Rite Publishing Presents

101 0-Jevel Spells

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By Steven D. Russell



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Rite Publishing Presents:

101 0-Jevel Spells

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o-Jevel Bard Spells

Alter Taste: Changes the taste of one meal to a taste that is pleasant for the creature consuming it.

Animate Tools: Tools automatically perform simple tasks.

Blossom: Causes flowering plant to blossom.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Cloth Armor: Unworn clothing becomes armor.

Crack: Inflicts damage to a single object, undead or construct creature.

Dark Baubles: Object casts deep shadows in 20 ft. radius.

Decrypt: Helps decipher a coded message or cipher.

Detect Charm: Determines whether a creature is under a *charm* effect.

Detune: Removes the tuning from a nearby instrument.

Dim: Dims light sources within 100 feet of object touched.

Disorienting Quake: One creature is shaken and must make a Acrobatics check or fall prone.

Encrypt: Encode a message to protect it from view.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Guide Vessel: A ship, cart, or wagon moves as you command.

Pause: Decrease target's initiative by 4. (Immediate) **Layer of Ice:** Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away. **Light My Fire:** Starts a fire quickly.

Lightsight: Negate penalties caused by light.

Low Blow: Target takes 1 point of bludgeoning damage, and becomes sickened for 1 round.

Mishap: You create a minor mishap.

Overlook: Hides a small object in plain sight. **Pants:** Removes target's pants.

Pointer: Shines a beam of light from your finger.

Putrefy Food and Drink: Spoils and poisons food and drink.

Quicken Stride: Increase touched creature's land speed.

Quill: Creates a writing quill with limitless ink.

Restlessness: Target cannot sleep for 24 hours.

Rigged Coin: Causes target coin to always land on face you choose.

Shelve: Returns a book to its shelf in the proper place.

Sign of Discovery: Grant +2 insight bonus to your next knowledge, perception or sense motive check. **Signal:** Creates a loud sound.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest. **Slapping Hand:** Disembodied hand slaps target for 1 point of damage.

Smoke Image: Caster creates any shape out of existing smoke.

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Song of Serenity: Subject is cured of fatigue.

Spook Animal: Target animal is panicked.

Timer: Creates a single sound after a preset amount of time.

Trifling Image: Creates tiny and immobile image. **Ultrasonic Ray:** Ranged touch attack inflicts 1d3 points of sonic damage.

Unseen Attendant: Cleans and straightens you and your clothing.

o-Jevel Cleric Spells

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Animate Tools: Tools automatically perform simple tasks.

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Askew Balance: Target creature falls prone.

Balance Weapon: Weapon becomes easier to use. **Canny Effort:** Caster gains a +2 competence bonus on next skill check.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Ceremonial Servant: You create a shadowy figure that can participate in ceremonies or rituals.

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Countervailing: Helps compensate for, but does not dispel or eliminate, the effects of a detrimental spell.

Crack: Inflicts damage to a single object, undead or construct creature.

Crystal Symbol: Launches crystal that inflicts 1d3 points of divine damage.

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Dim: Dims light sources within 100 feet of object touched.

Detect Charm: Determines whether a creature is under a *charm* effect.

Discern Health: Can read the target creature's health from his aura.

Divining Rod: Use natural spirits as a guide to food or water.

Drench: Puts out Fine or Tiny fires and deals 1 point of nonlethal damage.

Eyes of the Augur: Gain a +10 bonus to Spellcraft checks to identify a spell.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Heaven's Teardrop: You cause a bit of light to coalesce into a teardrop and fall from the sky doing 2 points of damage to a single target.

Infuse Weapon: Touched weapon deals +1 damage of a chosen energy type.

Light My Fire: Starts a fire quickly.

Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Long-Range Weapon: Thrown weapon or projectile gains 50% more range.

Low Blow: Target takes 1 point of bludgeoning damage, and becomes sickened for 1 round.

Magic Spike, **Lesser**: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Mishap: You create a minor mishap.

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Putrefy Food and Drink: Spoils and poisons food and drink.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shelve: Returns a book to its shelf in the proper place.

Sickening Smell: You conjure a small cloud of pollen or incense that inflicts the sickened condition. Sign of Discovery: Grant +2 insight bonus to your

next knowledge, perception or sense motive check. Simple Bed: Creates a comfortable place to sleep

giving caster +1 hp to normal healing rate for bed rest. Spook Animal: Target animal is panicked.

Stonesense: Gain stonecunning ability as a dwarf.

Summarize: Quickly summarize a text of up to 250 pages.

Thicken: You can alter the strength and thickness of small inanimate objects.

Touch of Fatigue: Target becomes fatigued. (Immediate)

Touch of Lethargy: Target is staggered for one round.

Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Virulence: Weakens the innate resistance of its target making him more susceptible to poison and disease effects.

o-Jevel Druid Spells

Animate Tools: Tools automatically perform simple tasks.

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Blossom: Causes flowering plant to blossom.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Ceremonial Servant: You create a shadowy figure that can participate in ceremonies or rituals.

Countervailing: Helps compensate for, but does not dispel or eliminate, the effects of a detrimental spell.

Crack: Inflicts damage to a single object, undead or construct creature.

Create Snow: Generates clean, unpolluted snow. Crystal Symbol: Launches crystal that inflicts 1d3 points of divine damage.

Daze Animal: Dazes one animal of 4 or fewer HD.

Dim: Dims light sources within 100 feet of object touched

Discern Health: Can read the target creature's health from his aura.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Heaven's Teardrop: You cause a bit of light to coalesce into a teardrop and fall from the sky doing 2 points of damage to a single target.

Laver of Ice: Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away.

Light My Fire: Starts a fire quickly.

Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Magic Spike, Lesser: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Mishap: You create a minor mishap.

Overlook: Hides a small object in plain sight.

Ouicken Stride: Increase touched creature's land speed.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shield Open Flame: Protects small fire from being extinguished.

Sickening Smell: You conjure a small cloud of pollen or incense that inflicts the sickened condition.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest. Spook Animal: Target animal is panicked.

Summon Nature's Minor Ally: As summon nature's ally I, but summons a Tiny or Diminutive animal.

Thicken: You can alter the strength and thickness of small inanimate objects.

Thorn of Light: shoots out a brilliant energy thorn. Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Virulence: Weakens the innate resistance of its target making him more susceptible to poison and disease effects.

Wooden Club: You create and can proficiently wield a club. (Swift)

o-Jevel Sorcerer/Wizard Spells

Abjuration

Idyllic Sleep: Willing target sleeps 8 hours regardless of conditions.

Layer of Ice: Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away.

Magic Spike, Lesser: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Parry Strike: Caster gains a +2 deflection bonus to AC against the next melee attack against him.

Parry Shot: Caster gains a +2 deflection bonus to AC against the next ranged attack against her.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shield Open Flame: Protects small fire from being extinguished.

Conjuration

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Conjurer's Toolbelt: Conjures any small tool for 1 min./level.

Elemental Sample: You create a 1-foot cubic block of an elemental substance.

Guardian Mote: Absorbs 1d3 damage from the next attack.

Quill: Creates a writing quill with limitless ink. Sand in Your Eyes: Deal 1 point of slashing damage and blind target for 1 round.

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Spider's Thread: Creates ropelike strand that is sticky on one end.

Unruly Bolt: Ray deals 1d2 points of damage of random energy type over time.

Wooden Club: You create and can proficiently wield a club. (Swift)

Divination

Bash: Caster gets a +2 insight bonus to next melee attack roll.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Decrypt: Helps decipher a coded message or cipher. Detect Charm: Determines whether a creature is under a *charm* effect.

Eyes of the Augur: Gain a +10 bonus to Spellcraft checks to identify a spell.

Omen Casting: If your target opponent made his previous save, your next spell DC improves by 1. (Swift)

Seeker: Caster gets a +2 insight bonus to next ranged attack roll.

Sign of Discovery: Grant +2 insight bonus to your next knowledge, perception or sense motive check. Stonesense: Gain stonecunning ability as a dwarf.

Summarize: Quickly summarize a text of up to 250 pages.

Enchantment

Awaken: Wake up one living creature. (Immediate) **Dawdle:** One target suffers a -4 penalty to initiative. (Immediate)

Pause: Decrease target's initiative by 4. (Immediate) **Restlessness:** Target cannot sleep for 24 hours.

Shadow Snag: Single shadow-casting target touched is entangled.

Subconscious Aggression: Causes Critical Fumble to become an attack on an ally.

Touch of Fascination: Touch leaves target fascinated for 1 round.

Evocation

Cauterize: Stabilizes but damages target.

Dark Baubles: Object casts deep shadows in 20 ft. radius.

Dim: Dims light sources within 100 feet of object touched.

Disorienting Quake: One creature is shaken and must make a Acrobatics check or fall prone.

Irksome Weapon: Weapon of force threatens target.

Light My Fire: Starts a fire quickly.

Pointer: Shines a beam of light from your finger.

Ray of Mercy: Ray deals 1d4 nonlethal damage. **Shelve:** Returns a book to its proper place.

Signal: Creates a loud sound.

Slapping Hand: Disembodied hand slaps target for 1 point of damage.

Trip Line: Creates a line of force, often used to trip creatures.

Ultrasonic Ray: Ranged touch attack inflicts 1d3 points of sonic damage. Unarm Foe: Disarms subject.

Illusion

Alter Taste: Changes the taste of one meal to a taste that is pleasant for the creature consuming it.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Gnome's Gold: Touched object appears more valuable than it is.

Overlook: Hides a small object in plain sight.

Phantasmal Tripwire: Illusion causes subject to fall prone and suffer 1d3 nonlethal damage.

Timer: Creates a single sound after a preset amount of time.

Trifling Image: Creates tiny and immobile image.

Necromancy

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Askew Balance: Target creature falls prone.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Low Blow: Target takes 1 point of bludgeoning damage, and becomes sickened for 1 round.

Spook Animal: Target animal is panicked.

Touch of Fatigue: Target becomes fatigued. (Immediate)

Touch of Lethargy: Target is staggered for 1 round. Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Transmutation

Animate Tools: Tools perform simple tasks. Balance Weapon: Weapon becomes easier to use. Blossom: Causes flowering plant to blossom. Bone Spurs: Spikes of the target's bones grow dealing 1d6 and +1 damage to its unarmed attacks. Clean: Thoroughly scour one object or small room. Cloth Armor: Unworn clothing becomes armor. Crack: Inflicts damage to a single object, undead or construct creature

Encrypt: Encode a message to protect it from view. Guide Vessel: Transport moves as you command. Infuse Weapon: Touched weapon deals +1 damage of a chosen energy type.

Iounic Transportation: Object orbits your head. Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Long-Range Weapon: Thrown weapon or projectile gains 50% more range.

Mishap: You create a minor mishap.

Pants: Removes target's pants.

Quicken Stride: Increase creature's land speed.

Rigged Coin: Causes target coin to always land on face you choose.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest. Smoke Image: Caster creates any shape out of existing smoke.

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Alter Taste

School: Illusion (Glamer); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (pinch of salt or spice) Range: 10 ft. Target: One meal of 1 cu. ft./level **Duration:** Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

This spell changes the taste of one meal to a taste that is pleasant for the creature consuming it. Note that this spell only disguises the taste of the meal and does not alter any other quality of it. While it will alter the taste of rotten meat, for instance, the meat will still be rotten. Furthermore, all parts of the meal taste the same no matter what is eaten. Thus soup, salad, main course, dinner roll and so on will all taste exactly alike since the spell masks any and all flavors with the taste. Each creature that tastes the meal will experience a different taste sensation depending on what his or her preference is. Thus, one creature might taste warm bread while another tastes raw meat.

This spell changes the taste of anything that is part of the meal at the time the spell is cast; if something is added later, such as gravy or poison, then the spell cannot alter that and the creature receives the proper taste of the added item. Creatures are instantly aware of this spell's effect upon the first bite and can choose to disbelieve the spell's effects at any time.

Animate Tools

School: Transmutation; Level: Brd o, Clr o, Drd o, Sor/Wiz o

Casting Time: 10 minutes **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels)

Target: One tool or one set of related tools. **Duration:** 8 hours

Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

The spell causes a tool - or a group of tools used together to perform a task – to animate and perform a task vou designate. These tools follow vour directions to the best of their abilities, but can only be used for their intended purpose. This spell allows you to complete an amount of work equivalent to a single person working for eight hours. The tools use your Craft or Profession check as appropriate. The tools may aid another. There are many other common uses of this spell that require no check, such as commanding a broom to sweep the floor or a shovel to dig a trench.

Only mundane tasks can be accomplished with this spell. It has no effect on crafting magic items. Under no circumstance can tools be used to attack a creature, though items can damage a structure if that is their intended purpose (such as a pick or an axe).



Antagonize Wound

Antagonize Wound

School: Necromancy; Level: Clr o, Drd o, Sor/Wiz

Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched **Duration:** 1 round/level (D); see text **Saving Throw:** Fort negates; Spell Resistance: Yes

With a touch, you cause an existing wound to deal 1 point of damage. Each round thereafter, the target must succeed on a Fortitude save or take an additional 1 point of damage. If the target succeeds on two consecutive saves or is subjected to a Conjuration (healing) spell, the effect ends.

Askew Balance

School: Necromancy; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5ft./2 levels) Target: One living creature

Duration: Instantaneous

Saving Throw: Fort negates;

Spell Resistance: Yes

With a spinning gesture and a few arcane words you upset the equilibrium of a single creature, causing the target creature to fall prone.

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School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz o Casting Time: 1 immediate action Components: S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes (harmless) You snap your fingers, and one sleeping creature

within range immediately awakens, as though slapped awake.

Balance Weapon

School: Transmutation; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Weapon touched Duration: 1 minute (D) Saving Throw: Will negates (harmless, object);

Spell Resistance: Yes (harmless, object);

This spell causes the weapon touched to gain an exceptional balance, bestowing a +1 enhancement bonus to attack rolls. The target weapon is not considered magical for purposes of damage reduction.

Bash

School: Divination; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: See text

Your next single melee attack roll (if it is made before the end of the next round) gains a +2 insight bonus. Additionally, you reduce your miss chance by 10% when trying to strike a concealed target with this melee attack.

Blossom

School: Transmutation; Level: Brd o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Flowering plant touched Duration: 1 round/level Saving Throw: Will negates (harmless); see text; Spell Resistance: Yes (harmless) This spell causes up to one flower per caster level to sprout and bloom on a flowering plant. Only plant creatures receive a saving throw.

Bone Spurs

School: Transmutation; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (a small bone) Range: Touch

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Target: One creature with bones **Duration:** 1 round/level

Saving Throw: Fortitude negates; Spell Resistance: Yes

You cause the bones of one creature to elongate suddenly and harden into spikes, which thrust out of its flesh.

This eruption inflicts 1d6 points of damage to the subject. If the creature survives, it can then use the spikes as weapons for the duration of the spell. The spikes add +1 point of damage to any grapple, natural, or unarmed attacks the subject makes.

Canny Effort

School: Divination; Level: Brd o, Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: See text Your next single skill check (if it is made before the end of the next round) gains a +2 insight bonus.

Capture Alive

School: Necromancy; Level: Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (bit of cotton fluff) Range: Touch Target: One living creature Duration: 1 round/level Saving Throw: Fort negates; Spell Resistance: Yes The non-magical melee damage dealt by the subject of this spell to living creatures is magically transformed into nonlethal damage. そっよう ストウンズ どん アンブン ストレン シンズ とんっん マドック

Cauterize

School: Evocation [Fire]; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes When cast on a creature, the spell deals one point of fire damage but stops the bleed damage (negating the Bleed condition), and stabilizes the target (if it is

Bleed condition), and stabilizes the target (if it is dying). Creatures that are resistant or immune to fire cannot gain the benefits of this spell.

Ceremonial Servant

School: Conjuration (Creation); Level: Clr o, Drd o Casting Time: 1 round Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One conjured figure Duration: Up to 24 hours Saving Throw: None; Spell Resistance: No

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You conjure a shadowy, ghostlike figure that resembles you and that can participate in ceremonies or rituals you perform. They cannot perform any other tasks; if the ceremony is disrupted or you stop performing the ceremony or ritual, the spell ends.

Clandestine Conversation

School: Illusion (Figment); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Two creatures Duration: 10 minutes/level (D) Saving Throw: None; Spell Resistance: Yes The tergets are converse without anyong overhearing

The targets can converse without anyone overhearing what they are saying. Creatures who can read lips might still be able to determine what is said, but no Perception check can possibly allow one to overhear the conversation. While under the effect of this spell, a target creature can speak to someone not affected by this spell, but everyone can hear that conversation normally. Only when one target creature speaks to the other target creature does the conversation remain private.

Clean

School: Transmutation; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (bit of soap) Range: Close (25 ft. + 5 ft./2 levels) Target: One object or one 10-ft.-by-10-ft. room Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** No You wave your hands in a circular motion over an object (or in the air to clean a room) and all dirt on the target immediately vanishes as though the object or room was just scrubbed thoroughly clean.

Cleanse of Alcohol

School: Conjuration (Healing); Level: Brd o, Clr o, Sor/Wiz o Casting Time: 1 round Components: V, S Range: Touch Target: Personal or one creature Duration: Instantaneous Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) The target of a *cleanse of alcohol* spell finds himself completely cured of any effect caused by indulging in alcohol.

Cloth Armor

School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 swift action Components: V, F (unworn clothing) Range: Personal Target: You Duration: 24 hours or until removed Saving Throw: Reflex negates (harmless);

Spell Resistance: No

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With a word, you cause bedding, draperies, unworn loose clothing, or tapestries to gird you, forming an improvised suit of armor equivalent to padded armor. When you remove the armor, it collapses back into its constituent parts.

Conjurer's Toolbelt

School: Conjuration (Creation); Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Effect: Conjures a nonmagical tiny object

Duration: 1 min./level Saving Throw: None; Spell Resistance: No

This spell creates a small tool that appears in your hand. The tool may not weigh more than 1 lb. and can be no larger than one cubic foot in size. The tool can be just about anything within the aforesaid limit and appropriate to the campaign. You could, for example, create a hacksaw, lock pick, crowbar, hammer, etc. The tool persists until it is broken, dispelled, or the duration of this spell expires. The tool will be of ordinary manufacture.

Countervailing

School: Transmutation; Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One creature Duration: 1 round/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You compensate after the fact for the effects of any ongoing detrimental spell; the penalty is temporarily removed and turned into a bonus equal to one-half 4 5 FWLANF クマルムNAN X W LA W Z Z C P N L L W Y 2 4

the value of that penalty (round fractions up). For example, if a character is affected by a *bane* spell that makes her suffer a -1 morale penalty on attacks and saves against fear, then the spell grants a +1 morale bonus to attacks and saves against fear. If a curse causes a character to suffer a -6 penalty to Strength, this spell grants a +3 bonus to Strength.

Countervailing affects only targets affected by spells with a non-instantaneous duration. This spell does not heal wounds (or compensate for them), although it will grant bonuses to ability scores to compensate for very temporary effective losses, such as the effects of a *ray of enfeeblement*.

Crack

School: Transmutation; Level: Brd o, Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: One object of up to 10 cu. ft., one undead, or construct creature Duration: Instantaneous Saving Throw: Will negates (object);

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Spell Resistance: Yes (object); see text

This spell deals 1d3 points of damage to an object, construct, or undead creature, ignoring hardness and damage reduction.

Create Snow

School: Conjuration (Creation, Cold) [Water]; Level: Drd o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: Up to 2 gallons of snow/level

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

This spell generates clean, unpolluted snow. Snow can be created in an area as small as will actually contain the snow, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: Conjuration spells cannot create substances or objects within a creature. Snow weighs about eight pounds per gallon. One cubic foot of snow contains roughly eight gallons and weighs about 60 pounds.

Crystal Symbol

School: Conjuration (Creation); Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S, DF **Range:** Close (5 ft. + 5 ft./2 levels) Effect: Crystal holy symbol **Duration:** Instantaneous Saving Throw: None; Spell Resistance: No You create a thin crystal in the form of your holy

symbol or divine focus that comes out of the tip of your finger and flies in the direction you point, like an arrow. Make a ranged attack roll (not a touch attack). If you succeed, the shard inflicts 1d3 points of divine damage. After it hits or misses its target, the crystal turns to powder.

Dark Baubles

School: Evocation [Darkness]; Level: Brd o, Sor/Wiz o

Casting Time: 1 standard action Components: V, S Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None; Spell Resistance: No This spell causes an object to throw deep shadows in a 20-foot radius. The shadow is equivalent to that seen on a moonless night and grants a +2 circumstance bonus to all Stealth checks. The effect is immobile, but can be cast on a movable object. Shadow taken into an area of magical light will not function.

A dark baubles spell is sufficient to counter and dispel the effects of a spell with the light descriptor of equal level.



Crystal Symbol

Dawdle

School: Enchantment (Compulsion) [Mind-Affecting]: Level: Sor/Wiz o Casting Time: 1 immediate action Components: V, S, M (a snail) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes Dawdle causes a creature to suffer a -4 circumstance penalty to its initiative and a -1 circumstance penalty to Reflex saves.

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Daze Animal

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Drd 0, Rgr 1 Casting Time: 1 standard action **Components:** V, S, DF, M (pinch of animal fur) **Range:** Close (25 ft. + 5 ft./2 levels)Target: One animal of 4 HD or less Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes This enchantment clouds the mind of an animal with 4 or fewer Hit Dice inflicting it with the Dazed condition. Animals of 5 or more HD are not affected

Decrypt

School: Divination; Level: Brd o, Sor/Wiz o Casting Time: 1 round Components: V, S Range: Touch Target: Document touched **Duration:** Instantaneous Saving Throw: None; Spell Resistance: No

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You gain insight into an encrypted message. This spell gives you a +5 circumstance bonus to one Linguistics skill check 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 if you know the command word, and it automatically removes encryption created by the spell (though this doesn't make the language it was written in any easier to interpret) when you state the command word along with its casting.

Detect Charm

School: Divination; Level: Brd o, Clr o, Pal 1, Sor/Wiz o

Casting Time: 1 standard action **Components:** V, S

Range: 30 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D) Saving Throw: None; Spell Resistance: No

You determine whether a creature is under the effects of a *charm person* or *charm monster* spell. You can determine the exact spell with a successful Spellcraft check (DC 20 + spell level).

The spell can penetrate barriers, but one foot of stone, one inch of common metal, a quarter of an inch of lead or three feet of wood or dirt blocks it.

Detune

School: Transmutation; Level: Brd o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: 1 instrument Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** Yes While learning this handy cantrip is not particularly encouraged at bardic colleges, it still seems to make the rounds among students. With it, you cause a single instrument within range to lose its tuning, giving Performance checks with it a -4 modifier. Retuning an instrument takes 1d4 rounds and usually creates a rather irate bard.

Dim

School: Evocation [Darkness]; Level: Brd o, Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Object touched Duration: 10 minutes (D)

Saving Throw: None; **Spell Resistance:** No *Dim* creates an aura that hampers normal, non-magical light sources. The spell must be cast upon an object, which then radiates the dimming aura. All light sources within a 100-ft. radius cast only half as much light as they normally would, reducing both the normal and shadowy light radius cast by the source by one half. This spell has no effect on magical light

sources of any level. The effect is immobile, but it can be cast on a movable object. A spell with the light descriptor of any level counters and dispels this spell.

Discern Health

School: Divination; Level: Clr o, Drd o Casting Time: 1 round Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels) **Target:** 1 living creature

Duration: Concentration

Saving Throw: None; Spell Resistance: No

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target:

1st round: A creature's total and remaining hit points. *2nd round:* Whether the creature is suffering from any debilitating condition.

3rd round: The name of the creature's debilitating condition (ability drained, confused, fatigued, etc.).

Disorienting Quake

School: Evocation [Force, Chaotic]; Level: Brd o, Sor/Wiz o

Casting Time: 1 standard action

Components: V, S,

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fort negates;

Spell Resistance: Yes

You cause chaotic energies to violently shake and disorient the target of this spell. The target is shaken for 1 round and must make an Acrobatics check (DC 20) or fall prone.

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Divining Rod

School: Divination; Level: Drd 0, Rgr 1 Casting time: 1 standard action Components: M Range: Touch Area: 1 mile/level Target: 1 object (stick) Duration: 1 hour/level (D) You call upon the spirits of the woodland to guide you to water_natural shelter_or food_By casting divining

to water, natural shelter, or food. By casting *divining rod* upon a forked stick, you request simple knowledge from the nature spirits to lead you to water, natural shelter or grown food. The rod points in the direction of the objective of the spell. The rod does not necessarily lead you past dangers or obstacles, just in a direct path to the requested necessity. The rod may sense the location only if the objective is within the radius of the spell. The rod reveals nothing else. *Divining rod* may only direct to uncultivated palatable vegetation if provisions are requested. The rod detects water underground only if the source is within 10 ft. of the surface.

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School: Conjuration (Creation); Level: Drd o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft/level) Target: one object or creature up to size Large

Duration: Instantaneous

Saving Throw: Ref negates; **Spell Resistance:** Yes With a gesture upwards, you conjure a sudden freezing cold downpour on the designated target, dealing 1 point of nonlethal damage (no damage if they make a Reflex save). This spell is usually used to quench small fires and can instantly quench a natural fire that is 5 ft. or less in diameter.

Elemental Sample

School: Conjuration (Creation) [Air, Earth, Fire or Water]; Level: Sor/Wiz o Casting Time: 1 standard action Components: S

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

Effect: Create 1-foot cubic block of elemental substance

Duration: Instantaneous

Saving Throw: Reflex (negates) fire only;

Spell Resistance: Yes

 $E\overline{l}emental \ sample \ creates a small block of elemental matter (air, earth, fire, or water). The effects of this conjuration vary depending on the type of elemental matter created.$

Air: The conjured air disperses into air or fire. However, if used underwater or underground, it creates a bubble of breathable air, allowing a character to breathe for 1d6 rounds before it is spent.

Earth: The conjured earth forms into a block of stone, crumbling into dust after 1d3 rounds. You can drop it on an opponent, given the right conditions (treat the stone as weighing 15 lbs.), or you could use it as a stepping stone or for any number of other possible uses.

Fire: The conjured fire snuffs out in 1 round. If used against an opponent and the opponent fails a Reflex save, the fire deals 1d3 points of damage. Conjured fire can ignite combustibles, which burn for 1d2 rounds before extinguishing.

Water: Conjured water can snuff small fires (fireplace or smaller) or provide drinking water. If not used immediately, the conjured water evaporates in 1d6 rounds.

Encrypt

School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 round Components: V, S Range: Touch Target: Document touched Duration: Instantaneous Saving Throw: None; Spell Resistance: No You speak a command word and alter the writing on a scroll or piece of paper to make it unintelligible. Properly interpreting the *encrypted* text requires a Linguistics check (DC 25 + your caster level + your relevant caster ability modifier). This spell is assisted by the *decrypt* spell which can easily remove the encryption placed on the hidden message or information if the command word is spoken at the time of casting.

Eyes of the Augur

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School: Divination; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 min./level (D) While under the effects of this spell, you gain a +10 insight bonus to Spellcraft checks to identify a spell.

Glimmer of Hope

School: Conjuration (Healing); Level: Brd o, Clr o, Drd o

Casting Time: 1 standard action

Components: V, S, M/DF (drop of sacred oil) **Range:** Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged; see text

Saving Throw: None;

Spell Resistance: Yes (harmless)

You bestow a small blessing on a target creature. Whenever the creature is reduced to fewer than 0 hit points, the spell discharges, suffusing the creature with an extremely minor amount of positive energy increasing his chance to stabilize by 10%. This effect lasts for 1 minute. デベルシスァクマススベイスシスズメンマススでやってくれやう

Gnome's Gold

School: Illusion (Glamer); Level: Sor/Wiz o Casting Time: 1 round Components: V, S Range: Touch Target: A single object, up to 1 pound/caster level Duration: 1 hour/caster level

Saving Throw: None; **Spell Resistance:** No When cast, *gnome's gold* alters the visual and tactile properties of an item in such a way that it appears to be of higher quality (worth $1d4 \times 10\%$ more than normal), even to the trained eye. The basic nature of the object remains unchanged, and any efforts to ascertain the object's true value using the Appraise skill during the duration of the spell take a -1 penalty per two caster levels.

Guardian Mote

School: Conjuration (Creation); Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Effect: Phantom guardian mote Duration: 1 min./level or until discharged

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You call into existence a vaguely shaped, shadowy mote that is about 1 inch high. The mote is silent and amorphous in shape and leaps to interpose attacks. It places itself between you and the most apparent danger (but not attacks you are unaware of). This magical guardian mote blocks damage from the next successful attack made against you, absorbing 1d3 points of damage. No matter how much or how little damage is actually inflicted by the attack, the guardian mote winks out of existence as soon as it prevents damage from one attack; you take any excess damage. The effect also only prevents damage; any additional effects of an attack are not prevented (for example the effect of a *vorpal* weapon).

A guardian mote cannot prevent damage dealt by area effect spells or similar effects. For example, it can prevent damage from a single *magic missile* but not from multiple missiles or from a *fireball*.

Guide Vessel

School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (arrowhead) Range: Touch Target: See text Duration: 1 round/level Saving Throw: None; Spell Resistance: No

A cart, wagon, boat, or ship moves as you command. The vehicle can be no larger than 10 feet long + 2 feet long per level (a 10th-level sorcerer can steer a 30foot-long vessel). The craft must have its normal means of locomotion. You do not need to concentrate to maintain this effect, so you could cast it on a horsedrawn wagon, command it to "go straight," and take your eyes off the road. The horse will pull the wagon straight until you tell it otherwise or the spell's duration ends. The spell does not imbue a craft (or the animals pulling it) with intelligence. It cannot avoid obstacles that you do not tell it to avoid. Nor can it follow a command that requires intelligence, such as, "Sail to the port city of Andrecon" or even, "Follow the road." Only simple instructions work, such as "straight," "left," "right," and so on.

Heaven's Jeardrop

School: Conjuration (Creation) [Light, Fire]; Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S, Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes You cause a bit of light to coalesce into a teardrop and fall from the sky tracing a red-hot streak onto a

designated target. You make a ranged attack (not a touch attack) to strike the target. The *heaven's teardrop* deals 1 point of bludgeoning damage and 1 point of fire damage.

Idyllic Sleep

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School: Abjuration; Level: Sor/Wiz o

Casting Time: 1 standard action

Components: V, S, M (fine sand, rose petals, or a live cricket)

Range: Touch

Target: One willing, living creature

Duration: 8 hours (D)

Saving Throw: None; Spell Resistance: Yes

The target can get a good night's sleep even in horrible conditions. Even wearing armor, lying on a slimy dungeon floor surrounded by corpses, a character can sleep soundly and only when the spell ends or is dismissed. This sleep is not a compulsion, however—it affects only willing targets.

Infuse Weapon

School: Transmutation [see text]; Level: Clr o, Sor/Wiz o

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

Choose an energy type when you cast the spell (acid, cold, electricity, fire, and sonic); the spell gains this energy descriptor. *Infuse weapon* gives the touched weapon a +1 bonus of the chosen energy type on damage rolls.

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You can't cast this spell on a natural weapon, such as an unarmed strike (though a monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell).

Jounic Transportation

School: Transmutation; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S, F (dull gray ioun stone)

Range: Touch **Target:** Object touched, up to 1 pound/level

Duration: 1 day

Saving Throw: Will negates (object, harmless); **Spell Resistance:** Yes (object, harmless)

Iounic transportation causes the object touched to orbit around your head within a three-foot radius. The item orbiting in this manner provides no special bonus or penalty, but its weight does not count towards the load you carry.

You can retrieve the item at any time as a move action. After it has been snatched, the target item can be set into orbit again as a move action, provided the spell's duration has not expired.

Others may attempt to attack or grab the item as they would any other item, though the spell provides the item with a +4 deflection bonus to its armor class and CMD.

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Irksome Weapon

Irksome Weapon

School: Evocation [Force]; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S

Range: Close (25 ft. +5 ft./2 levels) **Effect:** A magical weapon of force **Duration:** 1 round

Saving Throw: None; Spell Resistance: Yes

A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, but no more than once per round, dealing 1d8 points of damage per hit with a critical threat range of $19-20/\times 2$. It also grants any creature attacking this opponent a flanking bonus, though the weapon does not gain this benefit. The weapon is visible and takes the shape of any appropriately-sized simple or martial weapon you desire. It uses your caster level plus your relevant caster ability modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures. The weapon follows the foe you choose as long as he remains within range. Occupying the same area as the foe, it makes attacks of opportunity whenever that particular foe provokes him, but otherwise it takes no actions. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes bevond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to target with this spell.

The *irksome weapon* cannot be attacked or damaged. If an attacked creature has spell resistance, check for resistance the first time the *irksome weapon* strikes it. Successfully resisting the weapon dispels the spell.

Jayer of Ice

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School: Abjuration; Level: Brd 0, Drd 0, Sor/Wiz 0 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. +5 ft./2 levels) Target: One creature or object Duration: Instantaneous and 1 round/level Saving Throw: Fort negates; Spell Resistance: Yes

When you cast this spell, the creature or object suffers 1 point of cold damage and is coated in a thin layer or hoarfrost. For the remaining duration of the spell the subject gains resist fire 5.

Tight My Fire

School: Evocation [Fire]**; Level:** Brd o, Clr o, Drd o, Sor/Wiz o

Casting Time: 1 round Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: Unattended, non-magical objects Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** Yes With this spell you are able to start a fire with easily combustible materials, such as paper, dried kindling, or lantern oil. As a general rule, if it could be ignited with flint and steel, it can be ignited with this spell. This spell functions much faster than the normal means of starting a fire, instantly lighting a small fire roughly equivalent to the size of a torch. This spell is not powerful to deal damage directly (though fires started by it could). F & AMTTLADE LATER TRANE LAND ZECALTRAL F

Lightning Sand

School: Transmutation; Level Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action

Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels)

Area: Earth or stone in a 5-ft.-radius spread Duration: 1 min./level (D) Saving Throw: Reflex negates;

Spell Resistance: No

The very earth becomes shallow lightning sand (dry quicksand); creatures within the area that fail their save gain the entangled condition. Those that end their turn in the area must save again. Creatures that move into the area for the first time must save immediately. Those that fail their save must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The area of effect is considered difficult terrain while the effect lasts.

Creatures of Large size or larger or those with burrow speeds are immune to the effects of *lightning sand*.

Tightsight

School: Transmutation; Level: Brd o, Clr o, Drd o, Sor/Wiz o

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Casting Time: 1 immediate action Components: V Range: Personal Target: You Duration: 1 round/level

In response to sudden bright light, you intone a single word and discs of shadow appear over your eyes. You negate any penalties incurred by a weakness or vulnerability to light including light blindness or light sensitivity.

Long-Range Weapon

School: Transmutation; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, DF

Range: Touch

Target: One thrown weapon or projectile/level, all of the same kind and all of which must be in contact with each other at the time of casting

Duration: 1 min./level or until expended **Saving Throw:** None;

Spell Resistance: Yes (harmless, object)

By casting this spell, you increase the range increment of one or more thrown weapons or projectiles by +50%. For example, a javelin (range increment of 30 feet) has a range increment of 45 feet while under the effects of this spell, while an arrow fired from a shortbow (normal range increment 60 feet) increases its range increment to 90 feet. The effects of this spell for each particular weapon end the first time it's thrown or fired (even if it doesn't break), and *longrange weapon doesn*'t stack with any other range increase, magical or otherwise.

Jow Blow

School: Necromancy; Level: Brd o, Clr o, Sor/Wiz o Casting Time: 1 standard action

Components: V **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living humanoid creature **Duration:** Instantaneous; see text

Saving Throw: Fortitude negates;

Spell Resistance: Yes

You afflict a target creature with a painful contusion of the groin. The target takes 1 point of bludgeoning damage and becomes sickened for 1 round.

Magic Spike, Jesser

School: Abjuration; Level: Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (piece of cold iron) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes You form a bolt of magical energy that strikes a target

and robs it of a small amount of its magical energy. With a successful ranged touch attack and upon a failed save, your target's spell save DCs and the DCs of

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any supernatural and spell-like abilities it possesses suffer a -1 circumstance penalty.

Mishap

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School: Transmutation; Level: Brd o, Clr o, Drd o, Sor/Wiz o

Casting Time: 1 standard action **Components:** V, S **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature, object, or location **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes

You tap into chaos and release a mishap. Make a caster level check (DC 15 + caster level of spell); if the check is successful, select a scroll mishap. The mishap is centered on a continuous spell effect within range; this spell has no effect on 4th or higher level spells.

Omen Casting

School: Divination; Level: Sor/Wiz o Casting Time: 1 swift action Components: V Range: Personal Target: You Duration: 1 round You gain temporary intuitive insis

You gain temporary, intuitive insight into the immediate future that assists with your spell casting against a singular opponent who has resisted your spellcasting. You can only cast this spell after a singular opponent makes a successful save against one of your spells. Your next spell that targets that same opponent (if it is made before the end of the next round) gains a +1 insight bonus to the save DC. *Omen casting* places high demands on the caster's ability to predict the future, if an opponent makes his save against the spell you cast after *omen casting*, you cannot cast *omen casting* again until after you've prepared your spells again.

Overlook

School: Illusion (Glamer); Level: Brd o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, DF Range: Touch

Target: One object touched (no larger than 1 sq. ft.) **Duration:** 1 min./level

Saving Throw: Will negates (harmless);

Spell Resistance: Yes (harmless)

When you cast this spell, the touched object becomes hidden in plain sight. The DC to perceive the object is equal to the caster's Stealth check or the Stealth check of an ally that the caster is aiding (successful use of aid another, a failure of this check ends the spell). In any case, a +2 circumstance bonus is added to the Stealth check. The object will go unnoticed by anyone failing a Perception check against the Stealth DC set by

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School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./level)

Target: 1 creature wearing pants **Duration:** Instantaneous

Save: Will negates; **Spell Resistance:** Yes You cause the target's pants to fall down to his ankles.

Belts or suspenders offer no protection to the target, but armor that fully encompasses the legs, such as full plate, prevents the negative effects of this spell.

After having his pants fall, the target can refasten his pants as a move action. If the subject does not pull up his pants, movement is reduced by half, and if he attempts to move more than five feet in a single round, he must make a Reflex save (same DC as the spell) or fall prone.

Parry Strike

School: Abjuration; Level: Sor/Wiz 0 Casting Time: 1 standard action Components: V, S Range: Personal Target: You

Duration: 1 hour/level or until discharged You gain +2 deflection bonus to AC against the next melee attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

Parry Shot

School: Abjuration; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 hour/level or until discharged

You gain +2 deflection bonus to AC against the next ranged attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

Pause

School: Enchantment (Compulsion); Level: Brd o, Sor/Wiz o Casting Time: 1 immediate action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

This spell slows down the target's reaction time. His initiative suffers a -4 circumstance penalty (to a minimum initiative of o). If he acted already this round, this spell does not allow an additional action, so his new initiative does not come into play until the following round.

Phantasmal Tripwire

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School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: instantaneous Saving Throw: Will disbelief, then Will; see text; Spell Resistance: Yes You create a phantasmal image of a tripwire by

forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: a wire strung in front of its feet. Only the spell's subject can sense the *phantasmal tripwire*. You see only a vague shape near its feet. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes the tripwire is real. The subject then must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

If the subject of *phantasmal tripwire* succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the image of the tripwire can be turned upon you. You must then disbelieve it or become subject to believing that you're caught up in a trip wire upon which you must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

Pointer

School: Evocation [Light]; Level: Brd 0, Sor/Wiz 0 Casting Time: 1 standard action F F FWLTILDIE VERTER FINITER AND SECONTFILM 5 5 7

Components: V, S

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None, or Will negates; see text; Spell Resistance: No

Pointer causes you to emit a beam of light from the index finger of your dominant hand. This light can be any color in the visible spectrum chosen at time of casting. Unless the air has a high density of particles (such as smoke or fog) the light appears only as a dot against whatever solid surface at which you are pointing.

If a feline with an intelligence score of 1 or 2 sees the dot, it must make a Will save or have an overpowering urge to hunt the dot. It will do so as if it were stalking any other creature, and may chase it rapidly or lie in wait at its own discretion. If chasing the dot poses an obvious danger, or if the feline is threatened by other dangers, the saving throw automatically succeeds. Likewise, if the feline encounters a danger while chasing the light, the effect ends.

Putrefy Food and Drink

School: Transmutation; Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S Range: 10 ft.

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Target: 1 cu. ft./level of food and water Duration: Instantaneous Saving Throw: Will negates (object) and Fortitude negates; see text; Spell Resistance: Yes (object)

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This spell spoils and poisons food and liquids and makes them unsuitable for consumption. A creature consuming such food or drink must succeed on a Fortitude save or take 1 point of Constitution damage each round for 2 rounds.

Holy water and similar food and drink is spoiled by *putrefy food and drink*. This spell has no effect on any type of creature or magic potion. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Putrefy food and drink counters and is countered by *purify food and drink*.

Quicken Stride

School: Transmutation; Level: Brd o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 1 round/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The recipient of this spell receives a five foot enhancement bonus to its base land speed. The spell does not enhance any other mode of travel

(swimming, flying, burrowing, etc.).

Quill

School: Conjuration (Creation); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Personal Target: Self Duration: 10 minutes/level This spell conjures a perfectly formed quill pen, usually pure white. The conjured quill has a soft glow

usually pure white. The conjured quill has a soft glow. The quill does not need ink; it creates its own as needed. The quill vanishes if it leaves the caster's hand.

Ray of Mercy

School: Evocation; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (splinter from a blunt arrow) Range: Touch Target: One living creature Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes

You point your finger and from it erupts a thin blue ray. You must make a ranged touch attack to use the ray to strike a foe. If it hits, you deal 1d4 points of nonlethal damage. This spell has no effect on objects, undead, or constructs.



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Resistance to Fear

Resistance to Fear

School: Abjuration; Level: Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 1 minute Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The subject gains a +2 morale bonus against fear effects for 1 minute. If the subject is under the

effects for 1 minute. If the subject is under the influence of a *fear* effect when receiving this spell, he can immediately attempt a save (with the +2 bonus) to break the effect. If the save fails, this spell has no effect.

Restlessness

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: One living creature Duration: 24 hours Saving Throw: Will negates; Spell Resistance: Yes

You steal away a creature's ability to rest or sleep. The target of this spell cannot sleep for 24 hours, possibly accruing penalties for fatigue in addition to being unable to heal naturally during that period. Creatures such as elves that normally do not sleep are immune to this spell. This spell can be countered by a *sleep*

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spell though it cannot be used to counter a *sleep* spell or any other magical means of inducing sleep.

Rigged Coin

School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Coin touched Duration: 1 minute Save: Will negates (object); Spell Resistance: Yes (object) Rigged coin causes a coin you touch to always land with the same face up when flipped. You decide which face will land up at time of casting.

Sand in Your Eyes

School: Conjuration (Creation); Level: Sor/Wiz o Casting Time: Standard action Components: V, S, M (pinch of sand) **Range:** Close (25 feet + 5 feet/two levels) Target: One creature with eyes **Duration:** Instantaneous Saving Throw: Fortitude negates; Spell Resistance: Yes You cause sand to appear in a victim's eyes, inflicting 1

point of slashing damage and blinding the target for 1 round. Creatures who suffer no damage from this spell are immune to the blinding effect.

Seeker

School: Divination; Level: Sor/Wiz o Casting Time: 1 standard action Components: V. S Range: Personal Target: You **Duration:** See text Your next single ranged attack roll (if it is made before the end of the next round) gains a +2 insight bonus.

Additionally, you reduce your miss chance by 10% when trying to strike a concealed target with this ranged attack.

Shadow Snag

School: Enchantment (Compulsion); Level: Sor/Wiz o Casting Time: 1 standard action **Components:** V, S, F (a black glove) Range: Touch Target: One creature that casts a shadow **Duration:** 1 round/level Saving Throw: Will dispels; see text; Spell Resistance: Yes You make a touch attack against the target's shadow

as part of the spellcasting action. If the attack succeeds, and the subject fails its save, it gains the entangled condition (though it can still move). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the

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spell. (The touch AC of the target's shadow is the same touch AC as the target, subject to modification at GM adjudication.)

Shelve

School: Evocation [Force]; Level: Brd o, Clr o, Sor/Wiz o

Casting Time: 1 standard action

Components: V, S

Range: Touch Target: Five books per caster level

Duration: Instantaneous

Saving Throw: None; Spell Resistance: Yes

This spell automatically places a book or scroll where it belongs within the confines of a library. This spell will work even if the library does not have a shelving system, as the spell will determine the proper place based on the will of the owner. Once the spell is cast, the caster needs only tap the book or scroll she wants shelved, and the spell will place it there. The book is moved telekinetically, not via teleportation, so closed doors and the like will block the spell from functioning. The items affected by this spell can only move to shelves within 200 feet of the caster.

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Shield Open Flame

School: Abjuration; Level: Drd o, Sor/Wiz o Casting Time: 1 standard action **Components:** V, S Range: 10 ft. Target: One small flame Duration: 10 min./level Saving Throw: None; Spell Resistance: No

You shield a single small flame no larger than a torch from being extinguished by non-magical gusts of wind (including tornado- and hurricane-like gusts of wind). Magical wind (such as that produced by a gust of wind spell) extinguishes the flame normally and ends this spell.

Sickening Smell

School: Conjuration (Creation); Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: Creatures and objects within a 5-ft.-radius spread **Duration:** 1 round/level

Saving Throw: Fort negates (see text);

Spell Resistance: No

A cloud of invisible airborne incense (cleric) or pollen (druid) covers everyone and everything in the area, causing living, breathing creatures to suffer the sickened condition for the duration of the spell.

Sign of Discovery

School: Divination: Level: Brd o, Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, DF Range: Personal

Target: Self Duration: 1 round

You gain a +2 insight bonus to your next Knowledge, Perception, or Sense Motive skill check (if it is made before the end of the next round).

Signal

School: Evocation [Sonic]; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V Range: Close (25 ft. + 5 ft./2 levels) Effect: Loud sound

Duration: Instantaneous Saving Throw: None; Spell Resistance: No

You create a loud noise that can be easily heard by anybody within 1,000 ft. (no Perception check required). The noise can penetrate up to two feet of stone or six inches of iron. You can decide on the general sound of the noise, but it must be short and simple. For example a bell, a sword clashing, or a scream would all be possible, but a melody, multiple sounds of battle, or intelligible speech would not be possible.

Simple Bed

School: Transmutation; Level: Brd o, Clr o, Drd o, Sor/Wiz o

Casting Time: 1 standard action **Components:** V, S **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** Ground where caster will sleep

Duration: 8 hours

Saving Throw: None; Spell Resistance: None

Simple bed gathers, loosens and flattens surrounding vegetation, dead leaves and loose soil in order to create a very comfortable bed, which gives the caster a pleasant, restful night. The caster gains a bonus of 1 hp to his normal healing rate for bed rest over eight consecutive hours.

Slapping Hand

School: Evocation [Force]; **Level:** Brd o, Sor/Wiz o **Casting Time:** 1 standard action **Components:** S

Range: Close (25 ft. + 5 ft./2 levels) **Effect:** One hand of force **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes

Slapping hand creates a hand of Diminutive size (about the size of a normal human hand) that slaps the target you designate. You must succeed at a ranged touch attack to hit your target, at which point the hand delivers a resounding slap to the target that deals 1 point of damage.

Smoke Image

School: Transmutation; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: M (smoke) Range: Close (25 ft. + 5 ft./2 levels) **Effect:** Visual smoke image that cannot extend beyond one 5-ft. cube (S)

Duration: Concentration

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Saving Throw: None; Spell Resistance: No

This spell shapes existing smoke (such as that from a pipe) into any shape, creature or object the spellcaster can visualize. The image is composed entirely of smoke and, if disturbed by any force or action, dissipates back into smoke.

Song of Serenity

School: Conjuration (Healing); Level: Brd o Casting Time: 1 standard action Components: V, S, M Range: Touch Target: Creature touched Duration: Instantaneous Saving Throw: Fortitude negates (harmless);

Spell Resistance: Yes (harmless)

You channel positive energy through your song, rejuvenating a fatigued target. You must sing for 1 round and touch the target while singing for the spell to take effect. The fatigued subject is immediately rejuvenated.

Spider's Thread

School: Conjuration (Creation); Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: A 1-inch-thick strand that measures 25 ft.+ 5 ft./2 levels long Duration: 2 rounds Saving Throw: Reflex negates; Spell Resistance: Yes You create a single ropelike strand of spider web that possesses the Strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the で たんじアスレジュビビルアメアンドム ふとしん エビル スエレシュ テ

can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (DC 15) to tear the strand away. The *spider's thread* can support the weight of about 200 lbs. If you use it as rope (tying it to something rather than relying on the adhesive) it proves about twice as strong as a normal rope. The *spider's thread* can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

Spook Animal

School: Necromancy [Fear, Mind-Affecting]; Level: Brd o, Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living animal Duration: 1 round/level or 1 round Saving Throw: Will negates; Spell Resistance: Yes

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Stonesense

stonework.

School: Divination; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, M (bit of dwarf hair) Range: Personal Target: You Duration: 1 round/level When you cast this spell, you gain the stonecunning ability, as a dwarf . If you already have the stonecunning ability, this spell adds a +5 insight bonus on any Perception checks to notice unusual

Subconscious Aggression

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 0 Casting Time: 1 immediate action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

Your words cause your target's clumsy attack to become a venting of pent up wrath against an ally. You force a target that has just rolled a natural 1 on an attack roll to instead make a normal attack roll with that same attack against its nearest ally within range of the attack (if there are multiple allies roll randomly). If the creature makes a successful save, has no ally, or if all its allies are out of attack range, the results of the natural 1 roll occur normally.

Summarize

School: Divination; Level: Clr o, Sor/Wiz o Casting time: 1 standard action Components: V, S Range: Touch Duration: Instantaneous Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell allows you to quickly summarize a to

This spell allows you to quickly summarize a text of up to 250 pages. If a text is over 250 pages, two or more castings of the spell are needed to summarize the entire text. The caster chooses the form of the summary at the time of casting: mental or audible. The summary, in the form of a short paragraph, is either mentally understood at the end of casting or audibly spoken at the end of the spell's casting.

Summon Nature's Minor Ally

School: Conjuration (Summoning); Level: Drd o Casting time: 1 round Components: V, S, DF



Subconscious Aggression

Duration: 1 round/level Effect: 1 summoned creature Duration: 1 round/level (D) Saving Throw: None; Spell Resistance: No This spell functions like summon nature's ally L by

This spell functions like *summon nature's ally I*, but it summons a Tiny or Diminutive animal of no more than 1/2 Hit Dice, such as a bat, cat, lizard, rat, raven, Tiny viper, toad or weasel.

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Thicken

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School: Transmutation; Level: Clr o, Drd o Casting Time: 1 standard action Components: V, S Range: Touch Target: Object Touched Duration: 1 minute/level Saving Throw: None; Spell Resistance: No

Once this spell is cast you are able to manipulate small objects made from organic materials such as wood, wool, linen, etc. You can increase, or even decrease, their thickness and strength. For example, you are able to thicken a woolen shirt into a warm winter-proof covering or a change a thin, hemp rope into a hardy cord capable of withstanding a Medium creature's weight. The object you wish to manipulate can't have a volume greater than 1 cubic foot and must be made of organic material. You can increase or decrease the hardness and hp possessed by the item by 10% per caster level (max 50%). This spell won't work on metal armor or weapons because they are not made of organic materials. While you couldn't increase the AC value of a suit of leather armor, you could alter its ability to withstand damage for a short period of time. Objects that already have some form of enchantment or magical nature cannot be affected by this spell.

Thorn of Light

School: Transmutation [Light]; Level: Drd o Casting Time: 1 standard action Components: V, S, M (one thorn)

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Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray Duration: Instantaneous

Saving Throw: None; Spell Resistance: Yes

The caster holds a thorn in his open palm as it transforms into brilliant energy and streaks out at his target. The caster must make a successful ranged touch attack, doing so deals 1 point of magical piercing damage to one living creature.

Timer

School: Illusion (Figment); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action

Components: V, S, DF

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

Area: 80-ft.-radius emanation centered on a point in space

Duration: Until discharged; maximum 2 hours/level (D)

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Timer sounds an audible alarm after a set time, not to exceed 2 hours per caster level. You choose what type of alarm sound *timer* creates during casting and cannot thereafter change the sound's basic character. Anyone within the area will hear the alarm sound clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the alarm.

Jouch of Fascination

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: One creature Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes The target of this spell is fascinated for the duration.

Jouch of Fatigue

School: Necromancy; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration: Instantaneous Saving Throw: Fort negates; Spell Resistance: Yes

This spell causes the target creature touched to gain the fatigued condition. The target gains a new saving throw at a -1 penalty after one minute. The target gains a second save at a -2 penalty the next minute, and this repeats until he makes his save or the fatigue condition is removed by adequate sleep.

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Touch of Tethargy

School: Necromancy; Level: Clr o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration: 1 round Saving Throw: Fort negates; Spell Resistance: Yes This spell causes the target creature touched to gain the staggered condition.

Touch of Torment

School: Necromancy [Evil]; Level: Clr o, Drd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration: 1 minute Saving Throw: Fort Negates; Spell Resistance: Yes With a touch, you cause the subject to suffer sharp pains that impose a –1 circumstance penalty on attack rolls, skill checks, and ability checks.

Trifling Image

School: Illusion (figment); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. +5 ft./2 levels) Area: One square foot Duration: 1 hour/level Saving Throw: Will disbelief (if interacted with); Spell Resistance: No You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or そう ちゃどう ストシュン ビットデディ スパン ふとく ムバン シュ

temperature, nor does not create sound, smen, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

Trip Line

School: Evocation [Force]; Level: Sor/Wiz o Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One trip line of force Duration: 1 minute (D) Saving Throw: Reflex partial; Spell Resistance: No

You create a shimmering line of force up to ten feet long that hovers two feet off the ground. The line is translucent and difficult to see, requiring a Perception check (DC 20) to notice. If a creature is aware of the line, she can either slow down and step over it using a move action or she can attempt to jump over it with a successful Acrobatics check (DC 8). A failed

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Acrobatics check is the same as failing a Reflex save (described below).

Creatures unaware of the line must make a Reflex save when they run into the line. Those who fail fall prone and take 1d6 points of non-lethal damage. Those that succeed do not fall but must end their movement for that round directly in front of the line. Those who are running when they encounter the line add +4 to the DC of the save.

Creatures Huge size or larger and those of Tiny size or smaller are unaffected by this line.

Ultrasonic Ray

School: Evocation [Sonic]; Level: Brd o, Sor/Wiz o Casting Time: 1 standard action **Components:** S

Range: Close (25 ft. +5 ft./2 levels) Target: One creature or object **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes

You fire from your fingertip a focused beam of sonic energy too shrill to hear at a single creature or object. On a successful ranged touch attack, you inflict 1d3 points of sonic damage.

Unarm Foe

School: Evocation [Force]; Level: Sor/Wiz o Casting Time: 1 standard action **Components:** S Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes

This spell allows you to attempt to disarm a creature with a minor blast of force. You make a Combat Maneuver check with your CMB equal to your caster level check plus relevant caster ability modifier. If successful, the defender is disarmed. The object falls to the ground at the defender's feet.

Unruly Bolt

School: Conjuration (Creation) [Chaos]; Level: Sor/Wiz o

Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One bolt of random energy

Duration: See text

Saving Throw: None; Spell Resistance: Yes

A bolt of the chaotic energies of creation springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The ray deals 1d2 points of damage of a random type with no splash damage. For every three caster levels you possess, the energy, unless neutralized, lasts for another round (to a maximum of 4 additional rounds at 10th level), dealing another 1d2 points of damage in each round. Each round, roll on the chart to determine the damage type.

d10	Energy Type
1-2	Acid
3-4	Cold
3-4 5-6 7-8	Electricity
7-8	Fire
9-10	Sonic

Unseen Attendant

School: Conjuration (Creation); Level: Brd o Casting Time: 1 standard action Components: V, S, M (bit of soap)

Range: Touch

Effect: Cleans and grooms person touched **Duration:** 1 minute/2 caster levels

Saving Throw: None; Spell Resistance: Yes

You create an invisible, shapeless, mindless creature that quickly grooms you or a creature touched, straightening clothing, brushing hair, freshening breath, cleaning dirt from boots, cleaning off dirt and grime, etc. and generally making you more presentable.

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School: Necromancy; Level: Clr 0, Drd 0, Sor/Wiz 1 Casting Time: 1 standard action

Components: V, S, M (diseased or poisoned flesh)

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

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude negates;

Spell Resistance: Yes

This spell weakens the innate resistance of its target, making him more susceptible to the effects of poison and disease. A victim who fails to save suffers a -2circumstance penalty to all saving throws versus poison and disease for the next minute. While suffering the effects of the spell, the victim is noticeably pallid, shivers as though stricken by cold chills, sweats as though feverish and suffers from minor stomach irritation, as though he were suffering from an extreme form of flu.

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Wooden Club

School: Conjuration (Creation); Level: Drd o, Sor/Wiz o

Casting Time: 1 swift action

Components: V, S

Range: Personal

Effect: Wooden club

Duration: 1 round

You create a wooden club which appears in your hand. This weapon is wielded as a club (simple weapon) and you are automatically proficient in its use. It deals 1d6 points of damage, plus your Strength modifier. If you ever relinquish hold of the club, it dematerializes and cannot be reformed.

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