected, but attended or worn magic items receive a save and use their own or the saves of the wearer, whichever is better.

An item affected by this spell becomes brittle (*hardness 1, 1 hp/inch of thickness*) and is easily shattered or broken. Artifacts and relics cannot be affected by this spell.

If you target a creature constructed of metal with this spell, you must make a melee touch attack. If the attack succeeds, the creature must make a successful Fortitude save to resist the effects. Even if the save succeeds, the creature takes 1d6 points of damage per caster level (*maximum 10d6*).

The effects of this spell are permanent and can only be reversed with a wish, miracle, or greater magic.

**Material Component** A small crystalline dagger (*worth at least 20 gp*) that is shattered during the casting.

## CURSE OF YEARS

**School** Necromancy

**Level** Sor/Wiz 4

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. / level)

**Target** One living creature

**Duration** Instantaneous

**Saving Throw** Fortitude negates

**Spell Resistance** Yes

One of the effects that negative energy has upon living flesh is rapid aging. Necromancers can learn to channel this energy into a fearsome attack spell. The target must succeed at a Fortitude save or age 5d4 years. This process of aging is quite painful and anyone afflicted by this spell is rendered helpless for 1 round as they writhe upon the ground in agony, feeling the years drain out of them. The victim can take no actions either physical or mental for the round and are as vulnerable to physical attacks as they would be if paralyzed. This spell only affects living creatures, and has no effect on creatures that are immune to the effects of aging (*such as undead, outsiders, and constructs*).

## DAGGER SWARM

**School** Transmutation

**Level** Sor/Wiz 2

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft. / level)

**Target** 1 dagger + 1 extra dagger per 3 caster levels, maximum 5 daggers

**Duration** 1 round/ level

**Saving Throw** None

**Spell Resistance** No

This spell enchants one or more daggers with sustained telekinetic energy that allows them to fly about and attack targets within range of the spell as the caster desires. The damage done by each dagger is normal, unless it is enchanted somehow prior to casting this spell or while attacking by means of a magic weapon, greater magic weapon, or similar magic.

The caster of the spell can direct each dagger in the swarm to attack a single target within range and can move the dagger swarm to another target as a move equivalent action during their turn. The dagger swarm cannot be used to flank, aid an attack, or sneak attack, but each one maintains the critical threat range of a normal dagger. If the daggers are directed to a target beyond the spell's maximum range, they cease attacking and return to hover over the caster, awaiting a command to attack another target. The daggers attack using the caster's base attack bonus plus his key ability modifier for spellcasting.

**Arcane Focus** The daggers enchanted by the spell to attack.

## DECRYPT

**School** Divination



**Level** Brd 0, Sor/Wiz 0

**Components** V, S

**Casting Time** 1 round

**Range** Touch

**Target** Document touched

**Duration** 1 minute/level

**Saving Throw** None

**Spell Resistance** No

You gain insight into an encrypted message. This spell gives you a +10 circumstance bonus to any Linguistics skill checks you might need to interpret or read a document. While this doesn't insure success, it does make the interpretation of encrypted messages much easier. This spell can be specifically used to counter the encrypt spell and automatically removes encryption created by the spell (*though this doesn't make the language it was written in any easier to interpret*).

## DESTROY WATER

**School** Transmutation

**Level** Sor/Wiz 3

**Components** V, S, M/DF

**Casting Time** 1 standard action

**Range** Medium (100 ft. +10 ft./level)

**Target** 10-foot cube of water or single creature with the water subtype

**Duration** Instantaneous

**Saving Throw** None or Fortitude half; see text

**Spell Resistance** Yes

When cast, this spell instantly destroys any nonmagical liquid within its area of effect. If cast on a creature with the Water subtype, that creature must make a Fortitude save or suffer 1d6 points of damage per caster level.

**Arcane Component** A pinch of earth from a dry riverbed.

## DETONATING RAIN

**School** Evocation [Force]

**Level** Sor/Wiz 6

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft./level)

**Area** A cylinder (20 ft. radius, 20 ft. high)

**Duration** Instantaneous

**Saving Throw** Reflex half

**Spell Resistance** Yes

With this spell, you cause a storm of force droplets to rain down in the area of effect, exploding upon every-

thing they strike. The rain of force deals 1d4 points of damage per caster level to everything in the area of effect (*maximum 15d4*). Furthermore, unattended objects caught by the rain are treated as if subjected to a shatter spell due to the sheer number of force droplets that strike at once.

Spells such as shield or magic items that absorb force spells, such as a brooch of shielding, grant the user/wielder a +2 circumstance bonus to their saving throw.. Additionally, the wearer of a brooch of shielding can use it to absorb damage from this spell as though the damage came from a magic missile spell.

**Material Component** A small mallet and a vial of rainwater that the caster shatters with the mallet.

## DIG

**School** Transmutation

**Level** Drd 3, Sor/Wiz 3

**Components** V, S

**Casting Time** Special (*see text*)

**Range** Close (25 ft. + 5 ft. levels)

**Area** 5 cubic ft./level (*see text*)

**Duration** Instantaneous

**Saving Throw** Special (*see text*)

**Spell Resistance** Yes (*creature only*)

There are three different uses for this simple spell. Each has its own applications, and rules of use, as detailed below. The choice of which method is made when the spell is used. The first two applications of this spell have no effect on stone.

The first use for this spell is to move large quantities of earth. This version of the spell requires 1 minute to cast, and once complete moves 5 cubic feet of earth per caster level to any location within the range of the spell. Creatures within the earth that is being move gain Will saves to resist being shifted with the earth.

The second application of this spell is similar to the above, save that it only takes 1 standard action to cast. Once cast, this version digs a 10 ft. by 10 ft. by 10 ft. pit, depositing the removed earth across the remainder of the area of effect. Any creature who is now standing above, or within the pit, must make a Reflex save or fall down the pit suffering 1d6 falling damage.

Finally, the spell may be cast on an elemental with the earth subtype to deal 1d6 points of damage per caster level (*maximum 10d6*). The elemental receives a Fortitude save for half damage.

## DREAMSTEALER

**School** Enchantment (Compulsion) [Mind Affecting]

**Level** Sor/Wiz 9

**Components** V, S, M

**Casting Time** 1 hour

**Range** See text

**Target** 1 living creature

**Duration** 7 days

**Saving Throw** See text

**Spell Resistance** Yes

By means of this powerful enchantment, the caster curses his victim with up to seven nights of fitful, dreamless sleep that can induce a crippling state of hopelessness. The victim can be any distance away upon the same plane of existence. In addition to the complicated ritual needed to cast this spell, the caster must also have some personal belonging of the victim or some part of the victim's body (*lock of hair, a drop of blood, nail shaving, etc.*) The victim's belonging or body part must be sealed in the specially built ivory box which is then immersed in the liquid gold.

The victim is permitted a saving throw each day of the spell's duration. If failed, the next time he sleeps, his dreams will be stolen, leaving behind an empty, disturbing void. For the next day, the victim suffers a –2 penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls. Making one save does not end the spell, it merely grants the victim a night of undisturbed rest, negating the penalties for the next day.

Destroying the Ivory box ends this spell prematurely. Creatures that do not sleep (*such as Elves*) are unaffected by this spell. **Material Components** A personal belonging of the target, an ivory box (*worth 500 gp*) and liquid gold worth 1000 gp.

## ECHO

**School** Evocation [*Sonic*]

**Level** Brd 1, Sor/Wiz 2

**Components** V, S, M

**Casting Time** One standard action

**Range** Touch

**Effect** 10 ft. emanation of sound dampening

**Target** Creature touched

**Duration** One round / level

**Saving Throw** Will save negates (*harmless*)

**Spell Resistance** Yes

This spell allows the creature touched to collect a portion of the sonic energy produced around himself and redirect it at his attackers as damage. Those near the creature touched will notice that even the smallest

of sounds are lessened within a 10 ft. radius centered on the creature affected by the spell.

This field grants the target resistance to sonic 2, and a +2 circumstance bonus to Stealth checks.

Anytime after the first round, the target may release the stored sonic energy in a burst which deals 1d6 damage for every two rounds the spell has been in effect (*maximum 5d6*). If the absorbed sonic energy is not used, it dissipates at the end of the spell's duration.

**Material Component** A body part, such as fur, tooth, or small bone from a creature with a sonic attack and a bit of spongy material.

## ELDRITCH DAGGER

**School** Evocation [*Force*]

**Level** Sor/Wiz 2

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft./2 levels)

**Effect** One dagger of force

**Duration** 1 round

**Saving Throw** Will partial (*see text*)

**Spell Resistance** Yes

This spell brings a dagger of pure magical force into existence that can be thrown at creatures to inflict damage and in the case of spellcasters, or creatures with spell-like abilities, inhibit or strip them of some of their magical potential.

The eldritch dagger is a ranged touch attack that does 1d4 plus 1 point per additional caster level to a maximum of +10 (*no save*). If a spellcaster is struck by the weapon, they must succeed on a Will save or lose their highest available spell (*or in the case of spontaneous casters, one use of their highest level remaining spell slots*). If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for one round.

**Focus** A masterwork dagger

## ELDRITCH SWORD

**School** Evocation [*Force*]

**Level** Sor/Wiz 5,

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft./2 levels)

**Effect** One sword of force

**Duration** 1 round/level

**Saving Throw** Will partial (*see text*)

## Spell Resistance Yes

This spell brings a sword of pure magical force into existence that can be thrown at creatures to inflict damage and in the case of spellcasters, or creatures with spell-like abilities, inhibit or strip them of some of their magical potential, and increase the difficulty in casting spells.

The eldritch sword is a ranged touch attack that does 1d8 plus 1 point per additional caster level to a maximum of +10 (*no save*). If a spellcaster is struck by the weapon, they must succeed on a Will save or lose 1d3 of their highest available spells (*or in the case of spontaneous casters, 1d3 uses of their highest level remaining spell slots*). If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for 1d3 rounds.

**Focus** A masterwork sword.

## ELDRITCH MAELSTROM

**School** Evocation [*Chaos, Force*]

**Level** Sor/Wiz 8

**Components** V, S, F

**Casting Time** 1 round

**Range** Close (*25 feet + 5 ft. / 2 levels*)

**Area** 20 ft. spread

**Duration** 2d4+1 rounds

**Saving Throw** Will partial (*see text*)

**Spell Resistance** Yes

This spell bombards an area with raw chaotic magical energy that inflicts damage and in the case of spellcasters, or creatures with spell-like abilities, inhibits or strips them of some of their magical potential, and increases the difficulty in casting spells. The eldritch maelstrom does 4d8 plus 1 point per additional caster level (*maximum +20*). Because it is composed of a unique form of raw magical energy, it can affect ethereal or incorporeal creatures normally.

If a spellcaster is struck by the weapon, they must succeed on a Will save or lose access to all spells higher than 2nd level for 2d4+1 rounds. If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for 2d4+1 rounds.

Furthermore, any creature that fails its Will save, suffers a -10 penalty to Spellcraft checks for 2d4+1 rounds, due to the distractions of the magical forces that swirl about.

**Focus** A specially prepared and anointed 2 inch sphere of fervidite. These preparations, together with the sphere, cost 1000 gp.

## ENCRYPT

**School** Transmutation

**Level** Brd 0, Sor/Wiz 0

**Components** V, S

**Casting Time** 1 round

**Range** Touch

**Target** Document touched

**Duration** Permanent (*D*)

**Saving Throw** None

**Spell Resistance** No

You alter the writing on a scroll or piece of paper to make it unintelligible. Properly interpreting the encrypted text requires a Linguistics skill check (*DC 25 + caster level*). This spell is directly opposed by the decrypt spell which can easily remove the encryption placed on the hidden message or information.

## ENLARGE ITEM

**School** Transmutation

**Level** Sor/Wiz 3

**Components** V, S

**Casting Time** 1 standard action

**Range** Touch

**Target** One touched object of up to 2 cu.ft./level

**Duration** One day/level; see text

**Saving Throw** Will negates (*object*)

**Spell Resistance** Yes (*object*)

You are able to enlarge one nonmagical item (*if it is within the size limit*) to four times its normal size in each dimension (*to about 16 times the original volume and mass*). This change effectively increases the object's size by two categories.

Objects changed by an enlarge item spell can be returned to normal composition and size by a word of command from the original caster. Even a burning fire and its fuel can be expanded by this spell. Restoring the expanded object to its normal size and composition ends the spell.

Enlarge item can be made permanent with a permanency spell, in which case the affected object can be enlarged and shrunk an indefinite number of times, but only by the original caster.

Enlarge item counters and dispels shrink item.

**EVIL EYE****School** Necromancy [*Evil*]**Level** Sor/Wiz 2**Components** V, S**Casting Time** 1 standard action**Range** Close (25 ft. + 5 ft./2 levels)**Target** One living creature**Duration** Instantaneous**Saving Throw** Fortitude negates**Spell Resistance** Yes

This spell is similar to the spell eyebite, but it is less powerful and can affect only a single living creature. You may target a single living creature, striking it with a wave of evil power. If the Fortitude save is unsuccessful the target is sickened or panicked for 1d4 rounds (*caster's choice*).

**FIRE BOLT****School** Evocation [*Fire*]**Level** Sor/Wiz 0**Components** V, S**Casting Time** 1 standard action**Range** Close (25 ft. + 5 ft./2 levels)**Effect** Ray**Duration** Instantaneous**Saving Throw** None**Spell Resistance** Yes

You fire a small bolt of fire from your fingertips. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of fire damage and does not ignite combustibles.

**FLAILING FISTS****School** Evocation [*Force*]**Level** Sor/Wiz 3**Components** V, S, F**Casting Time** 1 standard action**Range** Close (25 feet + 5 ft. / 2 levels)**Effect** A pair of force fists**Duration** 1 round/level**Saving Throw** None**Spell Resistance** No

Upon casting this spell, two giant fists of force appear and begin mimicking your hand movements. The hands may move within the limits of the spell. As a standard action, you may make a touch attack with the hands using your casting modifier in place of your strength to deal damage. The hands are one size category larger than you are when you cast the spell. A large hand

does 1d8 + casting modifier damage, while a medium version of the hands does a 1d6 + casting modifier. The hands may do anything that you could do with your own hands (*they can grapple, flurry, disarm, etc.*). The hands are considered an unarmed strike for purposes of feats that you may or may not have. The hands are immune to regular damage, but anything that would destroy a wall of force destroys the hands.

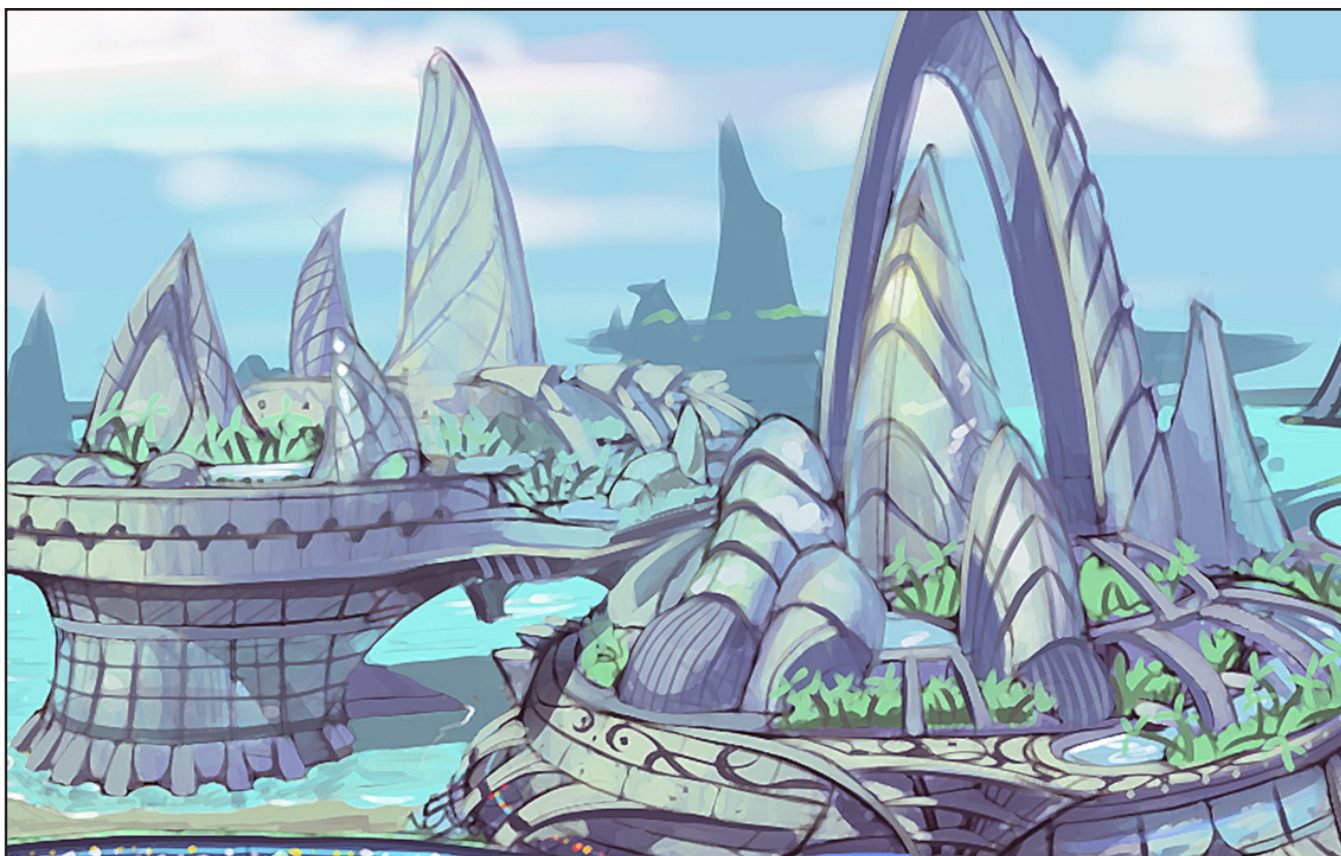
**Focus** A pair of brass knuckles.**FLESH TO ICE****School** Transmutation**Level** Sor/Wiz 6**Components** V, S, M**Casting Time** 1 standard action**Range** Medium (100 ft. + 10 ft./level)**Target** One creature**Duration** Instantaneous**Saving Throw** Fortitude negates**Spell Resistance** Yes

The target, along with all its carried gear, turns into a mindless ice statue. If this ice statue is broken 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.

**Arcane Material** Component A small crystal prism.**FLAYING DARKNESS****School** Evocation [*Darkness*]**Level** Sor/Wiz 4**Components** V, S, DF/F**Casting Time** 1 standard action**Range** Medium (100 ft. + 10 ft./level)**Area** 20-foot radius spread**Duration** 1 round/level**Saving Throw** Will partial (*see text*)**Spell Resistance** Yes

This spell, much like the darkness spell, shrouds an area in shadows. Pain lurks within the shadows, taking the form of dark knives that slash and tear at any living creature within the darkness. Any creature that enters the darkness on its action or begins its turn inside the darkness, takes 1d4 damage per two caster levels each round (*Will negates*).

**Arcane Focus** A disc of obsidian.



## FORCE CHAINS OF CONSTRICTION

**School** Evocation [*Force*]

**Level** Sor/Wiz 6

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft./2 levels)

**Duration** 1 round / level (D)

**Saving Throw** None

**Spell Resistance** No

This spell creates a spiked chain of pure force that can wrap around a creature or object within range and cause constriction damage each round. Immediately after casting the spell, the weapon will make its first attack.

The weapon always attacks to start a grapple, thus making each attack roll a melee touch attack. The weapon uses your caster level as a base attack bonus (*allowing for multiple attacks*). The weapon continues to attack each round until it gets a hold. The caster can move the chain once per round during his turn as a standard action but if the chain ever moves beyond the range of his control, it immediately lets go of what it is holding and returns to the edge of the range where he/she is able to control it and awaits command. The chain has a fly speed (*perfect*) of 30 feet and the caster can order it to release its target as a standard action at any time.

The weapon is considered to be Large size, and has a Strength of 22. This gives it a grapple check of 10 + caster level. After gaining a hold, the weapon continues to constrict the target, dealing 2d4+9 damage with each successful grapple check. While the victim is grappled, they gain a +2 cover bonus against spells, and abilities that affect an area. The spiked chain can affect incorporeal foes without penalty because it is a force effect.

As a force weapon, the spiked chain is immune to damage, and is unaffected by most spells. Only the following spells have any effect on the spiked chain disintegrate, greater dispel magic, mage's disjunction. The two following items also destroy the spiked chain a sphere of annihilation, and a rod of cancellation.

**Focus** A spiked chain

## FORGETFULNESS

**School** Transmutation (*Mind-Affecting*)

**Level** Sor /Wiz 1

**Components** V, S

**Casting Time** 1 action

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One humanoid

**Duration** 1 round/level

**Saving Throw** Will negates

**Spell Resistance** Yes

By means of this spell, the caster inflicts a humanoid with a temporary case of absentmindedness. The victim suffers a -2 circumstance penalty on all Intelligence checks and Intelligence-based skill checks. If he is a spellcaster, he might also botch his magic due to some forgotten phrase, gesture, or component. To successfully cast a spell, the target must make a Spellcraft check. A failed check means that he has lost the spell.

### GAZE TRIGGER

**School** Divination

**Level** Sor/Wiz 5

**Components** V, S

**Casting Time** 10 minutes

**Range** Touch

**Duration** Permanent until triggered

**Saving Throw** see text

**Spell Resistance** No

This spell allows the caster to prepare a magical trap inside a mirror. When cast upon a mirror, the caster chooses another spell of 4th level and lower that can be stored within the mirror. Once the spell is complete, the trap can be detected by making a DC 30 Stealth check, and disabled using a DC 30 Disable Device check.

The next time someone looks into the mirror, spending at least a move action doing so, the spell within the mirror is released. If the spell is a targeted spell it is cast upon the viewer. If the spell is an area of effect then it is centered on the mirror, usually destroying the mirror at the same time. Cones extend outwards directly from the plane of the mirror, as do lines. The save DC (*if applicable*) for the stored spell is calculated as if the spell was a 5th level spell.

### GHOSTLY ADVERSARY

**School** Illusion (*Phantasm*) [*Mind-Affecting*]

**Level** Sor/Wiz 1

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. / 2 level)

**Target** One creature

**Duration** 1 round / level

**Saving Throw** Will negates

**Spell Resistance** No

You can call upon spirits to whisper, make noises and create false movements behind a creature to make it believe it that it is flanked. If the creature fails its Will saving throw, it believes that another creature lurks behind it, occupying a square in which no creature

exists. The target creature suffers all effects of being flanked, regardless of if it is or not.

### GLOBE OF SMOKE

**School** Conjuration (*Creation*) [*Fire*]

**Level** Sor/Wiz 1

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. / 2 levels)

**Effect** A small globe of smoke

**Duration** 1 minute or 1 round

**Saving Throw** None

**Spell Resistance** No

You fire a small globe of acrid smoke at the target. You must first succeed at a ranged touch attack to hit your target. The smoke sphere deals no damage but stings the eyes, momentarily impairing the targets vision. For one minute after being struck, the target is treated as being dazzled. The smoke sphere also has the added condition of nullifying a creature's scent ability for one round. Sightless creatures are not dazzled and those without scent are unaffected by the olfactory debilitating aspect of the spell.

### GRANITE GOLIATH

**Conjuration** (*Creation*) [*Earth*]

**Level** Sor/Wiz 9

**Components** V, S, M, F

**Casting Time** 1 round

**Target** At least 2,000 lbs. of loose stone, none of which can be more than 30 feet apart.

**Range** Close (25 ft. + 5 ft. / 2 levels)

**Effect** One stone golem

**Duration** 1 round / level

**Saving Throw** None

**Spell Resistance** No

This spell summons a stone golem (*with standard statistics*) by absorbing the stones and rocks that form the material component of the spell. The golem will fight for you or perform appropriate tasks as you direct. It appears where you designate and acts immediately, on your turn.

It attacks your opponents to the best of its ability. The spell creates a telepathic rapport with the stone golem for purposes of ordering it to do something, but it can also be commanded verbally as well. At the end of the spell's duration or when the golem is destroyed, it collapses into the crumbled rocks and stones that composed it prior to the spells casting. Rocks and

stones that are used to cast this spell crumble apart and can never be used to cast this spell again.

**Material Component** At least 2,000 pounds of stone.

**Focus** A miniature stone golem worth at least 500 gp.

## HARDNESS

**School** Transmutation

**Level** Sor/Wiz 1

**Components:** S

**Casting Time** 1 standard action

**Range** Touch

**Target** One object

**Duration** 1 hour/level

**Saving Throw** Fortitude negates (*harmless, object*)

**Spell Resistance** Yes

This simple protective ward bestows a +5 bonus to the target object's hardness and gives it 10 extra temporary hit points. If this spell is applied to a non-magical suit of armor or shield, the item also gains a +1 enhancement bonus for the duration of the spell.

## HELLFIRE

**School** Evocation [*Evil, Fire*]

**Level** Sor/Wiz 9

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Medium (*100 ft. + 10 ft./level*)

**Area** 30-foot radius burst.

**Duration** Instantaneous

**Saving Throw** Reflex half

**Spell Resistance** Yes

Perhaps no flame burns more sinister or is more destructive than those that can be found in the bowels of the Hells themselves. With this spell, the caster summons a portion of these flames to weaken and inflict damage upon Celestials and others of good alignment. Hellfire deals 1d6 hit points of damage per caster level (*maximum 24d6*) to all good creatures in the area of effect, with a Reflex save allowed for half damage. Celestial creatures that fail their Reflex save are banished back to their home plane. If the Celestial has the Native subtype, this latter portion has no effect.

Creatures of neutral alignment take half damage from this spell and are not subject to destruction or banishment (*unless they are Celestial*). Evil creatures are unaffected by this spell (*even if they are somehow considered Celestial*).

**Material Component** The hair of any Infernal, which must be coated in a mixture of ash and unholy water.

## ICE TO FLESH

**School** 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.

## LAVA BURST

**School** Evocation [*Fire*]

**Level** Sor/Wiz 4

**Components** V, S, F/DF

**Casting Time** 1 action

**Range** Medium (*100 ft. + 10 ft./level*)

**Area** Cylinder (*10-ft. radius, 40-ft. high*)

**Duration** Instantaneous

**Saving Throw** Reflex half

**Spell Resistance** Yes

A gout of burning lava erupts from the ground where you indicate, inflicting 1d6 points of fire damage per caster level (*maximum of 15d6*) on all creatures within the spell's area. A successful Reflex saving throw reduces the damage by half.

The lava burst sets fire to all combustibles in the affected area and may melt metals like lead, gold, silver, and bronze.

## LIGHTNING WEB

**School** Evocation [*Electricity*]

**Level** Sor/Wiz 3

**Components** V,S,M

**Casting Time** 1 standard action

**Range** Medium (*100 ft. + 10 ft. / level*)

**Effect** Webs in a 20 ft. radius spread

**Duration** 1 minute / level.

**Saving Throw** Reflex negates

**Spell Resistance** Yes (*see text*)

This spell functions like the web spell, except that the strands are charged with electrical energy. Any creature that fails its initial Reflex save or subsequently attempts to push through the webs takes 1d4 points of

## Table Prismatic Arrow

1d8 Roll	Color of the Arrow	Effect
1	Red	20 points of fire damage (Reflex save for half)
2	Orange	40 points of acid damage (Reflex save for half)
3	Yellow	80 points of electricity damage (Reflex save for half)
4	Green	Poison (kills; Fortitude save to take 20 points of damage instead of dying)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as the insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Multicolored	Roll again twice, ignoring any result of an 8

electrical damage each round (*2d4 if wearing metal armor*). Any creature attempting to break free of the webs through either a Strength or Escape Artist check takes this damage regardless of the check's success or failure. Spell resistance only applies to the electrical damage, not to the web itself.

**Material Component** A bit of spider web and a copper coin.

## MASK SCENT

**School** Illusion (*Glamer*)

**Level** 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., ghast, skunk, troglodyte*), the spell negates that ability for the duration if the creature fails a Will save.

**Material Component** A small red herring.

## PAINFUL HARMONIC

**School** Evocation [*Sonic*]

**Level** Bard 3, Sor/Wiz 4

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Medium (*100 ft. + 10 ft./level*)

**Target** 20-foot radius spread

**Duration** Instantaneous & 1 round/level

**Saving Throw** Fortitude half

**Spell Resistance** Yes

This spell creates a series of high pitched sound waves that shred and destroy doing 1d6 points of damage per caster level (*maximum of 10d6*) to every creature in the area of effect. All creatures in the area of effect get a Fortitude save for half damage; creatures that are deaf take only half damage from the spell, and may save for quarter damage. Creatures who fail their Fortitude save are deafened for one round per caster level.

**Arcane Focus** A tuning fork.

## PRISMATIC ARROW

**School** Evocation

**Level** Sor/Wiz 6

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Touch

**Effect** A multi-colored arrow or bolt

**Duration** Instantaneous / see text

**Saving Throw** See text

**Spell Resistance** Yes

This spell brings into being a bolt or arrow of intertwined, multicolored energy that can be shot from any missile weapon of the appropriate type, depending on whether a bolt or an arrow was created. The arrow must be fired before the end of the caster's next turn or it fades away with no effect. The caster can hand the arrow to another creature to shoot, as long as the arrow is fired before the end of the caster's next turn.

The prismatic arrow consists of seven colors, each color possessing a different power. Creatures struck by the arrow that have 8 HD or less are automatically blinded for 2d4 rounds. In addition to this, the arrow shifts through the colors of the rainbow as it travels.

On a successful attack roll, at the moment of impact, roll 1d8 to determine the arrow's color. The creature struck suffers the listed effects (*the arrow otherwise deals no damage*).

**Material Component** A normal arrow or bolt (*which is destroyed by the spell's effects*) and a pouch of multi-colored sand.

**PRISMATIC CHAIN**

<b>School</b> Evocation
<b>Level</b> Sor/Wiz 8
<b>Components</b> V, S
<b>Casting Time</b> 1 standard action
<b>Range</b> Close (25 ft. + 5 ft./2 levels)
<b>Targets</b> One primary target, plus up to seven secondary targets within 30 feet
<b>Duration</b> Instantaneous
<b>Saving Throw</b> See text
<b>Spell Resistance</b> Yes

This spell blasts the targeted subject with a beam of scintillating light, which then refracts into an area prismatic spray that can strike secondary targets.

You must first hit primary target with a ray attack as a ranged touch attack. If it hits, the target is subjected to all seven colored effects of a prismatic spray spell, with a separate saving throw required for each effect. A single spell resistance check is allowed against the entirety of the spell; if it is made, the entire spell is negated. The spell likewise fails if the initial ray attack misses.

After striking the primary target, the beam splits into a rainbow of beams spreading in a 10 ft. radius from the initial target. Creatures within this area are struck by one or more beams of light with the power of a prismatic spray (*consult the prismatic spray spell*). Creatures with 8 HD or less struck by either primary or secondary beams are automatically blinded for 2d4 rounds.

**QUICKEN STRIDE**

<b>School</b> Transmutation
<b>Level</b> Sor/Wiz 0
<b>Components</b> V, S
<b>Casting Time</b> 1 standard action
<b>Range</b> Touch
<b>Target</b> Creature touched
<b>Duration</b> 1 round/ level
<b>Saving Throw</b> Will negates ( <i>harmless</i> )
<b>Spell Resistance</b> Yes ( <i>harmless</i> )

The recipient of this spell receives a five-foot enhancement bonus to their base land speed (*which also improves the recipient's Jump checks*). The spell does not enhance any other mode of travel (*swimming, flying, burrowing, etc.*)

**QUIET**

<b>School</b> Illusion ( <i>Glamer</i> )
<b>Level</b> Brd 3, Sor/Wiz 4
<b>Components</b> V, S, M
<b>Casting Time</b> 1 standard action
<b>Range</b> Touch
<b>Target</b> You or a creature or object weighing no more than 100 lb./level
<b>Duration</b> 10 min./level ( <i>D</i> )
<b>Saving Throw</b> Will negates
<b>Spell Resistance</b> Yes

Upon the casting of this spell, the target is dampened from producing any sound. All sounds emanating from the target or created by something attached to it are strongly muffled. The target may not speak, cast spells with verbal components, use magic items that involve sound, or issue any noise whatsoever.

On the other hand, this spell does not prevent sounds that are indirect results from the target's actions, such as dropping an object on the ground or stepping on a twig that breaks.

The result is that the target has a +15 enhancement bonus on Move Silently checks for the duration of the spell. The spell can be centered on a creature or an object. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects do not. This spell does not prevent outside sounds from reaching the target, and thus it does not provide a defense against sonic or language-based attacks.

**Material Component** A piece of cotton and a pinch of sand.

**QUIET, GREATER**

<b>School</b> Illusion ( <i>Glamer</i> )
<b>Level</b> Brd 4, Sor/Wiz 5
<b>Casting Time</b> 1 round
<b>Duration</b> 1 round/level ( <i>D</i> )

This spell functions similar to quiet except for duration, casting time, and some of the spell's effects. The subject gains a +20 enhancement bonus to Move Silently checks for the duration of the spell. If the

subject accepted the spell willingly (*i.e. did not attempt a Will save*) then he retains the ability to voluntarily speak, cast spells with verbal components, and use magic items that involve sound.

## REKINDLE

**School** Evocation [Fire]

**Level** Sor/Wiz 2

**Components** V, S, M

**Casting Time** 1 Standard Action

**Range** Close (25 ft. + 5 ft. /level)

**Area** 10-foot 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 Component** A small piece of partially-burnt wood.

## RENDING MIST

**School** 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 Spellcraft 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 DR.

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 Conjuration (*Healing*) spells, such as cure moderate wounds, that are cast within the cloud heal the minimum possible amount of damage.

## RIPPING SANDS

**School** Evocation [Air; Earth]

**Level** Sor/Wiz 3

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft. /level)

**Target** All creatures within a 30-foot radius

**Duration** Instantaneous

**Saving Throw** Reflex half; Fortitude negates; see text

**Spell Resistance** Yes

With this spell, the caster is able to use the wind to raise up powerful sand storms that blind creatures and damage them through violent abrasion. Provided there is enough sand in the area to create the effect, the spell causes the sand to swirl around the area, slicing and biting into the victims' flesh, inflicting 1d6 hit points per two caster levels (*maximum 10d6 at 20th level*) with a Reflex save for half. Those caught within the area of effect who fail the Reflex save are blinded for 1d4 rounds by the stinging sand.

All creatures that suffer damage from this spell may ignore an amount of damage equal to their flat-footed AC, as the sand has a harder time lashing less-exposed flesh.

Finally, breathing in the swirling sands is almost impossible. Those who fail the Reflex save must also

make a Fortitude save or be slowed to half movement for 1d4 rounds as they cough and struggle to get clean rather than filthy air into their lungs.

**Material Component** A handful of sand that is tossed into the air during casting.

## SCATTER

**School** Transmutation

**Level** Brd 0, Sor/Wiz 0

**Components** S

**Casting Time** 1 standard action

**Range** 15 feet

**Area** 10 ft. radius spread

**Duration** Instantaneous

**Saving Throw** Will negates (*object*)

**Spell Resistance** No (*object*)

This spell is a localized burst of telekinetic energy. It is not very powerful but occurs as a violent thrust that can move any object weighing less than 1 ounce up to 5 feet away for every two caster levels (*maximum distance of 20 feet*). Originally used for mischievous purposes, it is not uncommon to see the spell used to whip a lethal scroll out of another caster's hands or disrupt ritualistic circles that often depend on having small material components placed in specific spots at the time of performing the ritual. Unattended objects receive no save, while attended objects use the bearer's Will save.

## SHOCKING STRIKE

**School** Transmutation [*Electricity*]

**Level** Sor/Wiz 2

**Components** V, S

**Casting Time** 1 action

**Range** Touch

**Target** Metal weapon touched

**Duration** Until discharged

**Saving Throw** None

**Spell Resistance** Yes (*object*)

You imbue a metal weapon (*or weapon with a metallic head or tip*) with an electrical charge. When the weapon next strikes a target, it delivers a jolt of electricity (*1d8 points of additional electrical damage, +1 point per caster level to a maximum of +20*). If the weapon is used against an opponent in metallic armor and the attack misses, but would have hit if not for the target's armor bonus, then the weapon strikes the armor and still does its electrical damage (*but not its normal weapon damage, which doesn't get through the target's armor*).

## SLIME BURST

**School** Evocation

**Level** Sor/Wiz 2

**Components** V, S, F

**Casting Time** 1 standard action

**Range** Close (*25 ft. + 5 ft./2 levels*)

**Area** 10-ft. radius

**Duration** Instantaneous

**Saving Throw** Reflex negates

**Spell Resistance** Yes

You cause an existing slime hazard – with a CR equal to or less than your caster level – to release arrows of slime outward in all directions, centered on the slime. Creatures within 10 feet must make a successful Reflex saving throw or else suffer the effects of the targeted slime.

**Focus** An existing natural, hazardous slime.

## SLUDGE STREAM

**School** Conjuraction (*Creation*)

**Level** Sor/Wiz 2

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Close (*25 ft. + 5 ft. / 2 levels*)

**Target** One creature

**Effect** A jet of adhesive black sludge

**Duration** 1 round/level

**Saving Throw** Reflex partial

**Spell Resistance** Yes

When cast, it releases a stream of black sludge that entangles its target upon impact and hardens almost immediately when exposed to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make successful Reflex save or be glued to the surface beneath them, unable to move. Even if they make a successful save, the target can move at only half speed. Huge or larger creatures are unaffected by this spell.

A flying creature that uses its wings to fly must make a successful Reflex save or be unable to fly and fall to the ground. This spell does not function underwater. A creature that is glued to the floor (*or unable to fly*) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the sludge with a slashing weapon. A creature trying to scrape sludge off itself, or another creature assisting, does not need to make an attack roll; hitting the sludge is automatic, after which the creature makes a damage roll to see how much sludge was scraped off.

Once free, the creature can move, although its movement modes are all halved. A creature capable of spell-casting who is bound by the sludge must make a DC 15 Spellcraft check to cast a spell. The sludge becomes brittle and fragile after the spell's duration ends, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the sludge immediately and ends the spell.

**Material Component** A small dab of tar, tree sap, or glue of some sort.

## SPELLCHAIN GROUNDING

**School** Abjuration

**Level** Sor/Wiz 5

**Components** V, S, M

**Casting Time** 1 standard action

**Range** Personal

**Target** You

**Duration** 1 min/level (D)

This spell creates an invisible aura around you that attracts secondary effects of chain-type spells, such as chain lightning or prismatic chain. Anytime you are within range of a secondary beam or effect from such a spell, all such secondary beams automatically arc to you and are negated.

This spell does not prevent damage to you if you are the primary target of such an effect, though it does prevent any secondary beams from then arcing out from you and striking others.

**Material Component** An iron nail.

## SPELL LEGS

**School** Universal

**Level** Brd 5, Sor/Wiz 5

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft./2 levels)

**Area/Effect** Spell effect already created

**Duration** Concentration up to 1 round/level

**Saving Throw** Special, see text

**Spell Resistance** Special, see text

You usurp control of a spell with an ongoing effect such as a fog cloud, stinking cloud or darkness spell and can move it at a rate of 20 ft. round as a move equivalent action. After casting this spell at the effect in question you must make a Knowledge (*Arcana*) check with a DC value determined by the level of the caster that created the spell (*DC 10 + caster level of effect*). If you cast the spell yourself you automatically succeed. A successful check allows you to direct

the movement of the spell effect as a move equivalent action. Spell effects that cannot be cast into certain areas or locations cannot be moved into those locations with spell legs.

If the spell is under control of a spell caster already, such as a flaming sphere, you must first make the above check, and then make a Concentration check opposed by the Concentration check of the caster presently in control of the spell. If both checks succeed you wrest control of the spell away from the original caster and can turn the spell against them.

When the spell effect is moved over a target creature, that creature must make any saving throws the spell effect permits to avoid its effects.

The saving throw, and spell effects, are those of the originally cast spell. If the creature has spell resistance a caster level check is made using the original caster's level.

You can't usurp control of any spell effect above 3rd-level and the original caster can still dismiss any spell that can be dismissed.

## THUNDERBOLTS

**School** Evocation [*Electricity*]

**Level** Sor/Wiz 4

**Components** V, S, M

**Casting Time** 1 action

**Range** Medium (100 ft. + 10 ft./level)

**Effect** Ray

**Duration** Until discharged (D)

**Saving Throw** Fortitude negates (*see below*)

**Spell Resistance** Yes

When you cast this spell, a spear of lightning appears in your hand. You can hurl this thunderbolt as a ranged touch attack and it does 1d6 points of damage per two caster levels (*maximum of 10d6*). Additionally, the target must make a Fortitude saving throw or be deafened by the thunderous blast for 2d4 rounds. You can hurl one thunderbolt for every four caster levels that you have (*two at 8th-level, three at 12th-level, and so forth*). Remaining unused thunderbolts count as holding a touch spell. You can hurl one thunderbolt per round.

**Focus** A piece of amber.

## THUNDER STRIKE

**School** Transmutation [*Sonic*]

**Level** Sor/Wiz 2

**Components** V, S

**Casting Time** 1 action

## Range Touch

**Target** Creature touched

**Duration** Until discharged

**Saving Throw** Fortitude partial

**Spell Resistance** Yes (*object*)

You imbue yourself or a touched creature with a magical charge. When the creature next strikes a target (*unarmed or with a melee weapon*), the blow resounds with a clap like thunder that does 1d8 points of additional sonic damage, +1 point per caster level (*maximum* +20). The target must also make a Fortitude save or be deafened for 2d4 rounds. A successful save means the target is not deafened, but still suffers the additional damage.

## TREMORSTRIKE

**School** Evocation [*Earth*]

**Level** Sor/Wiz 2

**Components** V, S

**Casting Time** 1 standard action

**Range** Personal

**Area** 30-ft.-radius burst centered on you

**Duration** Instantaneous

**Saving Throw** None

**Spell Resistance** None

You stomp your foot on the ground, causing a ripple in the surrounding earth. The shockwave attempts to knock all other creatures off their feet. Treat this as a trip attempt against all other creatures within the burst.

The ripple is treated as one size category larger than you, and has a Strength modifier equal to one third your caster level (*maximum* +6).

This spell has no effect if you are not touching the ground, nor against creatures who not touching the ground.

## VITRIOLIC GOUT

**School** Evocation [*Acid*]

**Level** Sor/Wiz 3

**Components** V, S, M

**Casting Time** 1 standard action

**Range** 40 ft.

**Effect** A cone-shaped burst of acid

**Duration** Instantaneous

**Saving Throw** Reflex half

**Spell Resistance** Yes

You are able to expel a cone of corrosive acid from your mouth that dissolves everything in its path but does not harm you. Any creature within the cone's area

takes 1d6 points of acid damage (maximum 10d6) but a successful Reflex save reduces this damage by half.

**Material Component** A serpent's tongue

## WAR MACHINE

**School** Conjuration (*Creation*)

**Level** Sor/Wiz 9

**Components** V, S, M

**Casting Time** 1 round

**Target** 5,000 pounds of non-magical metal, no individual pieces of which can be more than 30 feet apart.

**Range** Close (25 ft. + 5 ft. / 2 levels)

**Effect** One iron golem created from the metal

**Duration** 1 round/level

**Saving Throw** None

**Spell Resistance** No

This spell summons an iron golem to fight for you or perform other appropriate tasks as you direct it. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell creates telepathic rapport with the iron golem for purposes of ordering it to do something but it can also be commanded verbally as well. At the end of the spell's duration or when the golem is destroyed, it collapses back into the individual metal pieces that formed it. The metal used to form the golem becomes magically inert and cannot be used to cast this spell a second time for a period of 24 hours.

**Material Component** A metal, miniature golem replica plus at least 5,000 pounds of metal. Some nobles and other powerful individuals who wish to be able to use this spell to defend a particular area have been known to commission a statue of the appropriate material and weight to be placed at the desired location. If the metal to be used for the golem is already in the form of a single statue, then the miniature replica is not needed.

## WATER SPRAY

**School** Conjuration (*Creation*) [*Water*]

**Level** Sor/Wiz 0

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 ft. + 5 ft. / 2 levels)

**Effect** Spray of water

**Duration** Instantaneous

**Saving Throw** Reflex negates

**Spell Resistance** No

A spray of water shoots from your hand. It is of sufficient quantity to soak a creature of Medium size or

smaller. On a successful ranged touch attack you can extinguish a torch or other unprotected light source of similar size or smaller; you can extinguish protected light sources (*i.e. lanterns*) 50% of the time.

If you succeed at a ranged touch attack against a creature you strike the creature's eyes and the creature is dazzled for 1 minute unless it succeeds at a Reflex save. Sightless creatures as well as creatures already dazzled are not affected by water spray.

## WATERBLAST

**School** Evocation [*Water*]

**Level** Sor/Wiz 1

**Components** V, S

**Casting Time** 1 standard action

**Range** Close (25 feet + 5 ft./2 levels)

**Duration** Instantaneous

**Saving Throw** None

**Spell Resistance** Yes

With this spell, you produce a powerful jet of pressurized water that erupts from the palm of your hand, striking a target with a successful ranged touch attack. The water jet strikes the target with tremendous impact, inflicting 1d8 damage, plus one per caster level (*maximum +10*). Creatures with the fire subtype take double damage from this spell, or regular damage on a successful save.

Because of the impact of the water jet, the victim struck must also make a Strength check, DC 10 plus your caster level (*maximum +10*) or be knocked back 5 feet as if by a bull rush maneuver.

## WATERY FORM

**School** Transmutation

**Level** Sor/Wiz 3

**Components** S, M

**Casting Time** 1 action

**Range** Touch

**Target** Willing corporeal creature touched

**Duration** 2 minutes/level (*D*)

**Saving Throw** None

**Spell Resistance** No

The subject and all his gear become a living, mobile mass of water. The subject gains damage reduction 20/+1. His material armor (including natural armor) becomes ineffective, though the subject's size, Dexterity, deflection bonuses, and armor bonuses from force based

armor (such as the spell, armor) remain effective. The subject is immune to critical hits, poison, disease, and suffocation. He can't attack or use spells with verbal, somatic, material, or focus components while in watery form. The subject loses supernatural abilities while in watery form. If he has a touch spell ready for use, it is discharged harmlessly when the spell takes effect.

A creature in watery form can flow along the ground at a speed of 10 feet and can pass through small cracks and openings (*although the smaller the opening, the longer it will take for the creature's entire mass to pass through it*). Creatures in watery form can swim at a speed of 30 feet without having to make Swim checks and they gain a +10 bonus to Hide and Move Silently checks while in water. The creature can separate from a larger mass of water (*or other liquid*) at will.

**Material component** A few drops of salt water.

*Written by Simon Rocquette and Louis Porter Jr.*



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CHARACTER NAME

PLAYER

CLASS &amp; LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b>				
<b>DEX</b>				
<b>CON</b>				
<b>INT</b>				
<b>WIS</b>				
<b>CHA</b>				

HP	TOTAL	DR

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	TOTAL	DEX MODIFIER	MISC. MODIFIER

SPEED	BASE SPEED	WITH ARMOR	TEMP MODIFIERS

FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____ = DEX			
<input type="checkbox"/> APPRAISE	_____ = INT			
<input type="checkbox"/> BLUFF	_____ = CHA			
<input type="checkbox"/> CLIMB	_____ = STR			
<input type="checkbox"/> CRAFT (_____)	_____ = INT			
<input type="checkbox"/> CRAFT (_____)	_____ = INT			
<input type="checkbox"/> CRAFT (_____)	_____ = INT			
<input type="checkbox"/> DIPLOMACY	_____ = CHA			
<input type="checkbox"/> DISABLE DEVICE*	_____ = DEX			
<input type="checkbox"/> DISGUISE	_____ = CHA			
<input type="checkbox"/> ESCAPE ARTIST	_____ = DEX*			
<input type="checkbox"/> FLY	_____ = DEX			
<input type="checkbox"/> HANDLE ANIMAL*	_____ = CHA			
<input type="checkbox"/> HEAL	_____ = WIS			
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<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____ = INT			
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____ = INT			
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<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____ = INT			
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	_____ = INT			
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<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____ = INT			
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____ = INT			
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<input type="checkbox"/> PERCEPTION	_____ = WIS			
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<input type="checkbox"/> PROFESSION* (_____)	_____ = WIS			
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<input type="checkbox"/> RIDE	_____ = DEX			
<input type="checkbox"/> SENSE MOTIVE	_____ = WIS			
<input type="checkbox"/> SLEIGHT OF HAND*	_____ = DEX			
<input type="checkbox"/> SPELLCRAFT*	_____ = INT			
<input type="checkbox"/> STEALTH	_____ = WIS			
<input type="checkbox"/> SURVIVAL	_____ = WIS			
<input type="checkbox"/> SWIM	_____ = STR			
<input type="checkbox"/> USE MAGIC DEVICE	_____ = CHA			

☐ CLASS SKILL \* TRAINED ONLY  
CONDITIONAL MODIFIER:

LANGUAGES:

AC	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER

TOUCH	FLAT-FOOTED	MODIFIER

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b>							
<b>REFLEX</b>							
<b>WILL</b>							

BASE ATTACK BONUS	SPELL RESISTANCE

CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIER

CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEX MODIFIER	SIZE MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>

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**PLAYER**

**OGL**  
3.5 SYSTEM COMPATIBLE

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

RACE

## ALIGNMENT

SPELLS				
SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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**DOMAINS/SPECIALTY SCHOOL**


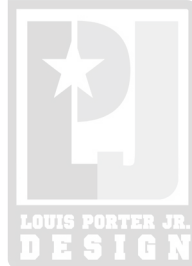
9TH

[illegible][illegible]



LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	PUSH OR DRAG	<input type="checkbox"/>


MONEY	
CP—	
SP—	
GP—	
PP—	

NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
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RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						

NAME		RACE / CLASS		LVL		
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Languages						
						
Special / Notes						
						

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NAME		RACE / CLASS		LVL		
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Languages						
						
Special / Notes						
						

NAME		RACE / CLASS		LVL		
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DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
