**Rite Publishing Presents** 

# 101 1st Jevel Spells



By Steven D. Russell

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Rite Publishing Presents:

## 101 1st Level Spells

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**Dedication:** To Erin and Landon —My niece and nephew remind me there is still magic in this world.

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#### Never cast the same spell twice!

One of my all time favorite wizards was a character named Rary the Second, and when I talked to my GM about playing him, that statement was a big part of my pitch. The GM was gracious enough to let me have a go at it; I think it made for a great deal of balance because if a spell was going to disrupt a game then it only did so once and the GM never had to worry about it again.

Once I did that with Rary the Second, it became a part of my GMing style. I have been playing with roughly the same group of players since college and the players know what every spell in the book does. I wanted every caster to have a custom spell, and if there were some spell casters from exotic lands or there was a high archmage, well. I wanted them to never use a spell the players would recognize, because knowing all the details takes away the mystery that is magic.

That's why when the d20 explosion happened I was overjoyed; folks from all over were creating spells and I had a flood of new inspiration. But I quickly discovered what many other d20 fans did: not every book was playtested, or even edited for game balance, and some new material (while sometimes perfectly balanced) was just plain dull and lifeless.

When I decided to create the 101 series I had three primary goals for spells: it has to be cool, it has to be fun, and it has to be balanced. This means that we have played around with the spells to make them cooler and we have changed the spell text to make them more balanced. And by us I am referring to Dave Paul our editor, Bill Collins a good friend and ENnie-award-winning designer who constantly shows up over on our patron forums, and of course our subscribers whose input constantly pushes us to create better spells.

Admittedly, with 101 new options, there will surely be some combinations that some inventive mind will come up with that will tip the balance to the player. Just remember: there are no rules, there are only guidelines. Only a GM can determine if a spell is suitable for his or her personal campaign.

Another thing we strived for was making sure each class and specialist got a good selection of new spells to choose from; even the lowly diviner got seven spells.

Now you only have one problem: if you are playing a 1st level caster, what spell will you choose?



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Steven D. Russell is the Lord Protector of Rite Publishing. He has freelanced for E.N. Publishing, Bastion Press, **Expeditious Retreat Press, and** Silven Publishing. He has written the best selling Feats 101, 101 magical weapon properties, created the **Ouesthaven Campaign Setting** and is currently writing the

*Rituals of Choice* adventure path, and the 101 subscription series. He loves his wife, hates her dog, and tolerates his cat Manticore.



David Paul is the content manager for Crystal Unicorn Enterprise's Phoenix Lore magazine and editor for Rite Publishing. Previously, he was the role playing and miniatures gaming editor for Wizards of the Coast's Knowledge Arcana magazine; he has also edited for Pencil Pusher Publishing, d20

Filtered, and Silven Publishing. When he's not busy daydreaming or plotting the downfall of his own RPG players' characters, he teaches by night at a nearby university and teaches by day at a nearby private high school.



**Bill Collins** is an ENnie award winning game designer on Tales of Zobeck (he is pretty proud of that) along with contributing to *Eldritch* sorcery, Runes of Revival, Into the Green and Litorians. He has also worked as an editor for Heroes of the Jade Oath and on Wolfgang Baur's **Open Design patronage** projects (He2 says he got to

work with great people on cool projects). He is married to a great gal, they both have jobs and their kids are cool (so's the dog) and yeah, he likes to write.

#### 1st-Jevel Bard Spells

- Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints). Animated Tattoo: Creates a moving image on a subject's body that can attack. Borrow Skill: Use target creature's ranks in one skill. Clarity of Thought: Grants +4 insight bonus to Concentration checks (Immediate). Clear Conscience: Caster loses all memory of events just prior to casting the spell. Cock's Crow: Creatures immediately awaken. Color: Changes the color of a creature or object. Contrariness: Target must lie and be generally disagreeable and difficult.
- Curse of Ineptitude: Target experiences clumsiness and bad luck (Swift).
- Deep Shadows: Enhances shadows so they grant minor concealment bonus.
- Discerning Eye: Reveals the exact monetary value of a single item.
- Dispel Magic, Lesser: As dispel magic except maximum +5.
- Distract: Subject becomes flat-footed.
- **Escape Grapple:** Improves grapple and Escape Artist checks (Immediate).
- Flashy Defenses: Chaos defends you against random types of attacks.
- Glamour: Caster becomes physically attractive. Guilt: One evil target is denied an action.
- Heat Lightning: Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.
- Malicious Intent: Subjects take -1 or -2 on saves.
- Minor Lasting Image: Creates permanent, tiny, immobile image.
- Missteps: Subject's speed and Dexterity are temporarily reduced.
- **Peephole**: Creates a small opening through a wooden, plaster, or stone wall.
- Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Concentration check to cast spells.
- Skill Lore: Target gains an insight bonus of +1/two caster levels one skill check.
- Songstrike: Cone of sonic energy inflicts 1d4 points of damage/three caster levels (Move).
- Sonic Dart: Ranged touch attack inflicts 1d6 points of sonic damage (Move).

Stunning Note: Target stunned for 1 round (Move). Unspoken Tongue: Target cannot speak intelligibly. White Noise: Creates a loud sound and white light

causing a -20 penalty to Perception checks.

#### 1st-Jevel Cleric Spells

Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).

- Animate Skeleton: Animate and control one skeletal servant.
- Astute Fighting: Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack. Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

- Clarity of the Faith: Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.
- Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.
- **Contrariness:** Target must lie and be generally disagreeable and difficult.
- Curse of Ineptitude: Target experiences clumsiness and bad luck (Swift).
- Dispel Magic, Lesser: As dispel magic except maximum +5.
- Draw on Faith: Gain a +1 bonus on one save, check, or attack roll.
- **Gloomlight:** Grant creatures with darkvision the ability to perceive color in the area.
- Guilt: One evil target is denied an action.
- Hex of the Bull's-Eye: Target suffers a 20% hit chance.
- Hex Weapon: You curse a single weapon so it cannot be wielded.
- Inflict Pain: Causes 2d6+1/level nonlethal damage and a -1 penalty to attack rolls, ability and skill checks for 1 minute.

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- Inspired Initiative: Subjects gain +2 bonus on their next initiative check.
- Harden: Increases object's hardness by 50%.
- Hesitation: Target's initiative count drops by your caster level (Swift).
- Mistsight: You can see through mist, fog, and rain.
- Poison Weapon: As magic weapon, but weapon becomes coated with poison.
- Potent Weapon: Weapon gains bonuses against a specific foe.
- Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
- Second Chance: Grants subject a second chance at a saving throw.
- Sacred Watch: Watches over the target, giving immediate knowledge when he is in danger.
- Supernatural Ward: Subject gains +4 bonus on saves against supernatural abilities (Immediate).
- Valiant Resolve: Subject gains DR 10/lethal. Ward, Lesser: Inscription harms those who pass it.

#### 1st-Jevel Druid Spells

- Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).
- Animate Element: Turn small quantity of an element into Small elemental.
- Animate Wood: Animate small wooden item.
- Bee Sting: One or more foes are stung for minor damage and poison effect.
- Blossoming Footsteps: Causes plants to grow where the druid walks.
- Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.
- Borrow Skill: Use target creature's ranks in one skill.
- Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.
- Clarity of the Faith: Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.

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**Crop Circle:** Hacks all grasses and underbrush to the ground, leaving nothing but an empty circle.

**Dispel Magic, Lesser:** As *dispel magic* except maximum +5.

**Energy Weapon:** One weapon deals an additional 1d6 damage of the chosen energy type.

Glamour: Caster becomes physically attractive.

**Harden:** Increases object's hardness by 50%.

**Heat Lightning:** Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.

#### Hex of the Bull's-Eye: Target suffers a 20% hit chance.

**Hex Weapon:** You curse a single weapon so it cannot be wielded.

**Ignore:** Distracted creature suffers a –5 penalty to Perception checks.

Keen Senses: Doubles range of sight, +2 bonus on Perception checks.

Mistsight: You can see through mist, fog, and rain.

- **Precipitate:** Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
- **Pressure Spray:** Deals 1d6 non-lethal damage and may knock down targets.

**Quill Skin:** Coat your body with sharp quills to damage creatures constricting or swallowing you (Immediate).

Scentless: Negates scent ability.

**Spikes of the Locust Tree:** Improves grapple and Escape Artist checks (Immediate).

**Tunnel:** You gain a burrow speed through dirt. **Valiant Resolve:** Subject gains DR 10/lethal. **Ward, Lesser:** Inscription harms those who pass it.

Wind Churn: Fliers spend next action staying in the air; magical fliers suffer -2 penalty to attacks, saves, and checks (including Fly checks) and take 1d6 damage per level (max 5d6).

#### 1st-Jevel Paladin Spells

**Divine Beacon:** An individual or group knows the direction and range of the caster and his condition.

- **Draw on Faith:** Gain a +1 bonus on one save, check, or attack roll.
- **Clarity of the Faith:** Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.
- **Earth Charger:** Mount gains +4 Str and trample ability when in contact with ground.
- **Illuminated Weapon:** Imposes a -2 penalty to attacks, saves, and checks to undead struck.
- **Potent Weapon:** Weapon gains bonuses against a specific foe.
- **Righteous Strike:** You bypass evil creatures' damage reduction on a single strike.
- **Share Sacrifice:** You heal half a creature's hit points and take half of that amount as damage.
- Soul Beacon: Amplify your soul to gain combat benefits but become extremely visible to undead. Summon Weapon: Melee or ranged weapon of

your choice (Immediate).

#### 1st-Jevel Ranger Spells

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- **Borrow Skill:** Use target creature's ranks in one skill.
- **Deep Shadows:** Enhances shadows so they grant minor concealment bonus.
- **Potent Weapon:** Weapon gains bonuses against a specific foe.
- **Hidden Shelter:** Creates a camouflaged shelter from the surrounding materials.
- **Ignore:** Distracted creature suffers a –5 penalty to Perception checks.
- Keen Senses: Doubles range of sight, +2 bonus on Perception checks.

**Mistsight:** You can see through mist, fog, and rain. **Poison Weapon:** As *magic weapon*, but weapon

becomes coated with poison.

Self-Loading Bolts: Target bolts automatically load. Spikes of the Locust Tree: Improves grapple and Escape Artist checks (Immediate). MY Z Z C W J V

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Tunnel: You gain a burrow speed through dirt. Summon Weapon: Melee or ranged weapon of your choice (Immediate).

1st-Jevel Sorcerer/Wizard Spells

#### Abjuration

- **Dispel Magic, Lesser:** As *dispel magic* except maximum +5.
- Flank Shield: Subject cannot be flanked.
- Flashy Defenses: Chaos defends you against random types of attacks.
- Foul Flesh: Caster's foul taste dissuades living creatures from biting him.
- Harden Increases object's hardness by 50%.
- Reactive Armor: You gain a +2 deflection bonus to Armor Class (Immediate).
- **Supernatural Ward:** Subject gains +4 bonus on saves against supernatural abilities (Immediate).
- **True Shield:** Caster gains a +20 deflection bonus to AC against the next attack.
- Valiant Resolve: Subject gains DR 10/lethal. Ward, Lesser: Inscription harms those who pass it.

#### Conjuration

**Brimstone:** Fiery stone deals 1d4 fire damage/level (max 5d4) plus nauseates targets, as melee touch attack or splash weapon.

**Pearl of Brilliance:** Silvery sphere deals 1d6 + 1 point/level damage plus dazzles targets (undead take more damage and are blinded), as melee touch attack or splash weapon.

**Poison Weapon:** As *magic weapon*, but weapon becomes coated with poison.

**Precipitate:** Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

- **Summon Weapon:** Melee or ranged weapon of your choice (Immediate).
- **Torchbearer:** You conjure a creature that carries a torch, sunrod, lantern or daylight spell.

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#### Divination

- Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.
- **Discerning Eye:** Reveals the exact monetary value of a single item
- **Down and Out:** Empowers you to make trip and disarm attempts (Swift).
- **Foes' Measure:** Learn the class and level or creature type and hit dice of all creatures in a 30' radius.
- **Inspired Initiative:** Subjects gain +2 bonus on their next initiative check.
- **Mental Sentinel:** Gain a +2 perception bonus or expend the spell for a +2 bonus to initiative
- **Skill Lore:** Target gains an insight bonus of +1/two caster levels one skill check.

#### Enchantment

- **Clarity of Thought:** Grants +4 insight bonus to Concentration checks (Immediate).
- **Clear Conscience:** Caster loses all memory of events just prior to casting the spell.
- **Cock's Crow:** Creatures immediately awaken.
- **Contrariness:** Target must lie and be generally disagreeable and difficult.
- **Distract:** Subject becomes flat-footed.
- Guilt: One evil target is denied an action.
- Id Seizure: Disorienting thoughts limit actions in target creature.
- **Ignore:** Distracted creature suffers a –5 penalty to Perception checks.
- Malicious Intent: Subjects take -1 or -2 on saves. Unspoken Tongue: Target cannot speak intelligibly.

#### Evocation

- Brilliant Arc: Arcing ray of electricity deals 1d4/2 levels (max 5d4).
- **Cutting Flame:** Creates a flame capable of cutting through steel.
- **Energy Missile:** Ranged touch attack deals 1d6+1 damage of the chosen energy type; +1 missile/2 levels above 1st (max 5).
- Self-Loading Bolts: Target bolts automatically load.
- **Heat Lightning:** Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.
- Push: Pushes one creature or object.
- **Pressure Spray:** Deals 1d6 non-lethal damage and may knock down targets.
- **Sword Shock:** Deals 1d4 damage/level, and target may drop object held.
- White Noise: Creates a loud sound and white light causing a –20 penalty to Perception checks.

#### Illusion

- Animated Tattoo: Creates a moving image on a subject's body that can attack.
- **Deep Shadows:** Enhances shadows so they grant minor concealment bonus.

**Glamour:** Caster becomes physically attractive. **Invisible Familiar:** Familiar becomes invisible.

- Minor Lasting Image: Creates permanent, tiny, immobile image.
- **Pins and Needles:** Victim suffers a –1 circumstance penalty on all attack rolls and skill checks, and requires a Concentration check to cast spells.
- Shadow Hands: Causes 1d4/level cold damage (max 5d4).
- Shadow Weapon: Create a quasi-real melee weapon.

#### Necromancy

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- Animate Skeleton: Animate and control one skeletal servant.
- **Bleeding Wounds:** Attack on target deals +1d6 damage.
- **Curse of Ineptitude:** Target experiences clumsiness and bad luck (Swift).

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- Hex of the Bull's-Eye: Target suffers a 20% hit chance.
- **Hex Weapon:** You curse a single weapon so it cannot be wielded.
- **Inflict Pain:** Causes 2d6+1/level nonlethal damage and a -1 penalty to attack rolls, ability and skill checks for 1 minute.
- Lash Fey: Cloud of cold iron filings and negative energy deals 1d6/level to fey (max 5d6).
- **Missteps:** Subject's speed and Dexterity are temporarily reduced.

#### Transmutation

- Adjust: Armor, shield, weapon, jewelry, or clothing resizes to fit caster.
- Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).
- Alter Poison Damage Type: Changes a poison's damage type for 1 min./level.
- Awesome Strike: Melee attack knocks back foe (Swift).
- **Borrow Skill:** Use target creature's ranks in one skill.
- **Breathtwist:** You change the nature of your energy breath weapon so that it deals a different type of energy (acid, cold, electricity, fire, or sonic).
- **Color:** Changes the color of a creature or object. **Energy Weapon:** One weapon deals an additional 1d6 damage of the chosen energy type.
- **Escape Grapple:** Improves grapple and Escape Artist checks (Immediate).
- **Gloomlight:** Grant creatures with darkvision the ability to perceive color in the area.
- **Hesitation:** Target's initiative count drops by your caster level (Swift).
- **Ice Arm:** Touch attack deals 1d8 +1/ level (maximum +20) and protects arm from fire.
- **Overcompensation:** Weapon increases size and damage.
- **Peephole:** Creates a small opening through a wooden, plaster, or stone wall.
- **Spikes of the Locust Tree:** Improves grapple and Escape Artist checks (Immediate).

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School: Transmutation; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: One unattended suit of armor, set of clothing, jewelry, shield, or weapon

**Duration:** Instantaneous Saving Throw: None; Spell Resistance: No Adjust instantaneously resizes an unattended piece of clothing or jewelry, a suit of armor, a shield or a weapon to fit you perfectly. This spell affects both magical and mundane equipment.

#### Alter Tiquid

School: Transmutation [Water]; Level: Brd 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M/DF (a wild grape or crabapple)

Range: Close (25 ft. + 5 ft./2 levels) Target: Up to 1 pint of nonmagical liquid/level (maximum 5 pints); individual volumes within 30 feet of each other.

**Duration:** Instantaneous Saving Throw: Will negates (object); Spell Resistance: Yes (object)

This spell transmutes one kind of nonmagical liquid into another. The liquid you affect must normally be liquid at about room temperature (65° F), you must have line of effect to it, and you can alter liquids in open containers, but not in sealed containers. You can select multiple targets for this spell so long as the maximum volume is not exceeded, but you cannot select a target with a greater volume than your limit and partially affect it. For example, a 1st-level caster (1 pint maximum) could not affect any of the liquid in a 1-gallon container. The spell can transmute any type of mundane liquid (including fresh or salt water, wine, vinegar, alcohol, or lamp oil) but cannot affect or create acid, mercury, or any type of venom or poison. Transmuted liquids created by the spell have typical characteristics such as color, taste, smell, and potency. For example, if you turn water to ale, you get typical ale rather than any extra-strong or distinctive variety.

#### Alter Poison Damage Type

School: Transmutation; Level: Sor/Wiz 1 Casting Time: 1 standard action **Components: V, S** Range: Close (25 ft. + 5 ft./2 levels)l Target: One dose of non-magical poison that deals ability damage Duration: 1 min./level Saving Throw: Will negates (object); Spell **Resistance:** Yes (object) You are able to change the type of ability damage dealt by the affected poison. Poison that deals Strength, Dexterity, or Constitution damage may only be altered to one of the other two types. Poison that deals



#### Animate Element [Fire]

Intelligence, Wisdom, or Charisma damage may only be altered to one of the other two types. When the spell ends, the poison reverts to its normal damage type.

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A dose of poison under the effect of this spell is considered a magically modified poison.

#### Animate Element

School: Transmutation [See text]; Level: Drd 1 Casting Time: 1 round Components: V, S, M Range: Close (25 ft. + 5 ft./2 levels) Target: One small volume of an element **Duration:** Concentration, up to 1 round/level (D) Saving Throw: None; Spell Resistance: No The caster animates a small section of air, earth, fire, or water. The animated element has the statistics of a Small elemental (see Pathfinder Bestiary), and attacks as directed by the caster. It cannot move beyond the range of the spell.

#### Animate Skeleton

School: Necromancy; Level: Clr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a small black onyx worth 50gp, placed in the skeleton's or corpse's eye socket or mouth; it is destroyed in the casting) Range: Touch

Target: One corpse or skeleton **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No This spell turns the body or bones of a person or creature into a skeleton. This spell will only animate dead creatures of Medium size or smaller. The skeleton can follow the caster and obey the caster's commands or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton remains animated until it is destroyed. A destroyed skeleton cannot be reanimated again.

Regardless of the number of times this spell is cast, only a single skeleton from this spell may be controlled at any one time by a single caster. If

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another skeleton is animated using this spell while another is already under your control, the original becomes uncontrolled.

This undead does not count against your HD limit of controlled undead. An undead skeleton can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones.

#### Animate Tattoo

School: Illusion (Shadow); Level: Brd 1, Sor/Wiz 1 Casting Time: 1 hour Components: V, S, M (inks worth at least 10 gp) Range: Personal Effect: A 3-inch-square area of flesh **Duration:** Permanent Saving Throw: See text; Spell Resistance: See text You create a tattoo upon your own body that has the ability to move and attack (using your base attack bonus plus the relevant casting ability modifier) out to a range equal to your natural reach. Moving the tattoo around your body is not an action. Attacking with the tattoo is a melee attack action (it can be used to make attacks of opportunity). The tattoo deals damage equal to 1d6 plus the relevant casting ability modifier (successfully disbelieving after interacting with the tattoo reduces the damage by half). The spell can create an animated tattoo of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the spell is cast, you cannot change them.

#### Animate Wood

School: Transmutation; Level: Drd 1 Casting Time: 1 round Components: V, S, M (piece of unworked oak) Range: Close (25 ft. + 5 ft./2 levels) Target: One Small or smaller wooden object Duration: Concentration, up to 1 round/level (D) Saving Throw: None; Spell Resistance: No This spell imbues a Small or smaller wooden object as an animated object (see Pathfinder Bestiary), then causes it to immediately attack whomever or whatever you initially designate. Objects animated by this spell have hardness 5. If you attempt to affect an attended object, the object or its attendee receives a Will save and spell resistance applies.

The tattoo can move all over your body if you wish.

#### Astute Fighting

School: Transmutation; Level: Clr 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: 1 round/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You imbue the target creature with a special combat sense that grants a +2 competence bonus to its base

attack bonus (maximum BAB +20), possibly granting extra attacks while using the full attack action. If this spell would raise the target's base attack bonus to 21 or more, it receives a +2 competence bonus on attack rolls, but gains no benefit for having a base attack bonus higher than +20. You don't possess this additional base attack bonus for the purpose of prerequisites.

#### Awesome Strike

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School: Transmutation; Level: Sor/Wiz 1 Casting Time: 1 swift action Components: V Range: Personal Target: You Duration: 1 round

You gain the potential to deliver a powerful melee strike. If you make a successful melee strike within the spell's duration, the target hit by that attack must make a Reflex save, or be knocked 10 feet in a direction you choose and fall prone. You can only push the opponent in a straight line, and the opponent can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle.

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#### **Bee** Sting

School: Conjuration (Creation); Level: Drd 1 Casting Time: 1 standard action Components: V, S, M (a bumblebee's stinger) **Range:** Close (25 ft. + 5 ft./2 levels) Targets: One or more creatures, no two of which can be more than 30 ft. apart Duration: Instantaneous Saving Throw: Fortitude partial; see text; Spell Resistance: No This spell strikes its targets with a nasty sting, as if from a very large bee. You create one sting for every

three caster levels (minimum 1, maximum 6 at 18th level). Each bee sting inflicts 1 point of piercing damage, as if from a magical weapon for the purposes of overcoming damage reduction. If this damage is not somehow negated (such as by damage reduction), the subject is poisoned with weak venom that inflicts 1 Con damage, with a Fortitude save allowed at the spell's DC to negate it. The damage and venom from multiple stings is cumulative, though a subject saves only once even if subjected to several stings by a single casting.

#### **Bleeding Wounds**

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

This spell accelerates injuries with small amounts of negative energy. By infecting the target with a minute amount of negative energy, this spell accelerates injuries to living tissue and makes wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray takes an additional 1d6 damage every time it takes damage from any weapon or non-energy damage source (so not from spells that deal energy damage, or breath weapons) for the duration of the spell. This spell has no effect on undead, constructs, plants or oozes.

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#### Blossoming Footsteps

School: Conjuration (Creation); Level: Drd 1 Casting Time: 1 standard action **Components:** V, S Range: Self

Effect: Causes plants to grow where the druid walks Duration: 10 min./level

Saving Throw: None; Spell Resistance: No While under the effect of this spell, the druid's footsteps cause plants to grow wherever he walks. At the druid's option, these plants can be flowers or normal undergrowth such as grass and weeds. *Blossoming footsteps* only functions in rounds when the druid moves. The plants do not hinder movement or provide cover on their own, nor does their growth damage the surface where they grow. They can, however, be targeted by spells such as entangle or plant growth.

When the spell's duration expires, the plants either continue to live normally if the ground is suitable, or else melt away.

#### Borrow Skill

School: Transmutation; Level: Brd 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 standard action **Component:** S Range: Touch Target: Creature touched **Duration:** See text Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) Upon casting this spell, your hand pulses with a soft blue light. You may touch a target creature to borrow the ranks it has in any one skill. On your next action, you can make a single skill check using the subject's ranks, but modified by your own key ability. If a skill check requires more than 1 round to make, you may not use this spell to borrow that skill.

#### Breathtwist

School: Transmutation [See text]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 minute or until discharged



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Breathtwist [electricity]

You change the nature of your energy breath weapon. It deals a different type of energy (acid, cold, electricity, fire, or sonic) the next time you use it (within one minute). All other parameters of the breath weapon (range, shape, damage, and so on) remain unchanged. This spell is an acid spell when vou change your breath weapon to acid, a cold spell when you change it to cold, and so on. This spell has no effect on creatures without a breath weapon. Using a magic item such as a potion of fire breath counts as having a breath weapon.

#### Briefly Visible

School: Divination; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S

Range: 10 feet

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Area: 10-ft.-radius burst, centered on the caster Duration: 1 round

Any invisible creatures or objects within the spell's radius become visible to you (but not to other creatures) for one round, before you lose sight of them again. The spell reveals only magically-obscured creatures or objects, not hidden features such as secret doors and traps, or other invisible features such as invisible spell effects.

#### Brimstone

School: Conjuration (Creation) [Air, Fire]; Level: Sor/Wiz 1 Casting Time: 1 standard action

Components: V, S, M (a ball of ash and sulfur) Range: 0 ft.

Effect: One smoking stone in your palm **Duration:** 1 min./level or until expended (D) Saving Throw: None; see text; Spell Resistance: Yes

A fiery, smoking stone the size of a walnut appears in your palm. The stone is hot enough to ignite flammable materials and deals 1d4 points of fire damage each round that it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the stone to make a melee touch attack or you can throw it as a splash weapon, making a ranged touch attack with a maximum range of 120 feet. If the stone is wielded by any other creature, treat it as an improvised melee weapon (-4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. Note, though, that any other creature wielding it takes damage each round in which the stone is held.

When the stone hits (either as a ranged or melee attack), it breaks and releases a flash of heat and acrid smoke. The flash deals 1d4 points of fire damage per caster level (maximum 5d4, no save) to the target struck, while all creatures in adjacent squares (including the target and the wielder if the wielder isn't you) must make a Fortitude save or be sickened for 1 round. A strong wind (21+ miles per hour) disperses the smoke and negates its effects.

#### **Brilliant** Arc

School: Evocation [Electricity]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, F (small iron rod) Range: Close (25 ft. + 5 ft./2 levels) Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, brilliant arc strikes one object or creature initially, and then arcs to other targets. The bolt inflicts 1d4 hit points of electrical damage per 2 caster levels (maximum 5d4) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal 1 hit point of electrical damage per 2 caster levels (maximum 5 points).

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet

of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

#### Clarity of the Faith

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School: Divination; Level: Clr 1, Drd 1, Pal 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: 1 min./level and see text Saving Throw: None; Spell Resistance: No The target gains a comprehensive understanding of the tenets of your faith, granting a +5 competence bonus to Knowledge (religion) checks relating to questions of your faith. Even after the spell fades, the target remains as familiar with your religion as if she had actually read its holy book or the equivalent repository of dogma and lore (make untrained checks of DC 15 or lower for one month).

#### Clarity of Thought

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 immediate action Components: V, S Range: Personal Target: You Duration: 1 round Saving Throw: None; Spell Resistance: No You call upon the stillness of the universe to grant you mental and emotional peace. You gain a +4 insight bonus to Concentration checks.

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#### Clear Conscience

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a few drops of wine placed on your tongue)

Range: Personal

Target: You

**Duration:** Permanent

You lose all memory of events just prior to casting the spell. You lose 1 minute plus one round per level of memories that you personally experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.

#### Cock's Crow

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 1 Casting Time: 1 swift action Components: V, S, M (a rooster's comb) Range: Close (25 ft. + 5 ft./2 levels) Area: One or more living creatures within a 10-ft.radius burst

**Duration:** Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You utter a short, shrill call, and sleeping creatures within the area immediately awaken, including those affected by magical sleep effects.

#### Contingent Minor Healing

School: Conjuration (Healing); Level: Clr 1, Drd 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched

**Duration:** 1 hour/level (D) or until discharged **Saving Throw:** Will half (harmless); see text; **Spell Resistance:** Yes (harmless); see text You bestow a small blessing on a target creature. Whenever the creature takes 4 or more points of damage, the spell discharges, suffusing the creature with positive energy that cures 1 point of damage. If used against undead, this spell is triggered in one of two ways, dealing 1 point of additional damage either the next time the undead target takes normal damage, or the next time the undead target is 'healed' by taking negative energy damage. An undead creature can apply spell resistance, and can attempt a Will save to take no damage.

#### Color

School: Transmutation; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch

**Target:** One creature or object of no more than 2 cu. ft./level

**Duration:** Permanent

Saving Throw: Will negates, see text; or none (object); Spell Resistance: Yes

This spell permanently alters the color of a creature or object. If the object is attended or the creature is unwilling, a Will save is allowed to negate the effect. The effect can be removed by *remove curse*.

#### Contrariness

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft. /2 levels) Targets: One creature /three levels, no two of which are more than 30 ft. apart Duration: 1 minute Saving Throw: Will negates; Spell Resistance: Yes The subjects of the spell become belligerent and

negative toward all around them (-10 penalty to all Diplomacy checks). They will disagree with everything said. In a crowded area, such as a bar, this could easily lead to combat.

#### Crop Circle

School: Evocation; Level: Drd 1 Casting Time: 1 action Components: V, S, M/DF (an ear of corn) Range: Medium (100 ft. + 10 ft./level) Area: 40-ft.-radius spread, 5 ft. high Duration: Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes You summon an invisible force that instantaneously hacks all grasses and underbrush to the ground, leaving nothing but an empty circle. Although the blades are invisible, they are not insubstantial. The swirling scythes and sickles deal 1d6 points of damage plus one point per caster level (up to +5) to any creature or inanimate object within the spell's area of effect. Farmers use the spell to clear arable land for farming, although some use it to frighten neighboring farmers or to sabotage their crops. This spell has no effect on plants with CR ½ or higher.

#### Curse of Ineptitude

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School: Necromancy; Level: Brd 1, Clr 1, Sor/Wiz 1 Casting Time: 1 swift action Components: V, S, M (fur of a black cat) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes You impart a streak of bad luck on the target. Any actions the target takes in the round in which it is affected have a 50% chance of failing. アルゴンムルムシスビル

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#### Cutting Flame

School: Evocation [Fire]; Level: Sor/Wiz 1 Casting Time: 1 full round action Components: V, S, M (flint and steel) Range: Touch Effect: Six-inch long jet of fire Duration Concentration, up to 1 min./level Saving Throw: None; Spell Resistance: Yes (object) You cause a white, hot, six-inch long beam of fire to spring from your fingertips. The primary function of this beam is for cutting through inanimate objects. The beam does not completely destroy the object, but cutting enough of it causes it to gain the broken condition. For example, you could cut out a hole in a locked door big enough to walk through, though the door would still be otherwise intact, it would still be broken. The rate at which you can cut through the object depends on its hardness (see the table below). Objects with a hardness greater than 10 cannot be cut using this spell. You can only make cuts up to six inches deep, thus trying to cut through a foot-thick stone wall would have little effect.

In a pinch, this spell can be used offensively. If used as such you must make a melee touch attack to hit your opponent. A successful attack deals 1d6 points of fire damage +1 additional point per caster level (maximum +10). Attempting to damage an attended object counts as using the spell offensively and damages the object.

Hardness	Inches/round
0	12
1-4	6
5-8	3
9-10	1
11+	Unable to be cut

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#### Deep Shadows

School: Illusion (Glamer) [darkness]; Level: Brd 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch Area: 60 ft. radius Duration: 10 minutes / level (D) Saving Throw: None; Spell Resistance: No This spell creates a deepening and darkening of shadows in the area. This spell doesn't actually create shadows; it just makes existing shadows much larger and darker, and enhances them so they even interfere with low-light vision and darkvision. The shadows affected by this spell provide one-quarter concealment to anyone within them (providing a 10% miss chance) or one-half concealment to anyone seeking the cover of the enhanced darkness (providing a 20% miss chance) as well as a +4 circumstance bonus on Hide checks. If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Deep shadows is countered by any light spell of equal or greater level.

#### Discerning Eye

School: Divination; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 minute Components: V, S, F (magnifying glass) Range: Touch Target: One touched object **Duration:** Instantaneous Saving Throw: None; Spell Resistance: No The spell reveals the exact monetary value of a single item.

#### Dispel Magic, Jesser

School: Abjuration; Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1 As dispel magic, except that the maximum bonus on the dispel check is +5 instead of +10, and the only option available to the caster is a targeted dispel to suppress the effects of a single magic item.

#### Distract

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft. /2 levels) Target: One creature Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes The affected creature is momentarily distracted, losing any action remaining in this round. He becomes flat-footed until the next round in which he makes a new initiative roll as if he was just entering combat.



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Deep Shadows

#### Divine Beacon

School: Abjuration; Level: Clr 2, Pal 1 Casting Time: 1 immediate action Components: V, DF Range: 1 mile/level Target: You Duration: 1 hour/level or until caster dies (D) The caster designates a recipient of this beacon: a

specific individual, a member of specific race, class, or organization. If the individual or group is within the range of the spell they know any negative conditions to which the caster is subjected and the direction and range to the caster.

#### Down and Out

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

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The magic of this spell allows you to see the best way to knock things down. You receive a +10 insight bonus to your next Combat Maneuver check to either disarm or trip an opponent.

#### Draw on Faith

School: Conjuration (Summoning); Level: Clr 1, Pal 1 Casting Time: 1 standard action Components: V, S, DF Range: Personal Effect: Surge of divine power Duration: Until expended or 1 minute Upon casting this spell, you receive a surge of divine energy that grants you a +1 competence bonus on any one attack roll, saving throw, or check you make in the next minute. You must decide if you will use the bonus before you make the die roll. For every 4 caster levels beyond 1st, you get an extra +1 bonus (+2 at 5th level, etc.) to a maximum of +5 at 17th level.

#### Earth Charger

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School: Transmutation; Level: Pal 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched (spell caster's special mount only) Duration: 1 round/level Saving Throw: Fortitude pogates (harmlose):

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

*Earth charger* fills your mount with the power of earth. As long as it remains in contact with the ground, it gains a +4 enhancement bonus to Strength and gains the trample ability (if it doesn't already have it). Creatures deal trample damage based on their size as follows.

Size	Trample Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d8

The mount adds 1½ times its newly enhanced Strength bonus on its trample damage roll.

#### Energy Missile

School: Evocation [See text]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Targets: Up to 5 creatures, no two of which can be more than 15 ft. apart Duration: Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes A bolt of a chosen energy type (acid, cold, electricity, fire, or sonic) blasts from your fingertips and with a successful ranged touch attack deals 1d6+1 points of the chosen energy type of damage. For every two caster levels beyond 1st, you gain an additional missile: two at 3rd level, three at 5th, four at 7th, and five bolts at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature with one attack roll or several creatures with multiple attack rolls. A single bolt can strike only one creature.

#### Energy Weapon

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School: Transmutation (See text); Level: Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, F Range: Touch Target: 1 weapon Duration: 1 round/level Saving Throw: None: Snell Resi

**Saving Throw:** None; **Spell Resistance:** No Casting this spell sheaths one weapon in one of five energy types of the caster's choice (acid, cold, fire. electricity, or sonic). For the duration of the spell, the enchanted weapon deals an additional 1d6 damage of the energy type chosen on a successful hit. The elemental energy imbued does not harm the caster, or the weapon, but it may affect surrounding objects (for example, a flaming sword could be used to ignite a pool of oil).

#### Escape Grapple

School: Transmutation; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 immediate action Components: V Range: Personal Target: You Duration: 1 round The magic of this spell makes you more lithe and imparts an instinctive knowledge of wrestling moves

and breaking holds. You gain a +5 competence bonus to your Combat Maneuver check, Combat Maneuver Defense, or Escape Artist check to oppose a Combat Maneuver grapple check.

#### Flashy Defenses

School: Abjuration [force]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, F (small bag of lint) Range: Personal Target: You **Duration:** 1 min./level Flashy defenses creates a barrier of matter or force around you, providing protection against random types of attacks. The force or matter manifested is appropriate to the damage being defended against. For instance, a sphere of mist might surround you to stop fire attacks, or small metal shields to stop melee attacks, or feathers to stop missile attacks. Roll on the table below each minute of the spell duration to determine the attack or energy type protected against. You gain damage reduction 1/adamantine or energy

resistance 5 (depending on if the defense is for attacks

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or energy) against that attack type. This defense overlaps (and does not stack with) similar defenses from endure elements, resist elements, protection from elements, or stoneskin.

1d10	Attack Protected From
1	Melee attacks (DR)
2	Missile attacks (DR)
3	All melee or missile attacks (DR)
4	Cold (energy resistance)
5	Acid (energy resistance)
6	Electricity (energy resistance)
7	Sonic (energy resistance)
8	Fire (energy resistance)
9	All energy types (energy Resistance)
10	+4 cover bonus to AC and a +2 cover
	bonus to Reflex saves. Cover is granted
	by a mixture of substances.

#### Foul Flesh

School: Abjuration; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, F (a piece of spoiled meat) Range: Touch Target: Creature touched **Duration:** 1 hour/level Saving Throw: Fortitude negates; Spell Resistance: No The caster imbues his flesh with a foul appearance and taste, dissuading living creatures from biting him. Anytime a living creature with a bite attack successfully bites a target under the effects of foul flesh it must make a successful Fortitude save or

refuse to bite the target again while the spell lasts. A creature that fails its saving throw can still use other attack modes against the caster.

#### Foes' Measure

School: Divination; Level: Sor/Wiz 1 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) Target: Creatures in a 30-ft.-radius burst. **Duration:** Instantaneous Saving Throw: Special (see text); Spell Resistance: Yes

The caster learns the power of all affected creatures in the area of effect. He learns their class or creature type (and subtype) along with their level or HD. Disguised creatures cause the spell to provide whatever information the disguised creature wishes (example commoner level 1 or dragon (fire) HD 25).

#### Flank Shield

School: Abjuration; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a miniature shield) Range: Touch Targets: Creature touched Duration: 1 min./level



Foul Flesh

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) This spell creates a magical barrier protecting the target's flank. As a result, the character cannot be flanked (this also prevents against sneak attacks due to flanking unless the rogue is 4 levels higher than the caster).

#### Glamour

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School: Illusion (Glamer); Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a drop of perfume) Range: Personal Target: You Duration: 10 min./level (D) Saving Throw: Will disbelief (if interacted with); Spell Resistance: No You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Bluff and Diplomacy checks gain a +5 circumstance bonus. This spell does not change any specifics of your appearance, such as gender, race, and so forth, although it proves useful to cast in conjunction with disguise self or alter self.

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#### Gloomlight

School: Illusion (Shadow) [Light]; Level: Clr 1, Sor/Wiz 1 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Object touched **Duration:** Permanent Saving Throw: None; Spell Resistance: No The touched object sheds an eerie radiance in a 60foot radius, enabling creatures with darkvision the ability to perceive color. Both darkness and light spells counter gloomlight.

#### Guilt

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Clr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, AF (small mirror, 10gp) Range: Medium (100 ft. + 10 ft./level) Target: One living creature of nongood alignment **Duration:** 1d4 rounds Saving Throw: Will negates; Spell Resistance: Yes A nongood creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

#### Harden

School: Abjuration; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action **Components:** V, S Range: Touch Area: One object or a 10-foot cube of matter **Duration:** 1 hour/level (D) Saving Throw: Fortitude negates (harmless, object); Spell Resistance: Yes (harmless, object) You increase an object's hardness by 50 percent or by +1, whichever is greater.

#### Heat Lightning

School: Evocation [Electricity]; Level: Brd 1, Drd 1, Sor/Wiz 1

Casting Time: 1 standard action Components: V, S, M/DF (pointed rod of iron or copper.)

Range: Medium (100 ft. + 10 ft./level) Area: Cylinder (5-ft. radius, 30 ft. high) Duration: 1 round

Saving Throw: Reflex half; see text; Spell Resistance: Yes

You produce vertical strokes of lightning that flash downward for 1 round, dealing creatures and objects in the area 1d6 points of nonlethal damage +1 point per caster level (maximum +5), or half-damage on a successful Reflex save. On a failed save, creatures are also dazzled for 1 round and catch on fire, immediately taking an additional 1d6 points of fire damage. A creature catching on fire continues to burn in subsequent rounds unless it makes a DC 15 Reflex save to put out the flames). The lightning strokes ignite unattended, flammable objects in the area.

#### Hesitation

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Clr 1, Sor/Wiz 1 Casting Time: 1 swift action **Component:** S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance: Yes You force a target creature within range to hesitate, becoming briefly confused and uncertain. The subject of this spell reduces its initiative count by your caster

#### Hex of the Bull's-Eye

School: Necromancy; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: 20 ft. Target: 1 creature or object Duration: 1 min./level (D) Saving Throw: Will half; Spell Resistance: Yes You alter the laws of probability so that any time the

target is missed by an attack, there is a 20% chance that it actually hit. If the target saves, the chance that a miss is actually a hit is reduced to 10%.

#### Hex Weapon

School: Necromancy [Fear, Mind-Affecting]; Level: Clr 1 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Target: One manufactured weapon Duration: 1 min./level Saving Throw: Will negates (object); see text; Spell Resistance Yes This spell curses one manufactured weapon so that, M X X C W Y K

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for the duration, anyone attempting to wield it must succeed on a Will save or drop it. If someone saves against a particular weapon affected by hex weapon, he no longer is affected by that casting on that weapon. Magic items are not affected by this spell.

#### Hidden Shelter

School: Transmutation; Level: Rgr 1 Casting Time: 1 standard action Components: S Range: Close (25 ft. + 5 ft./2 levels) Target: Any 10 ft. by 10 ft. area Duration: 1 week/level Saving Throw: None; Spell Resistance: Yes

With a wave of your hand, you transform a natural shelter from the elements of his surroundings. The shelter will house a number of creatures equal to your level and they can spend the next 24 hours in relative comfort. The shelter does not protect you or your allies from unnatural phenomena, nor does it protect them from extreme weather conditions such as fire, flood, volcanic eruptions, earthquakes, hurricanes and the like. It will, however, protect you and your allies from normal rain, snow, wind, heat and cold. The shelter will be made of the natural surroundings and will blend in with them. Noticing the shelter requires a Perception check opposed by your Stealth check with a competence bonus equal to your caster level. If you and your allies spend more than 24 hours in the same location, the shelter continues to function, but it will cease to blend in with its surroundings.

#### Ice Arm

School: Transmutation [Cold]; Level: Drd 1, Sor/Wiz 1

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

Saving Throw: None; Spell Resistance: Yes You shroud your hand and forearm in extreme cold which you can use to damage an opponent. Your successful melee touch attack deals 1d8 points of cold damage +1 point per caster level (maximum +20). A successful melee touch attack discharges the spell. As long as you hold the charge, your hand and forearm absorb fire damage, allowing you to reach into fire unharmed. When the spell has absorbed 1 point of fire damage per caster level (similar to the function of a protection from elements spell), it is discharged. While the spell protects your arm in this manner, touching an object does not discharge the spell unless you want it to. This allows you to reach through a wall of fire to grasp a gem on the other side, for example. The spell does not protect any other part of your body, so you could not use it to walk across a pool of lava or to stick your head into a campfire.

#### **Id** Seizure

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (disk or sphere of crystal or

metal on a string) Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; Spell Resistance: Yes You tap into the target creature's subconscious, releasing primitive urges that short circuit its mind and leave it disoriented. The affected creature can only take move actions, and gains a new saving throw on its turn.

#### Ignore

School: Enchantment (Charm) [Mind-Affecting, Psionic]; Level: Drd 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 standard action

Components: M (cotton and a blindfold) Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes You magically distract a creature causing it to suffer a -5 penalty to Perception checks. Even if the subject fails the save, it does not know it has been the subject of a spell effect.

#### Illuminated Weapon

School: Evocation [Good]: Level: Pal 1 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: One weapon Duration: 1 min./level (D) (see text) Saving Throw: Will negates; Spell Resistance: Yes



#### Id Seizure

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You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of a corporeal foe, inflicting upon it a -2 divine penalty to attacks, saves, and checks for 1 round per level when it strikes (multiple strikes do not inflict stacking penalties.) Incorporeal undead hit are also disrupted, causing them to be staggered on their next turn.

#### Inflict Pain

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School: Necromancy [Evil]; Level: Clr 1, Sor/Wiz 1 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** Special (see below) **Saving Throw:** Fortitude partial; Spell Resistance: Yes Inflict pain surrounds your hand with a dull red glow, allowing you to send blindingly hot pinpricks through

your target's body. This deals 2d6 points of nonlethal damage plus 1 point per caster level (maximum +5), and the target suffers a -1 penalty to attack rolls, skill checks, and ability checks for 1 minute. A successful saving throw results in half damage and negates the penalty.

#### Invisible Familiar

School: Illusion (Glamer); Level: Sor/Wiz 1 Casting Time: 1 Standard action Components: V, S, M (a dollop of wax) Range: Touch Target: Your familiar Duration: 1 hour/level (D) Saving Throw: None: Spell Resistance: No Your familiar is rendered invisible to sight as if you cast invisibility upon it. You cannot share this effect, and it cannot be cast on any other creature.

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#### Inspired Initiative

School: Divination; Level: Clr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) **Target:** One creature/level Duration: 10 min./level or until discharged Saving Throw: Will negates (harmless); Spell Resistance: No Creatures affected by this spell gain momentary impressions of the future that grant them a +2 bonus on their next initiative check.

#### **Keen Senses**

School: Transmutation; Level: Drd 1, Rgr 1 Casting Time: 1 standard action **Components:** V, M/DF (a sprig of eyebright) Range: Touch Target: Creature touched Duration: 1 round/level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) With keen senses, you gain low-light vision, enabling you to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. If you already have low-light vision, you instead gain the ability to see three times as far as normal. In addition, you gain a +2 bonus on Perception checks.

#### Jash Fey

School: Necromancy; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a handful of iron filings) Range: Close (25 ft. + 5 ft./2 levels) Effect: 10-ft.-radius cloud, 5 ft. high **Duration:** Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes You create a cloud of iron filings that carries a slight negative energy charge. Any fey creature caught within the cloud suffers 1d4 hit points of damage. Any undead creature in the cloud is cured of 1 point of damage.

#### Malicious Intent

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action **Components:** V Range: 60 ft. Area: 30-ft.-radius spread centered on you Duration: 2 rounds/level (D) Saving Throw: None; Spell Resistance: Yes Malicious intent causes all subjects in the area of effect to take a -1 penalty on all saving throws. Alternately, you can select a single school of magic and cause all subjects in the area to take a -2 penalty on saving throws against spells from that school.

#### Mental Sentinel

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School Divination; Level: Rgr 1, Sor/Wiz 1 Casting Time 1 standard action **Components** V, S Range Personal Duration 10 min./level (D) (or until expended)

While this spell is active you gain a sixth sense for danger: a faint tingling at the back of the head or a feeling in your gut that makes you more alert. While this spell is active you gain a +2 insight bonus on Perception checks. Any time while this spell is active, you can expend the remaining duration to gain a +2 insight bonus to your initiative check.

#### Minor Jasting Image

School: Illusion (Figment); Level: Brd 1, Sor/Wiz 1 Casting Time: 1 Standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: 1 square foot **Duration:** Permanent 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

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does not create sound, smell, 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.

#### Missteps

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

You inflict a minor jinx of clumsiness on the target creature, reducing all its speed ratings by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the creature's Dexterity (minimum 1).

#### Mistsight

School: Divination; Level: Clr 1, Drd 1, Rgr 1 Casting Time: One action Components: V, S, DF Range: Personal Target: You **Duration:** One min./level You can see through mist, fog, heavy rain, and other

water-based forms of concealment as if they weren't there. For example, a fog cloud spell does not provide any concealment miss chance against your attacks. All non-visual effects of the spell work normally (for example, a stinking cloud nauseates you if you enter it; a solid fog slows you, and so on).



**Overcompensation** 

#### Overcompensation

School: Transmutation; Level: Sor/Wiz 1 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Weapon touched **Duration:** 1 hour/level Saving Throw: Will negates (object, harmless); Spell Resistance: Yes (object, harmless) This spell causes the weapon touched to grow to the next smallest size that would normally make it impossible to wield. The damage dealt by the weapon increases as though it were one size category larger, but the weapon can be wielded as though it were its original size.

This effect does not stack with other magic effects that increase size, such as enlarge person or righteous might.

#### Pearl of Brilliance

School: Conjuration (Creation) [Light]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (a ball of pine resin or candle wax)

Range: 0 ft.

Effect: One gleaming silvery sphere in your palm Duration: 1 min./level or until expended (D) Saving Throw: Fortitude partial; Spell Resistance: Yes

A gleaming pearl-sized silver sphere appears in your palm, glowing as brightly as a candle. You can use the pearl to make a melee touch attack or throw it as a splash weapon, making a ranged touch attack with a maximum range of 60 feet. If the sphere is wielded by any other creature, treat it as an improvised melee weapon (-4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. When the pearl hits (either as a ranged or melee attack), it breaks and releases a flash of intense light. The target struck takes 1d6 points of damage plus one point per caster level (maximum +5). Creatures in the splash area (including the target struck and the wielder, if not you) must make a Fortitude save or be

dazzled for 1d4 rounds. Undead creatures struck take 2d6 points of damage + 2 points per caster level (maximum +10) and must save or be blinded for 2d4 rounds. Undead creatures in the splash area take 1d6 points of damage plus one point per caster level (maximum +5) and must save or be blinded for 1d4 rounds.

The flash from the breaking *pearl of brilliance* counters or dispels any darkness spell of equal or lower level. A darkness spell of equal or higher level counters or dispels pearl of brilliance.

#### Peephole

School: Transmutation; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action

Components: V, S, M (a small piece of a saw blade) Range: Touch

Effect: 1-inch-diameter opening, 1 inch deep plus 1 inch per two additional levels

Duration: 10 min./level (D)

Saving Throw: None; Spell Resistance: No You create a small opening through a wooden, plaster, or stone wall but not through metal or other harder materials. The hole is 1 inch deep plus an additional 1 inch per two caster levels above 1st (6 inches at 11th, 8 inches at 15th, to a maximum of 10 inches deep at 19th level). If the wall's thickness is more than the depth of the hole created, the spell fails. Observing through the hole created by a *peephole* spell grants cover to the observer (+4 to AC, +2 to Reflex saves, and a +10 bonus on Stealth checks). Additionally, the peephole eliminates the Perception DC modifier for a wooden door and reduces the Perception DC modifier for a stone wall to +5. The *peephole* spell can also be used to create a small hole in the side of a chest, a safe or lockbox, or any other container so long as the type of material and thickness are within the spell's capabilities.

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#### Pins and Needles

School: Illusion (Figment); Level: Brd 1, Sor/Wiz 1 Casting Time: 1 action Components: V, F (a silver needle) Range: Medium (100 ft. + 10 ft./level) Target: One creature **Duration:** 2 rounds/level (D) Saving Throw: Will negates (see text); Spell Resistance: Yes For the duration of this spell, the victim has the unpleasant sensation of being poked and prodded

with hundreds of tiny needles. This causes the victim to suffer a -1 circumstance penalty on all attack rolls and skill checks, and requires that he succeed at a Concentration check (with a DC 10 + your caster level) any time that he tries to cast a spell.

#### Poison Weapon

School: Conjuration (Creation) [Poison]; Level: Clr 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch

**Effect:** Weapon touched **Duration:** 1 min./level **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes This spell functions like *magic weapon*, except that instead of gaining a magical enhancement, the weapon becomes coated with magically created injury poison. This poison deals 1d4 Dexterity damage per round for 10 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. The Fortitude DC of the poison is 10 + 1/2 caster level + the caster's ability modifier.

#### Potent Weapon

School: Transmutation; Level: Clr 1, Pal 1, Rgr 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: Weapon touched Duration: 1 min./level Saving Throw: None; Spell Resistance: Yes (harmless) When you cast this spell, you designate a foe by creature type (see bane special weapon property) and imbue a weapon you touch with the power to deal additional damage to that foe. The weapon gains a +1 enhancement bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

#### Precipitate

School: Conjuration (Creation) [Air, Water]; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M/DF (a small, dried gourd or rattle)

Range: Close (25 ft. + 5 ft./2 levels) Area: Cylinder (40-ft. radius, 20 ft. high) Duration: Concentration, up to 1 round/level (D) Saving Throw: None; Spell Resistance: No You create driving rain in the spell's area if the temperature is above 50 degrees Fahrenheit, sleet or rain instead if the air temperature is between 50 degrees Fahrenheit and freezing, and sleet or snow if the air temperature is freezing or below. The precipitation blocks all sight (including darkvision) beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). In addition, each type of precipitation has an additional effect:

*Rain*: Small, unprotected mundane flames (such as candles, torches, and campfires of Tiny size) are extinguished by the driving rain. There is no effect on fire creatures or magical flames.

*Sleet*: Ground in the area becomes slick and icy, so creatures can move safely only at one-half speed. Creatures moving at full speed must make an Acrobatics check DC 10, with failure indicating that the creature cannot move on the ice, and failure by 5 points or more meaning that the creature falls prone.

*Snow*: Ground in the area becomes icy and snow accumulates. Creatures can move only at one-half speed, and no running or charging is possible. Even moving at one-half speed, a creature must make an Acrobatics check DC 10, with failure indicating that the creature cannot move and failure by 5 points or more meaning that the creature falls prone.

#### Pressure Spray

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School: Evocation [Water]; Level: Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (an eyedropper) Range: Close (25 ft. + 5 ft./2 levels) Effect: A line of water Duration: Concentration, up to 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes

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You create a line of highly pressurized water to spring forth from your hand. You may use this line to make a ranged touch attack against a single target. If you succeed, you deal 1d6 points of non-lethal damage. Additionally, Medium and Small creatures that fail their Fortitude saves are knocked prone by the blast, and Tiny or smaller creatures are knocked back 1d4 x 10 feet and knocked prone. Each round that you concentrate on the spell you can make an additional attack against either the same target or a new target. As a standard action, you can use the water from the spell to extinguish fires. Mundane fires that cover an area of one 5-ft. square or less are automatically extinguished in one round. Mundane fires of a size greater than five feet are shrunk by a 5-ft. square each round you target them. Magical fires can also be extinguished, but to do so requires a modified caster level check  $(1d_{20} + 1 \text{ per caster level}, \text{ maximum } + 5)$ against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Elemental (fire) creatures or other creatures that are vulnerable to water take regular damage instead of non-lethal damage.

#### Quill Skin

School: Transmutation; Level: Drd 1 Casting time: 1 immediate action Components: V Range: Personal Target: You Duration: 2 rounds/level (D)

Hundreds of thin, pointed quills instantly erupt from your skin. The quills effectively serve as armor spikes and you are treated as if you are proficient with them. These quills cover the majority your body and do not harm you, or hinder your movement or any other actions. The quills sprout out of natural and leather armor but remain harmless under other types. The quills are fine enough as not to cause damage to clothing or other items worn.

Creatures swallowing or constricting you take 3d6 points of damage each round while you remain swallowed or constricted.

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#### **Reactive** Armor

School: Abjuration; Level: Sor/Wiz 1 Component: S Casting Time: 1 immediate action Range: Personal Target: You Duration: 1 round With a gesture, *reactive armor* surrounds you with an invisible protective shield, granting you a +2 deflection bonus to AC. Because this spell is cast as an immediate action, it can be cast even when it isn't your turn.

#### **Righteous** Strike

School: Evocation; Level: Pal 1 Casting Time: 1 swift action Components: V, S Range: Touch Target: Weapon touched Duration: 1 hour per level or until discharged Saving Throw: None; Spell Resistance: No This spell allows you to channel your holy power into a weapon as a swift action. When this happens the weapon gains a +1 bonus to attack and damage, and is able to bypass all forms of damage reduction (but not hardness).

#### Sacred Watch

School: Divination; Level: Clr 1 Casting Time: 1 round Components: V, S, DF Range: Touch Target: One living creature touched Duration: 1 day/level Saving Throw: Yes (harmless); Spell Resistance: Yes (harmless) Sacred watch allows you to become instantly aware when the subject of this spell is in danger. Distance is not a factor and the spell even works across multiple planes and dimensions. You receive a mental image of the subject, including the surrounding area when danger is present. Note: This spell does not tell you where the subject is, only that the subject is in danger.

#### Scentless

School: Abjuration; Level: Drd 1 Casting Time: 1 standard action Components: V, S, M (red herring) Range: Touch Target: One creature or object Duration: 10 min./level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The scent ability does not help creatures find the target of this spell; it has no scent for the duration. At the end of the duration, its scent trail reappears.



**Righteous Strike** 

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#### Second Chance

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School: Abjuration; Level: Clr 1 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The subject can attempt a new saving throw to shrug off one unwanted ongoing condition or effect. Second chance does not heal damage already suffered from an effect or condition. If an effect doesn't allow a save, or if it has a duration of Instantaneous, then second

*chance* has no effect. The save DC is the same as for the first saving throw. Effects with a Permanent duration add +2 to the DC of the second save. This spell can be cast only once per unwanted condition—if the second save fails, this spell cannot help.

#### Self-Joading Bolts

School: Evocation; Level: Rgr 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: One crossbow and up to 50 crossbow bolts Duration: 1 hour/level Saving Throw: Will negates (harmless, object);

**Spell Resistance:** Yes (harmless, object) This spell causes the bolts targeted by the spell to automatically load themselves into the target crossbow. One new bolt loads itself as a free action whenever there is not one already in the crossbow. Only the target bolts will load themselves, and only into the target crossbow. If either the crossbow or the bolts are shut inside a closed container, they will lie dormant, not loading until the container is opened. They will also not load if the bolts and the crossbow are more than five feet away from each other.

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#### Shadow Hands

School: Transmutation; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: 10 ft. Effect: Semicircular burst of shadows 10 ft. long, centered on your hands

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes A wave of murky blackness shoots from your hands. You must hold your hands together and then pull them apart quickly, to either side of you. The sheet of blackness is nearly as thick as your hand. Any creature in the area of the blackness takes 1d4 points of cold damage per your caster level (maximum of 5d4). This spell is closely related to the *burning hands* spell of the surface world, but is considered more practical in a lightless environment.

#### Shadow Weapon

School: Illusion (Shadow); Level: Sor/Wiz 1 Casting Time: 1 swift action Components: V Range: Personal Effect: One melee weapon Duration: 1 min./level (D)

**Saving Throw:** Will half; **Spell Resistance:** Yes You cause a non-magical, non-masterwork weapon of a size that you can wield to appear in your hand. You may attack with this weapon as though proficient. If the weapon leaves your hand, it vanishes and the spell effect ends.

Each time you hit a foe with this weapon, the struck creature must make a Will save. On a success, the foe takes half damage from the weapon in that round (minimum 1 hit point). On successive hits, it must make new saves with a cumulative +1 bonus for each successful save previously made against your shadow weapon. If an attacked creature has SR, the resistance is checked the first time the shadow weapon strikes it. If the weapon is successfully resisted, it cannot deal damage to that creature. A weapon created using this spell can only deal damage to creatures with Intelligence scores and thus it doesn't work on objects or mindless creatures.

#### Share Sacrifice

School: Transmutation; Level: Pal 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: Injured creature Duration: Instantaneous

**Saving Throw:** Will negates; **Spell Resistance:** Yes This spell will only function on living creatures. When you touch the target and speak the appropriate prayer, the target heals half the current hit point damage it has suffered. Half of the amount of damage healed is taken as damage by you.

#### Skill Jore

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School: Divination; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: 1 creature touched **Duration:** Until discharged (see below) Saving Throw: Yes (harmless): Spell Resistance: Yes (harmless) You enhance a creature's knowledge about a particular skill. While the spell is in effect, the target gains an insight bonus equal to +1 per two caster levels (max +5) to one skill check chosen at the time of casting. If this skill check takes more than one round it gains no benefit from this spell. Only one skill lore can be in effect on a creature at a time as a second casting counters the first.

#### Songstrike

School: Evocation [Sonic]; Level: Brd 1 Casting Time: 1 move action Components: V Range: 30 ft. Area: Cone Duration: Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes With a single note, you blast forth a cone of sonic energy from your mouth that inflicts 1d4 points of damage per three caster levels (maximum 5d4). リュリアクフススや

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#### Sonic Dart

School: Evocation [Sonic]; Level: Brd 1 Casting Time: 1 move action Components: V Range: 50 ft. Target: One creature or object Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes You create a tiny missile of sonic energy that flies forth at a target you designate. To hit the target, you must make a ranged touch attack. A success inflicts 1d4 points of sonic damage plus an additional 1d4 points of sonic damage per three caster levels (to a

#### Soul Beacon

maximum of an additional 3d4).

School: Necromancy; Level: Pal 1 Casting Time: 1 standard action Components: V, DF Range: Personal Target: You Duration: One min./level You amplify all positive and good aspects of your soul,

giving you power to resist the attacks of undead creatures. You gain a +2 sacred bonus to Armor Class and saves against undead attacks. Because your soul shines so brightly, undead and other creatures whose bodies are supported by negative energy can see you as clearly as a campfire on

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a clear night, even in normal (but not magical) darkness.

For example, a vampire on the opposite side of a 500foot diameter cavern could see you even if the cavern were unlit and even though the vampire's darkvision only reaches 60 feet. If the vampire had attacks that reached that far, he could see and target you normally at that distance. His dominated half-orc slave could not see you unless you entered an area of light or the range of his darkvision.

#### Spikes of the Jocust Tree

School: Transmutation; Level: Drd 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 immediate action Components: V Range: Touch Target: One willing creature Duration: 1 round/level Saving Throw: None; Spell Resistance: Yes (harmless) Long, woody thorns erupt from the target's skin, damaging those who touch or grapple him. Anyone who touches or grapples the subject takes 1 point of piercing damage. Unarmed strikes by the target deal an additional point of piercing damage. The subject gains a +2 circumstance bonus to Combat Maneuver

#### Stunning Note

grapple checks.

School: Enchantment (Compulsion) [Mind-Affecting, Sonic]; Level: Brd 1 Casting Time: 1 move action **Components:** V Range: 50 ft. Target: One creature Duration: 1 round Saving Throw: Fortitude negates; Spell Resistance: Yes You stun a creature for 1 round with a shrieking note.

#### Supernatural Ward

School: Abjuration; Level: Brd 2, Clr 1, Sor/Wiz 2 Casting Time: 1 immediate action Components: V, S, DF Range: Personal Target: You Duration: 1 round While supernatural ward is in effect, the caster gains a +4 bonus on all saving throws against supernatural effects.

#### Summon Weapon

School: Conjuration (Summoning); Level: Pal 1, Rgr 1, Sor/Wiz 1 Casting Time: 1 immediate action **Components:** V Range: Personal Effect: One summoned melee or ranged weapon Duration: 1 min./level (D) Saving Throw: None; Spell Resistance: No



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#### Supernatural Ward

This spell summons one melee or ranged weapon (but not ammunition) of your choice. This weapon appears in your hands. The weapon is typical for its type and appropriate for your size. Only one weapon appears per casting, and only you can wield it. If you set it down or hand it to someone else, it vanishes as soon as you release it from your grasp. You can't summon a weapon too large to be held in your two hands.

#### Sword Shock

School: Evocation [Electricity]; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One creature, plus one additional creature per 3 levels (maximum 7 creatures), no two of which may be more than 15 ft. apart **Duration:** Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes Sword shock causes electricity to flow from items the target is holding to the target's hands. This electricity deals 1d4 points of damage per caster level (maximum 5d4). The jolt also causes the creature to drop whatever it is holding, which falls to the ground in the target's square. A successful Fortitude save reduces the damage by half and allows the target to keep her grip on the item. If the target has items in both hands, it risks losing both but does not suffer any greater damage. If the target is not holding any items (or has no hands) it still takes damage but of course cannot

drop anything.

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#### Torchbearer

#### Torchbearer

School: Conjuration (Creation); Level: Brd 1, Clr 1, Sor/Wiz 1 Casting Time: 2 minutes Components: V, S, M (a tindertwig) Range: Close (25 ft. + 5 ft./2 levels) Effect: One quasi-real, humanoid torchbearer Duration: 1 hour/level (D)

Saving Throw: None; Spell Resistance: No You conjure a Medium-sized, humanoid creature. The torchbearer appears with a newly-lit torch, which it carries for you or the one person for whom you specifically created the torchbearer. A torchbearer appears to be a short, burly human dressed in livery of whatever color you specify. It does not fight, but animals shun it and refuse to attack it.

The torchbearer has an AC of 11 (+0 size, +1 Dex) and 4 hit points +1 hit point per caster level. If it loses all its hit points, the torchbearer disappears, as does the torch it was carrying. A torchbearer has a base speed of 20 feet, and a Strength score of 11 (for purposes of encumbrance). It does not fight.

The torchbearer's torch sheds light as an ordinary torch, and remains with the *torchbearer*; it cannot be given to anyone else. The light produced by the torch increases according to caster level. A torchbearer's abilities include those of torchbearers of lower caster levels.

Caster	
Level	Additional abilities
3rd	The torch sheds light as a sunrod.
5th	The torch sheds light as a bullseye lantern, and changes appearance to resemble a lantern.
7th	The torch sheds light as a daylight spell, and changes appearance to resemble a brightly-glowing ball.

#### True Shield

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School: Abjuration; Level: Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 hour/level or until discharged You gain +20 deflection bonus to AC against the next attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

#### Tunnel

School: Transmutation; Level: Drd 1, Rgr 1 Casting Time: 1 standard action Components: V, S, M (a small piece of a burrowing animal's claw) Range: Personal Target: You

Duration: 1 round/level (D)

Tunnel causes your hands and forearms to thicken and a heavy layer of leathery skin covers them. You gain a burrow speed of 10 feet, but you may only burrow through dirt (not rock), and you may not run while burrowing. The change to your arms has no effect on your combat abilities.

#### Undetectable Poison

School: Illusion (Glamer) [Evil]: Level: Brd 2, Drd 2, Rgr 1, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels) Target: One dose of poison/level, no two of which can be more than 30 ft. apart Duration: 1 day/level Saving Throw: Will negates (harmless) (see text); Spell Resistance: Yes This spell allows you to mask the presence of poisons. そってていしょうとどん アスプレンス ひんてん ひとてん しん ひん

Detect poison and similar effects utterly fail to detect the poison. Detect magic does reveal the aura of an illusion spell. Creatures carrying poisons and unattended magic poisons may make saving throws to prevent the poison from being made undetectable.

#### Unspeakable Tongue

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action

- **Component:** S
- Range: Touch
- Target: Creature touched
- Duration: 1 hour/level

Saving Throw: Will negates; Spell Resistance: Yes For as long as the subject is under the effects of this spell, he speaks unintelligible gibberish. Among other effects, spellcasters under the effect of unspeakable tongue can still cast spells with verbal components, and can speak magic item command words, but

cannot use language-dependent skill checks (such as Diplomacy) which become effectively impossible to make. This effect can be dispelled or negated by a *remove curse* spell.

#### Valiant Resolve

School: Abjuration; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S, M (small piece of iron) Range: Touch Targets: Creature touched Duration: 1 round/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) For the duration of this spell, the willing subject gains DR 10/non-lethal.

#### Ward, Jesser

School: Abjuration; Level: Clr 1, Drd 1, Sor/Wiz 1 Casting Time: 10 minutes Components: V, S, M (see text) Range: Touch Target or Area: Object touched or up to 20 square feet Duration: 1 day/level or until discharged Saving Throw: See text: Spell Resistance: Yes (object) This inscription harms those who enter, pass, or open the warded area or object. A lesser ward can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. Typically, any creature of a specific type violating the warded area is subject to the magic it stores. Wards can be set according to alignment, creature type, subtype, or species (such as "elf" or "aberration"). Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple lesser wards cannot function within 30 feet of each other. When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious. Wards can be detected as traps (DC 10 + caster level) and disabled or bypassed (same DC); in addition they can also be dispelled. The non-detection spell can fool a ward. You can identify a lesser ward with a successful Spellcraft check (DC 15). Identifying the ward does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored). Depending on the version selected, a ward either blasts the intruder or activates a spell:



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Lesser Ward

*Blast Ward:* A blast deals 2d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Reflex saves to take half damage.

*Spell Ward:* You can store any harmful 1st level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect centers on the intruder. All saves operate as normal, except that the Difficulty Class is based on the level and school of the *lesser ward*.

#### White Noise

School: Evocation [Sonic]; Level: Brd 1, Sor/Wiz 1 Casting Time: 1 standard action Components: V, S Range: Touch Target: Object touched Duration: 10 min./level Saving Throw: None; Spell Resistance: None This spell causes the target object to emit loud, unspecific sound bursts and white light that makes hearing and seeing difficult. All Perception checks within 60 feet of the target object suffer a –5 penalty.

A foot of stone or three inches of iron blocks the sound created by this spell. *White noise* also negates blindsight and blindsense abilities based on hearing. Creatures relying entirely on hearing for perception are effectively blinded. You do not see or hear anything out of the ordinary beyond 60 feet.

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School: Evocation [Air]; Level: Drd 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Targets: Flying creatures in range Duration: 1 round Saving Throw: Reflex negates; Spell Resistance: Yes You cause the air around and above you to churn. the chaotic winds buffet those in the air. All flying creatures who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls. Creatures flying magically do not fall but merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round. The spell also inflicts 1d6 points of air damage per two caster levels (maximum 5d6) to all flying creatures in range, although the Reflex saving throw negates all damage. ロベ そ き たんちアレムシンビスバマデディススム いととんっじ デバック ち みし



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