

# Designers

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## The Magic of Trolls

Just as different cultures develop different languages, different art styles, different values, and different styles of combat, it's no surprise that different cultures also develop different magical practices, as well. This book explores some of the magic of trolls, and serves as a grimoire of a variety of trollish spells, many of which, due to the unique ways in which trolls practice their magical arts, are being committed to ink and paper for the very first time.

It is a common misconception that trolls are a race that is poorly suited to magic. Though trolls, as a race, do not inherently possess the any magical abilities, as some other races do (besides perhaps their famous regenerative qualities), and few trolls have either the wit or pure force of will to pursue most arcane forms of magic, trolls nonetheless have powerful magical traditions which date back millennia, and are handed down through oral traditions and mystical rites, and which has several similarities with the types of druidism practiced by many of the more civilized races.

Relatively few trolls practice magic. There are a few reasons for this, not the least of which is that most trolls are not much better suited to trollish magic than they would be in a wizard's college, but that is not the only reason. Many trolls live outside of society, existing as lone predators or small, single-family groups. Of these trolls, almost none develop any interest in magic. Troll mages come almost exclusively from the rare, but not entirely unheard of, troll communities, which usually contain anywhere from a dozen to a few score trolls.

In these communities, it is ancient tradition for there to be a small handful of troll mages: generally no more than three or four at any given time, including any apprentices in training. When a need is felt for another troll mage, the youths of the tribe are tested, and the one with the strongest affinity for magic is chosen to become an apprentice. To be chosen in this way is neither an honor nor a disgrace in these societies, it simply is. Those who become apprentice mages are not envied by their peers, for they must sit out on much of the hunting and war-making of the tribe, but their task is a necessary one.

Like many giants, trolls have an almost supernatural connection to the land on which they live. This is part of the reason why there are so many species of troll, and why they tend to reflect the terrain in which they reside. This also applies to the troll's magic, and most troll spellcasters become druids, or clerics with nature-themed domains. Troll magic is not strictly religious in nature, but at the same time, cannot be entirely separated from it. Troll clerics do not worship gods, as many clerics of other races do, but rather commune with the land and receive the gift of magic from it. Many of the trolls' unique spells also have to do with the land, and the troll's connection with it.

Troll magic is highly ritualized, and often contains much longer incantations, much more elaborate somatic components, and several more material components than are truly necessary. The spells contained in this book have removed these excess components.

## New Spells

The following spells are presented in alphabetical order, with the exception of those whose names beging with "lesser," "greater," or "mass."

#### **BURST OF VIGOR**

School transmutation; Level bloodrager 4, cleric/oracle 4, druid 4, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level (D)

Your natural healing processes are driven into overdrive as your body overflows with life energy. If you do not have regeneration, you gain an amount of regeneration equal to 1/2 your caster level (rounded down), which is overcome by acid or fire damage.

If you already have regeneration, the spell's effects are somewhat different. The amount of damage you heal each round from your regeneration increases by an amount equal to 1/4 your caster level (rounded down). Additionally, whatever type of damage normally interferes with your regeneration only does so if you suffer at least 10 points of damage of that type in a given round (for example, a troll under the effects of this spell would need to suffer 10 points of acid and/or fire damage in a round in order for his regeneration to be stopped).

This spell leaves you incredibly tired and hungry at the end of its duration, as the energy expended to enhance your healing takes its toll. Once the spell ends, you must succeed on a Fortitude save (DC 10 + 2 per round you were affected by the spell) or become fatigued, and suffer 1d6 points of nonlethal damage for every point by which the result of your saving throw was less than the DC, to a maximum amount of damage equal to your maximum hit points minus 1. Damage inflicted in this way cannot be healed until you consume at least 1 day's worth of food for every 10 points of nonlethal damage inflicted in this way.

#### CREATE CAVE

School conjuration (creation); Level druid 2, ranger 3, shaman 2, witch 3 Casting Time 1 minute Components V, S, DF Range touch Effect extra-dimensional cave 15 ft. tall, 15 ft. wide, and 10 ft. deep/2 levels, centered on the touched point Duration 8 hours + 1 hour/2 levels Saving Throw none; Spell Resistance no

You create a cave entrance in an existing structure of natural earth or stone. The mouth of the cave is vertical, 15 feet tall and 15 feet wide. There must be enough surface space of natural earth or stone in the touched location to accommodate the cave entrance, or the spell fails. The surface space does not need to be perfectly vertical, but must be more or less so.



The inside of the cave resembles the rock or earth on the outside, but it is actually an extra-dimensional space, so this spell cannot be used to tunnel through earth or rock. The interior of the cave is more or less a straight line directly back, although the walls are rough and unworked. You can cast *create cave* on walls on the interior of the cave, allowing you to create larger and more complex configurations with multiple castings of the spell.

When the spell ends, any creatures or objects within the extra-dimensional space it created are gently deposited outside the area where the cave's mouth was, completely unharmed.

#### CREATE CAVE, GREATER

School conjuration (creation); Level druid 4, shaman 4, witch 5 Casting Time 1 minute Components V, S, DF Range touch Effect extra dimensional cave no larger than 2 10-ft.-cubes/ level, originating from the touched point Duration 1 day/level Saving Throw none; Spell Resistance no

This functions as *create cave*, except as noted here. You have much greater control over the layout and formation of the cave, allowing you to shape its interior as you like. This includes creating stalactites, stalagmites, pools of water, pits, and other simple, naturally-occurring phenomena. You can also choose to include common, simple, non-intelligent plants or fungi that occur naturally in caves, including bioluminescent mosses and lichens, but anything with a listed market value cannot be created in the cave in this way.

*Greater create cave* can be made permanent with a *permanency* spell. The minimum caster level required to do so is 11th, and the cost in gp is 5,000. At the beginning of each month, the interior of the cave is restored to its original state, undoing any damage made to its surfaces, and renewing any water, plants, fungi, or similar features within the cave to their original state.

#### **CURSE OF MORTALITY**

School necromancy [curse]; Level antipaladin 3, cleric/ oracle 3, shaman 3, sorcerer/wizard 4, witch 3 Casting Time 1 standard action Components V, S, M (a chunk of your own flesh, 1 inch by 1 inch) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration permanent Saving Throw Fortitude negates, Fortitude partial, see text; Spell Resistance yes

Occasionally used by trolls as an extreme punishment, in addition to exile from their clan, this spell greatly reduces a creature's natural healing abilities. If the target has fast healing or regeneration, it loses that ability for as long as it is affected by this spell. If the target does not have fast healing or regeneration, the effects are less immediately obvious, but are still quite severe: each night, in order to gain the normal benefits of rest (including healing hit points and ability score damage, but not recovering from



fatigue or exhaustion, or the ability to regain spells or other class features that can be used a limited number of times per day), the target must succeed on a Fortitude save. Failure indicates that they do not gain those benefits that day. Success on this saving throw does not end the spell's effects.

#### **CURSE OF SUNSTONE**

School transmutation [curse]; Level druid 4, magus 4, shaman 5, sorcerer/wizard 5, witch 4 Casting Time 1 standard action Components V, S, M/DF (a mountain stone carved with the name of the target) Range close (25 ft. + 5 ft./2 levels) Target one corporeal creature Duration permanent Saving Throw Will negates, Fortitude partial; Spell Resistance yes

This curse is commonly used by troll shamans on trolls that are cast out of their tribes, so much so that some chroniclers believe that its effects are a natural part of troll physiology. Whenever the wearer is exposed to direct, natural sunlight (a *daylight* spell, or similar, is not sufficient), he must succeed on a Fortitude save or be petrified, as the spell *flesh to stone*, for as long as he remains exposed to the natural sunlight. He must continue to make the Fortitude save each round that he remains exposed, until he fails or he escapes the direct sunlight.

If the target is currently exposed to direct sunlight at the time that this spell is cast, he receives a +2 bonus on his Will save to negate the spell's effects.

#### FEARSOME DEMEANOR

School transmutation; Level alchemist 1, antipaladin 1, bard 1, bloodrager 1, cleric/oracle 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a bit of marrow from a boar's tusk, eaten as part of casting the spell) Range personal Target you Duration 1 min./level

Your face and body contort into a gruesome and gritty version of yourself, while your voice becomes deeper and more menacing. You gain a +10 bonus on Intimidate checks. Additionally, you ignore any penalties on Intimidate checks due to being smaller than the target, and double any bonuses on Intimidate checks due to being larger than the target.

#### HEART REGROWTH

School necromancy; Level druid 5, shaman 5, witch 5 Casting Time 1 hour Components V, S, M (special oils and incense worth 100 gp, a handful of cracked eggshells) Range o ft. Effect one living heart Duration permanent; see text Saving Throw none; Spell Resistance no

This unusual spell can only be cast successfully by trolls and other creatures capable of regeneration, as part of its casting requires the removal of your heart from your body. You channel your regenerative energies out of your body and into your still-beating heart, allowing it to remain alive indefinitely. As long as the spell remains in effect, your regeneration is halved (rounded down), but if you should ever die, your body regenerates from your heart, even if you were killed in a manner that would stop regeneration.

Your heart has a number of hit points equal to your Hit Dice, an AC of 7, and regeneration equal to 1/2 the normal amount of your regeneration (rounded up). This regeneration can be overcome by the same means as your normal regeneration. If damaged, the heart regenerates up to a full heart, but stops there. If you die, your soul immediately transfers to the heart, and you begin regenerating from it. Once you regenerate, the spell ends, and your regeneration returns to normal. If you are on another plane of existence than your heart at the time of your death, you soul is unable to find the heart, and this spell ends. Similarly, if you are killed in a manner that traps or destroys your soul, the spell ends, but any attempt to trap your soul after your death (such as *soul bind*) automatically fails, as the soul has already traveled to your heart.

#### ROCK RAIN

**School** conjuration (creation) [earth]; **Level** druid 7, shaman 7

Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Area cylinder (60-ft. radius, 40 ft. high) Duration 1 round/2 levels (D) Saving Throw Reflex partial; Spell Resistance no

You cause boulders to rain from the sky in the affected area. Each round, 1d4 boulders, roughly five feet in diameter, rain down in the area, striking targets of your choosing. For each boulder, make a ranged touch attack. If the attack hits, the target suffers 3d6 points of bludgeoning damage, or 5d10 points of bludgeoning damage if the target is a building or other non-creature object of Medium size or larger. Creatures of Medium size or smaller that are damaged by this spell must succeed on a Reflex save or be knocked prone. You can't direct more than one boulder per round at the same creature, although you can direct multiple boulders per round at buildings, up to one boulder per 10 square feet the building possesses.

The boulders break upon impact, covering the square that they hit with dense rubble (it costs 2 squares of movement to enter a square with dense rubble, the DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2). At the end of the spell's duration, rocks cease to fall in the affected area, but any damage inflicted by rocks previously, and any remaining rubble, does not go away.

#### TRACKER'S NOSE

School transmutation; Level alchemist 2, bard 2, bloodrager 2, druid 2, inquisitor 2, shaman 2, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (the pickled nose of a dog, pig, or wolf) Range touch Target creature touched Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The target's sense of smell is significantly boosted. If the target already has the scent special quality, it improves greatly; the range at which he can detect scents is multiplied by 5 (150 feet for most creatures, 300 if the opponent is upwind, or 75 if the opponent is downwind). The target also gains a +10 competence bonus on Perception and Survival checks made to find or track creatures using scent. Finally, the target can automatically detect the scent of blood, and can do so at up to twice the range that it can use scent to detect creatures (300 feet for most creatures, 600 if the opponent is upwind, or 150 is the opponent is downwind). If the target does not already possess the scent special quality, he gains it for the spell's duration.

#### TROLL CLAIM

School evocation; Level antipaladin 4, bloodrager 4, cleric/ oracle 5, druid 5, inquisitor 5, magus 5, shaman 5, witch 5 Casting Time 24 hours Components V, S, M/DF (5 oz. of your own blood, special oils and incense worth 250 gp) Range touch Area 60-ft.-radius emanating from the touched point Duration permanent; see text Saving Throw none; Spell Resistance no

You stake a primal and mystical claim to the affected area, which responds by granting you the strength to defend the area from others who might seek it as their own. As long as you are in the affected area, you are affected as though by the spells *bear's endurance, bull's strength*, and *cat's grace*. If you have regeneration or fast healing, the amount of that regeneration or fast healing increases by 5 while you are in the affected area. Otherwise, you gain fast healing 5 for as long as you are in the affected area. Finally, your natural armor bonus to AC increases by +2 as long as you are within the affected area.

You can have a maximum number of active *troll claims* at any given time equal to your caster level, though they must all border one or more of your other *troll claims* to form a single, contiguous area. If you create a *troll claim* whose area is not contiguous with any existing *troll claims* you have created, or you create a new *troll claim* when you already have a number equal to your caster level, all previous *troll claims* end immediately.

#### TUSKS OF THE HIGH CHIEF

School transmutation; Level bloodrager 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a live dung beetle) Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You cause the creature's tusks, or similar body parts (fangs, oversized teeth, horns, etc.), to grow, becoming razorsharp in the process. The target's bite or gore attack deals damage as though he were one size category larger than he actually is (this does not stack with any other effects that cause him to treat his bite damage as though he were larger than he is). Additionally, he treats the bite or gore attack as having a critical multiplier one higher than it otherwise does, and increases its critical threat range by 1. If the target has both a gore and a bite attack, you must choose which one the spell applies to when it is cast: it does not affect both. If the target does not already have a bite or gore natural attack, this spell has no effect. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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# Discover the Magic of Trolls!

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There are many different approaches to magic, and different groups are able to master it in different ways, creating strange and exotic spells that others would never dream of. Trolls are no different in this regard, and while many of the trolls in the Pathfinder Roleplaying Game are not very well inclined towards magic, trolls in other fantasy media are rife with strange, primitive rituals and shamanistic traditions, the flavor of which we attempt to capture with the spells in this book.

This book contains 11 new spells for a wide variety of spell lists. all of which are thematically linked to the primitive (but no less effective) magic of trolls. Burst of vigor can grant powerful

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regeneration in combat, or improve the target's existing regeneration, but comes at the cost of weakening the target when the spell ends. Create cave allows you to create an extradimensional cave from any rock surface, an ability especially useful for victims of the curse of sunstone, which causes the target to be petrified in direct sunlight. Derhaps the most potent troll spell, heart regrowth allows creatures with regeneration to remove their still=beating heart and hide it away somewhere, allowing them to regenerate from their heart rather than their corpse, should they die.

Whether you're looking for unique and exciting spells for your trolls or similarly savage NPCs, or just want to expand your wizard's ever=growing spellbook, the magic of trolls is not to be overlooked!

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