Rite Publishing Presents

# 101 2nd Jevel Spells



By Steven D. Russell



ダッスシュアデフスズマンシュ シャンジェッス エンシアアアアアアレン

## **Rite Publishing Presents:**

## 101 2nd Jevel Spells

Sorcerer Supreme (Designer): Steven D. Russell Meddling Archmages (Additional Design): Jim Groves and Ben McFarland Spellbook Scribe (Editor): David Paul Master Illusionist (Cover Artist): Shaman Stock Art Transmuters (Interior Artwork): Joe Calkins, Rick Hershey, and Shaman Stock Art 4 5 5 ML 7 LANLY LANZ X LANZ Z LANLY LAND 3 5 PM

Diviners (Proofing): Ben McFarland and Dave Paul Lowly Apprentice (Layout): Steven D. Russell

**Dedication:** To The Companions of the Bargewright Inn —A paradigm shift in gaming.

**Special Thanks** to the subscribers: Ben Asaro, Chris Mattson, Craig Johnson, Filipe Silva, Jani Vaara, Jeffery Spencer, Mark Gedak, Michael Welham, Oliver Spreckelsen, Paul Watson

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

101 2<sup>nd</sup> level spells © 2010 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

<u>ANTETTERVALLEVERSEVELL</u>VZZC<u>CTLL</u>

**Beguile:** Target takes a –4 penalty on saves against enchantment and illusion spells and is dazzled. (Move) **Break Object:** Inflicts damage and broken condition on a single object or damages a construct creature. **Brightmatter:** Sticky phosphorescent mass sheds light where it's attached.

**Contingent Light Healing:** Target that takes 4 or more damage instantly heals 1d8 hit points.

**Curse of Prevarication:** Subject cannot tell the truth. **Damage Loins:** Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds. **Deathchant:** Chanting saps the life from living creatures.

**Delude Divination:** Divination attempts against target may fail and produce random results. **Dimension Hop:** You, touched objects, and your familiar or companion teleport to any spot within close range.

**Disguise Wounds:** You cause the subject to appear resilient to various forms of damage.

**Distortion Field:** Grants total concealment against blindsight and tremorsense.

**Euphoria:** Target has attitude improved by one step and suffers a –2 penalty on saves against your enchantment spells.

**Exhaustion:** Target becomes exhausted. **Expeditious Charge:** You temporarily are faster and more agile.

**Fit of Pique:** Force target to attack its ally. **Flexarmor:** You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

**Frigid Slowness:** Causes 1d4/level points of cold damage (max 10d4) and the target is slowed. **Hesitate:** One subject per level goes last in the initiative order and does not take its first attack of opportunity each round.

**Insomnia:** Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

**Lifechant:** Your chanting renews living creatures. **Memory Crystal:** Permanently store a memory in a crystal or gem.

**Mute:** Subject cannot produce sounds from its mouth. **Nightsnare:** You cause a very deep, very short sleep to fall upon a target.

**Oathbind:** Willing participants immediately gain awareness that another party has violated the terms of a written contract.

**Obscure Text:** Writing appears illegible. **Scout's Hike**: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet. **Shadow Sentry:** A shadowy warrior guards, patrols or attacks on your command.

**Silent Ray:** You emit a beam of supersonic vibrations causing 1d8 per level unheard sonic damage to one target.

**Torn Muscle:** One living creature is flat-footed, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.

**Vertigo:** You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

1

ドップススマ 人 スノース マシネックス ノス ノ マスス

#### 2nd-Jevel Cleric Spells

さうえんりつちちい ムシン ちやっから シアンシン ママフマアレン

**Angry Wound:** Touch deals 1d6 damage each round. **Augment Poison:** Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration. **Bear's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Con.

**Break Object:** Inflicts damage and broken condition on a single object or damages a construct creature. **Brightmatter:** Sticky phosphorescent mass sheds light where it's attached.

**Bull's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Str.

**Cat's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Dex.

**Code Skill:** Gives a construct ranks in a single skill. **Contingent Light Healing:** Target that takes 4 or more damage instantly heals 1d8 hit points.

**Curse of Prevarication:** Subject can't tell the truth. **Damage Loins:** Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds. **Destabilize Magic:** The save DCs in a specified area are randomized.

シュノトシンエント

ビス シス ム ス ム や ス ス く や フ ス ん れ や く

**Eagle's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Cha.

**Envenomed Skin:** The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

**Examine Coffin:** Allows the caster to probe the contents of a sealed coffin.

**Flexarmor:** You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

**Fool's Luck:** Touched creature is briefly luckier against traps, hazards, poisons and diseases.

**Fox's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Int.

**Future's Boon:** On a d20 roll, a cleric with the luck domain rolls two dice and takes the better result. **Hex of Chaos:** A random curse every round.

**Nightsnare:** You cause a very deep, very short sleep to fall upon a target.

**Oathbind:** Willing participants immediately gain awareness that another party has violated the terms of a written contract.

**Owl's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Wis.

**Program Feat:** Gives one construct the benefits of a single feat.

**Shooting Star:** You cause a fiery stone to fall from the sky doing 2d6 per level damage to a single target. **Shunt:** Place target into the Ethereal for 1 round. **Thief Ward:** Sleight of Hand and Stealth checks are made at a -10 penalty.

**Web Shelter:** You create a small but relatively secure shelter out of sticky webs.

Weltering Wave: In a 20-foot-radius spread you cause chaotic energies to shake and disorient targets.

Arboreal Archer: You grant intelligence to a plant enabling it to hurl missiles at a designated target. Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration. Break Object: Inflicts damage and broken condition on a single object or damages a construct creature. Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

**Chilling Mist:** Icy vapor grants concealment and deals 1d6 damage per round of nonlethal damage. **Contingent Light Healing:** Target that takes 4 or more damage instantly heals 1d8 hit points. **Dire Form:** Animals or marical hearts become faral

**Dire Form:** Animals or magical beasts become feral and more powerful.

**Dust Wall:** Curtain of airborne dust grants soft cover, blinds living creatures.

**Earthmaw:** Gaping maw in the ground bites to grapple and swallow any creature in its space. **Earthskin:** Gain DR 5/magic for 1 min./level or until discharged.

**Envenomed Skin:** The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

**Flexarmor:** You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases. Luckwing: Summons a 1-ft. long butterfly; caster can see, hear, and feel everything the butterfly does. Mire of Stone and Earth: Earth entangle foes. Nauseating Pollen: You conjure a cloud of pollen that inflicts the nauseated condition.

**Ride Winds:** Fall safely, levitate, or fl y by floating on the air.

Rolling Boulder: Boulder knocking creatures prone, dealing 3d6 bludgeoning damage.
Scout's Hike: Subject gains +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.
Shooting Star: You cause a fiery stone to fall from the sky doing 2d6 per level damage to a single target.
Slime Harden: You cause the outer surface of an ooze to harden, negating its engulf and split special abilities.
Stoneburst: Thrown object explodes for 3d4 fire damage.
Stonefist: Stony shell encases your hand, grants bonuses on unarmed strikes.

**Storm Cellar:** You create an extradimensional space in the ground.

Water Jet: High-pressure water extinguishes fires, deals 1d6/level damage (max. 5d6), can knock creatures back.

Web Shelter: You create a small but relatively secure shelter out of sticky webs. Wildheart: Target gains physical ability and speed bonuses.

#### 2nd-Jevel Paladin Spells

**Confront Outsider:** You reveal the presence of an outsider and learn its name.

**Contingent Light Healing:** Target that takes 4 or more damage instantly heals 1d8 hit points. **Coward's Bane:** You gain a +1 bonus per 3 levels to attack and damage against dishonorable foes. **Flexarmor:** You reduce the armor check penalty and

さうえてきすえ ちゃん ふたら ちゃく ひょう アンシア ママママ しんせん しんしん

arcane spell failure chance for a single set of armor or a shield. **Fool's Luck:** Touched creature is briefly luckier

against traps, hazards, poisons and diseases. **Intercept Attack:** You suffer all damage meant for an adjacent ally. (Immediate)

**Peace Bonding:** Creatures within an area must sheathe, and may not unsheathe, their weapons. **Righteous Armor:** You store or summon your armor from an extradimensional space. (Immediate) **Stand Your Ground:** You gain a +1 bonus per 3 levels to CMD and ignore the blown away, confused, cowering, dazed, frightened, knocked down, panicked, prone and slowed conditions. アルンンとんしんでんかん

LY WAXXAWAACONKLIWA

**Take My Hand:** You prevent an adjacent ally from falling. (Immediate)

**Thief Ward:** Sleight of Hand and Stealth checks are made at a -10 penalty.

To The Rescue: You and your bonded mount exchange places with a helpless creature. (Immediate) Unseen Guardian: Creates magical sensor that alerts you to danger.

**Utter Determination**: For 5 rounds you ignore the dead, disabled, dying, staggered and/or unconscious conditions.

#### 2nd-Jevel Ranger Spells

Arboreal Archer: You grant limited intelligence to a plant enabling it to hurl missiles at a designated target. Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration. Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points. Dire Form: Animals or magical beasts become feral

and more powerful. **Dust Wall:** Curtain of airborne dust grants soft

cover, blinds living creatures. **Envenomed Skin:** The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

**Flexarmor:** You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

**Fool's Luck:** Touched creature is briefly luckier against traps, hazards, poisons and diseases. **Luckwing:** Summons a 1-ft. long butterfly; caster can see, hear, and feel everything the butterfly does. **Mire of Stone and Earth:** Earth entangle foes. **Nauseating Pollen:** You conjure a cloud of pollen that inflicts the nauseated condition.

Scout's Hike: Subject gains +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet. Unseen Guardian: Creates magical sensor that alerts you to danger.

Web Shelter: You create a small but relatively secure shelter out of sticky webs. Wildheart: Target gains physical ability and

アウフススマムシスシスシスシスノンシスマウマ

speed bonuses.

#### Abjuration

Arcane Seal, Lesser: Magic seal protects door or other closure, can deal energy damage if broken. Earthskin: Gain DR 5/magic for 1 min./level or until discharged.

**Ice Aegis:** Gain deflection bonus and fire resistance. **Shift Aim:** Target becomes difficult to successfully target with ranged attacks and spell attacks cast at range.

**Thief Ward:** Sleight of Hand and Stealth checks are made at a -10 penalty.

#### Conjuration

**Amber Globes:** Up to five globes of energy deal 1d6 electricity damage total (max. 10d6) as splash weapons, or can be detonated remotely.

**Brightmatter:** Sticky phosphorescent mass sheds light where it's attached.

**Chaotic Bolt:** One or more energy bolts cause 2d4 damage of random energy type.

**Chilling Mist:** Icy vapor grants concealment and deals 1d6 damage per round of nonlethal damage. **Dimension Hop:** You, touched objects, and your familiar or companion teleport to any spot within close range.

**Guardian Beast:** Absorbs 1d6/level of damage (max 8d6) from the first attack.

**Shooting Star:** You cause a fiery hot stone to fall from the sky doing 2d6 per level damage to a single target.

**Shunt:** Place target into the Ethereal Plane for 1 round.

**Support Beam:** You instantly conjure a cluster of pillars that temporarily supports a collapsing ceiling.

#### Divination

**Examine Coffin:** Allows the caster to probe the contents of a sealed coffin.

**Memory Crystal:** Permanently store a memory in a crystal or gem.

**Oathbind:** Willing participants immediately gain awareness that another party has violated the terms of a written contract.

**Speak with Objects:** You communicate telepathically with manufactured objects. **True Casting:** The save DC of your spells improve consecutively until your target fails a save.

#### Enchantment

**Curse of Prevarication:** Subject cannot tell the truth.

**Fit of Pique:** Force target to attack its ally. **Hesitate:** One subject per level goes last in the initiative order and does not take its first attack of opportunity each round.

**Insomnia:** Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

**Utter Failure:** Target takes –20 on next attack roll, automatically misses concealed targets.

#### Evocation

さええとかってち レンシニ ちゃっから シスズム マススていてんひん

**Distortion Field:** Grants total concealment against blindsight and tremorsense.

**Dust Wall:** Curtain of airborne dust grants soft cover, blinds living creatures.

**Force Club:** You create and can proficiently wield a club made of force energy.

**Reciprocity:** You significantly damage another, but take half of that damage yourself.

**Rolling Boulder:** Boulder moves through battlefield knocking creatures prone, dealing 3d6 bludgeoning damage.

**Staffstrike, Lesser:** Shockwaves from your staff deal bludgeoning and sonic damage and deafen creatures when you slam your staff.

**Stonefist:** Stony shell encases your hand, grants bonuses on unarmed strikes.

**Subduing Ray:** You shoot up to 3 rays of nonlethal force causing 5d6 nonlethal damage each. **Water Jet:** High-pressure water extinguishes fires, deals 1d6/level damage (max. 5d6), can knock creatures back.

#### Illusion

**Delude Divination:** Divination attempts against target may fail and produce random results. **Disguise Wounds:** You cause the subject to appear

resilient to various forms of damage.

**Obscure Text:** Magical or mundane writing appears illegible.

**Phantasmal Foe**: Fearsome illusion inflicts cowering or shaken condition on subject. **Phantasmal Pit**: Fearsome illusion inflicts prone

and/or stunned condition on subject.

**Phantasmal Swarm**: Fearsome illusion inflicts nauseated or sickened condition on subject. **Phantom Familiar:** You alter the appearance of your familiar.

Shadow Ribbons: Ranged touch attack inflicts entangled condition, + 1 ray/four levels (max 3). Shadow Sentry: A shadowy warrior guards, patrols or attacks on your command.

**Vertigo:** You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

W X X C P X L V X

**Wall of Shadow:** Wall blocks line of sight, grants concealment, and total concealment; passing through the wall entangles subjects.

#### Necromancy

Angry Wound: Touch deals 1d6 damage each round.

**Bear's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Con.

**Bull's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Str.

**Cat's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Dex.

ドップススマ 人 スノース マシネックス ノス ノ マスス

#### **Damage Loins:**

Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

**Eagle's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Cha.

**Exhaustion:** Target becomes exhausted. Fox's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Int.

**Frigid Slowness:** Causes 1d4/level points of cold damage (max 10d4) and the target is slowed.

Hex of Chaos: Target suffers a random curse every round. Languor: Touch attack inflicts one temporary negative level. Mute: Subject cannot produce sounds from its mouth.

Necrophage: Pale vellow slime devours the flesh of an undead target.

、びぐょら ダベルュリアウフススペムスススパムレッズスでゲアルムバッダ きょ ツレュ

**Owl's Curse:** Subject suffers a permanent -4 or -2 circumstance penalty to Wis. Torn Muscle: One living creature is flatfooted, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.



ダスシメアジフェニヤ ムメン ニマション シアンシアマアマアレス レスシ

#### Transmuation

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration. Break Object: Inflicts damage and broken condition on a single object or damages a construct creature. Code Skill: Gives a construct ranks in a single skill. **Dire Form:** Animals or magical beasts become feral and more powerful.

Earthmaw: Gaping maw in the ground bites to grapple and swallow any creature in its space. Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

**Expeditious Charge:** You temporarily are faster and more agile.

Exploding Critical: A weapon's criticals deal

additional force damage.

4

Fall Up: You reverse gravity for yourself.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases.

Giant Boulder: Magical stones are hurled and strike targets as boulders.

Program Feat: Gives one construct the benefits of a single feat.

Ride Winds: Fall safely, levitate, or fl y by floating on the air.

Scout's Hike: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.

School: Conjuration (Creation) [Electricity]; Level: Drd 3, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (one amber bead per globe) Range: Touch

**Effect:** One globe of electricity energy/2 levels **Duration:** 10 min./level or until expended **Saving Throw:** None or Reflex half; see text; **Spell Resistance:** No

You create up to five globes of electricity energy about the size of acorns, which can be hurled at targets by you or another creature, or can be detonated on command. Each globe is capable of dealing 2d6 points of electricity damage; you can hurl them singly or as multiple attacks. Each globe is a splash weapon with a range increment of 30 feet, and requires a ranged touch attack to hit. Throwing a single globe is an attack action (that can be made as part of casting the spell), while throwing all the globes at single target is a standard action (or a full round action made as part of casting the spell). Globes not thrown during the round in which you cast the spell can be held for throwing in a subsequent round, or can be handed to other characters as a standard action. Each globe explodes upon striking any hard surface, and in addition to dealing its regular electricity damage to the target, deals 2 points of splash damage (also electricity damage) per globe in all adjacent squares. Creatures within the splash area that make a successful Reflex save take only half the splash damage, but creatures struck directly are not allowed a saving throw against the globe's primary damage. Alternatively, you can gently toss or place a globe within 5 feet of you so that it does not explode on contact. Once in place, you can cause one or more globes to detonate by speaking a command word as a standard action if you are within 200 feet. When it detonates, the globe deals its electricity damage to all targets within a 5-foot burst. Creatures in the area that make a successful Reflex save take only half damage.

#### Angry Wound

School: Necromancy [Evil]; Level Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (piece of broken glass) Range: Touch Target: Living creature touched **Duration:** 1 round/level (D); see text Saving Throw: See text; Spell Resistance: Yes Upon concluding the dreadful incantation, you become fueled with awful power; your touch causes flesh to burst and weep freely. With a touch, you open an ugly wound on a living creature, dealing 1d6 points of damage (no save). Each round thereafter, the target must succeed on a Fortitude save or take an additional 1d6 points of damage as its flesh bursts and suppurates. If the target succeeds on two consecutive saves, the effect ends.

#### Arboreal Archer

School: Transmutation; Level: Drd 2, Rgr 2

Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Target: One living tree or shrub (see text) Duration Concentration + 2 rounds, up to 1 minute/level (D)

Saving Throw: None; Spell Resistance: No You imbue limited intelligence to one non-sentient tree or shrub no less than 20 feet tall, allowing you to telepathically communicate simple instructions to the tree. On your command, the tree pulls back its branches and fires a volley of acorns, branches, or other debris at any target that you designate. The tree receives one ranged attack per round and its BAB equals your caster level plus your Dexterity modifier. Its attack deals 1d4 points of damage plus one point of damage per three caster levels and has a range increment of 30 feet. The tree is immobile, has an AC of 16, and 30 hit points. The tree is incapable of defending itself; it only attacks when directed. The spell ends two rounds after you cease concentration or the tree sustains 30 or more points of damage.

アルドントレイシン

ビス シス メスト ふ メ ビ ム い イ ス ス と い み

#### Arcane Seal, Jesser

School: Abjuration; Level: Sor/Wiz 2 Casting Time: 1 minute

**Components:** V, S, M (sealing wax, gem dust worth 25 gp)

Range: Touch

ジョメアウフスエッレム ふたったら シスゴンシンスマママスレムシン

Target: One magic seal placed on an object Duration: Permanent until discharged (D) Saving Throw: None or Reflex half; Spell Resistance: Yes

You create a magic seal that bears your visible arcane mark (and though you do not have to cast *arcane mark* to cast *lesser arcane seal*, it must be a spell you know). The seal you create resembles the wax seal one sees on letters and documents, and can range from 1 to 6 inches across.

A *lesser arcane seal* is exceedingly tough, having a hardness of 10, 30 hit points, and a break DC of 25. When placed on a door or other closure (a chest, window, and so forth), the *lesser arcane seal* grants the portal its break DC or adds +5 to the portal's existing break DC (whichever is higher). The seal is unaffected by *knock* spells unless the caster makes a caster level check (DC 12 + your caster level). A rogue or other character with the trapfinding class feature can break the seal with a DC 27 Disable Device check. At your option, you can also imbue the seal with magical energy so that any creature breaking it takes1d8 points, plus 1 point per caster level (maximum +5), of acid, cold, electricity, fire, or sonic damage.

Each kind of damaging seal also has a particular effect:

• *Acid:* A lesser acid seal leaves a patch of acid on the victim if it fails a Reflex save, dealing 1 point of continuing acid damage each round for 1d4 rounds. The affected creature can make another Reflex save as a full-round action to neutralize the acid (assuming no other means to do so is available).

<u> スメアウフススマ 人 スン スマシホッツス パン ハ ワスス</u>

• Cold: A lesser cold seal slows the victim (as the spell) for 1d4 rounds on a failed save.

• Electricity: A lesser electricity seal leaves the

victim dazed for 1 round on a failed save.

• Fire: A lesser fire seal leaves the victim dazzled for 1d4 rounds on a failed save.

• Sonic: A lesser sonic seal produces an audible wail for 1 round when broken, audible to anyone within 60 feet.

Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall, then triple the result for quiet conditions (to a maximum of 180 feet). When you add a damaging effect to the seal, you must add additional runes to the seal. Anyone can read these runes and discover the seal's effect with a DC 12 Spellcraft check.

You can disable a *lesser arcane seal* simply by touching it and using a standard action to dismiss the spell. At the time you create the seal, you can specify a password or phrase that allows other creatures to break the seal with no difficulty, and without triggering any damaging effects.

#### Augment Poison

School: Transmutation; Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: 1 non-magical poison dose/3 levels Duration: 10 min./level Saving Throw: Will negates (harmless, object); Spell Resistance: yes (harmless, object) This spell makes poison more potent and toxic. Any dose of poison affected by the spell has its Fortitude DC changed to (10 + 1/2 caster level + spellcasting)ability modifier). Furthermore, any ability damage caused by the poison does one additional point of damage each round and its duration is increased by 1 round. For example, if you had one dose of standard wyvern poison; injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves; and it were augmented by a 11thlevel wizard with a Intelligence score of 22, it would become augmented wyvern poison injury; save DC 21; frequency 1/round for 7 rounds; effect 1d4+1 Constitution damage; cure 2 consecutive saves If the duration of the spell expires, the augmented effect ends immediately. Thus, if a person has suffered 6 rounds of the augmented wyvern poison and the spell ends before the 7th round it would not deal damage on the seventh round.

This spell only affects discrete doses of poison, though they may already be placed on a weapon, trap, or other item. Thus, if the spell were cast on a 10-gallon vat of wyvern poison, it would have no effect. A dose of poison under the effect of this spell is considered a magically modified poison and does radiate magic.



#### **Bear's Curse**

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will partial; Spell Resistance: Yes **ハッム ビス たんしょう** 

しょ シュアアメレシンととと、 ハイアアメ ら

You place a curse on the subject that imposes a -4 circumstance penalty to Constitution; upon a successful save this penalty is reduced to -2. This results in the usual penalties to hit points, Fortitude saves, Constitution checks, and so forth. Hit points return when the subject's Constitution returns to normal.

The curse bestowed by this spell cannot be dispelled, but it can also be removed with a *bear's endurance*, break enchantment, limited wish, miracle, remove curse, or wish spell.

Bear's curse counters bear's endurance.

#### Beguile

School: Enchantment (Charm) [Mind-Affecting]; Level: Brd 2 Casting Time: 1 move action Components: V Range: Close (25 ft. + 5 ft./2 levels) Target: One humanoid creature **Duration:** 1 round/level Saving Throw: Will partial; Spell Resistance: Yes You cloud the mind of the target creature, making him more susceptible to charms and illusions. The subject is dazzled and takes a -4 circumstance penalty on all

saving throws against enchantment and illusion spells and effects. A successful Will save negates the dazzled condition and the target suffers only a -2 circumstance penalty on all saving throws against enchantment and illusion spells and effects.

#### Break Object

School: Transmutation; Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2

マンマススマ 人立之 えぐ きかき ひえ パント ワスス

Casting Time: 1 round Components: V, S Range: 10 ft. Target: One object of up to 10 cu. ft./level or one construct creature **Duration:** Instantaneous

Saving Throw: Will negates (object); Spell Resistance: Yes (object), and see text This spell damages objects, reducing the object's hit point total to one hit point below half its maximum hit

point total (the object cannot be repaired or gain hit points using this spell). This also causes the object to gain the broken condition; this condition is removed if the object is restored to at least half its original hit points. Magic items can be broken by this spell, but you must have a caster level equal to or higher than the caster level of the object.

This spell also deals 1d6 points of damage per level when cast on a construct creature (maximum 5d6) but it cannot reduce the construct's total hit point total to one hit point below half its maximum hit point total. When *break object* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

#### Brightmatter

School: Conjuration (Creation) [Light]; Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (live firefly) Range: Close (25 ft. + 5 ft./2 levels) Effect: Blob of phosphorescent matter Duration:1 hour/level (D) Saving Throw: None; Spell Resistance: No You create a luminous mass of ectoplasm that generates bright light in a 20-foot radius and shadowy light in a 40-foot radius. The mass is sticky and pliable, and can adhere to inanimate objects, walls,

ceilings, floors, and so on. You can divide the brightmatter into smaller separate pieces, but doing so reduces the amount of light that each piece sheds.

Pieces	Bright	Shadowy
1 piece	20 ft.	40 ft.
2 pieces	15 ft.	30 ft.
3 pieces	10 ft.	20 ft.
4 pieces	5 ft.	10 ft.
5 pieces	-	5 ft.

Brightmatter does not generate heat.

#### **Bull's Curse**

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will partial; Spell Resistance: Yes You place a curse on the subject that imposes a -4 circumstance penalty to Strength; upon a successful save this penalty is reduced to -2. This results in the

usual penalties to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. The curse bestowed by this spell cannot be dispelled, but it can also be removed with a break enchantment, bull's strength, limited wish, miracle, remove curse, or *wish* spell.

Bull's curse counters bull's strength.

#### Cat's Curse

ペンシメアウフス ちゃく ひとしょう シス びん シス スマンマス アンマ

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched **Duration:** Permanent (D)

Saving Throw: Will partial; Spell Resistance: Yes You place a curse on the subject that imposes a -4 circumstance penalty to Dexterity; upon a successful save this penalty is reduced to -2. The results in the usual penalties to AC, Reflex saves, ranged attack rolls, initiative checks, and other uses of the Dexterity modifier.

The curse bestowed by this spell cannot be dispelled, but it can also be removed with a break enchantment, cat's grace, limited wish, miracle, remove curse, or wish spell.

Cat's curse counters cat's grace.

#### Chaotic Bolt

School: Conjuration (Creation) [Chaos]; Level: Sor/Wiz 2

E FWLANPYZZWLZYZZKLAWZZKPYKLIWZ

**Components:** V, S, M (pinch of raw earth), F (crossbow bolt) Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level) Effect: One bolt of random energy

**Duration:** 1 round + 1 round/3 levels Saving Throw: No; Spell Resistance: No A bolt of the chaotic energies of creation springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The bolt deals 2d4 points of damage of a random type with no splash damage. For every three caster levels you possess, the energy, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round. Each round, roll on the chart to determine the damage type.

d10	Energy Type
1-2	Acid

1-2	Acid
3-4	Cold

4	Col	d	
-			

- 5-6 Electricity
- 7-8 Fire 9-10 Sonic

#### Chilling Mist

School: Conjuration (Creation); Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S, M (a drop of snowmelt)

<u>マサラススマ人之之、スマシホシラスズと人 ワススでやす</u>

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Fog in a 20-ft.-radius spread, 20 ft. high **Duration:** 1 min./level **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes, see text You cause a stationary cloud of icy vapor to rise all around you. The yoner partially charging sight

around you. The vapor partially obscures sight, including darkvision, beyond 5 feet. Obscured creatures and objects gain concealment (attacks have a 20% miss chance). In addition, all creatures take 1d6 points of nonlethal damage (treat as cold damage for the purpose of resistance) each round they remain in the mist. Creatures are entitled to a Fortitude save each round to halve the damage.

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the mist in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage. This spell does not function underwater.

#### Code Skill

School: Transmutation; Level Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One creature and one construct touched Duration: 10 min./level Saving Throw: Will negates (harmless); Spell Resistance: yes (harmless)

*Code skill* gives a construct a number of ranks in a single skill equal to those possessed by another creature the caster is touching when the spell is cast. A non-intelligent construct cannot gain the benefits of Intelligence- or Charisma-based skills. The maximum number of ranks a construct can gain by *code skill* is equal to its Hit Dice.

#### Confront Outsider

School: Abjuration; Level: Pal 2 Casting Time: 1 standard action Components: V, S, M/DF (holy water) Range: Close (25 ft. + 5 ft./2 levels) Targets: Up to 2 HD/level of outsiders, no two of which can be more than 30 ft. apart Duration: 1 min./level

**Saving Throw:** Will partial; **Spell Resistance:** No You cause outsiders within range to lose any benefits of concealment and you gain a circumstance bonus equal to your caster level to Perception checks to notice a hidden or disguised outsider. On a failed save, outsiders must reveal their true name, granting you a sacred bonus to attack and damage against evil outsiders equal to one-third you caster level (maximum +5).

#### **Contingent Tight Healing**

School: Conjuration (Healing); Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 2 Casting Time: 1 standard action Components: V, S, M/DF (drop of sacred oil)



#### Confront Outsider

Range: Touch Target: Creature touched Duration: 1 min./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 1d8 points of damage. If used against undead, this spell is triggered in one of two ways, dealing 1d8 points 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 half damage. A creature may only be under the effect of one *contingent healing* spell (of any sort) at a time

いっ き シッドアメレッシュビス MAY アメスト MAY MAY 5

#### Coward's Bane

character level, etc.).

School: Transmutation; Level: Pal 2 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You **Duration:** 1 min./level (D) You gain a sacred bonus to your attack and damage rolls equal to one-third your caster level against dishonorable opponents (maximum +5). This opponent must in the current encounter have attempted a dishonorable attack. Dishonorable attacks include all ranged attacks, sneak attacks, ambushes, poison use, subtle magical attacks (subject to GM adjudication), or attempted an attack while you are helpless, surprised, or massively and obviously outclassed (CR is 7 or greater than your current

KANFYTZZWLZLZWERENZZCYTLZL

ヘンシメアウフス エマン ムシブション シスズム マススマンス たんマン

#### Curse of Prevarication

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 2, Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (a tooth of a liar) Range: Touch Target: One creature Duration: 1 day/level Saving Throw: Will negates; Spell Resistance: Yes

The victim of this curse is unable to tell the truth. While under its effects, the subject must speak the opposite of any truthful phrases it intended. It can choose not to speak, but nothing it says can be true. Curse of prevarication counters and dispels curse of truth.

#### Damage Joins

School: Necromancy [Evil]; Level: Brd 2, Clr 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V Range: Medium (100 ft. + 10 ft./level) **Target:** One living humanoid creature Duration:Instantaneous; see text Saving Throw: Fortitude negates; Spell **Resistance:** Yes

You afflict a target creature with a painful contusion of the groin. The target takes 1d6 points of damage per two caster levels (maximum 5d6), may only move at half speed, and becomes sickened for 1d4 rounds.

#### Deathchant

School: Necromancy; Level: Brd 2 Casting Time: 1 round Components: V, S, M (miniature knife) Range: Close (25 ft. + 5 ft./2 levels) Effect: 30-ft.-radius spread Duration: Concentration + 2 rounds (D); see text Saving Throw: Will negates, see text; Spell **Resistance:** Yes

Your chanting creates a wave of negative energy that spreads out from you, dealing 1 point of damage per two caster levels (maximum 5 points) each round to all living creatures in the area of effect. If a creature makes a successful save, it is immune to the effects of that particular casting of the spell (even if it leaves the effect but later enters it again). A creature that fails a save stops taking damage if it leaves the area, but resumes taking damage if it enters again later. Because undead are powered by negative energy, this spell cures such creatures of a like amount of damage, rather than harming them.

#### Delude Divination

School: Illusion (Glamer) [Chaos]; Level Brd 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None; Spell Resistance: No Divinations cast on the target are scrambled, giving random results to effects that detect auras (*detect*) evil, detect magic, discern lies, and the like). If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast the delude divination. If successful, the divination works normally for its duration. Otherwise, the divination is nullified, giving random results each minute. For spells that detect presence or absence, there is a 50% chance for either possibility, rolled each minute that the divination is focused on the target. For spells that determine intensity, roll 1d6.

<b>d6</b>	Indicated result
1	Non-existent
2	Dim (or Faint if this category does not normally exist for the divination)
3	Faint
4	Moderate
5	Strong
6	Overwhelming

This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

#### Destabilize Magic

School: Evocation [Chaos]; Level Clr 2 Casting Time: 1 standard action Components: V, S, M/DF (a bottle of wine and 25 gp worth of cold-iron dust, all of which must be sprinkled around the area) **Range:** Close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius emanation Duration: 2 hours/level

Saving Throw: None; Spell Resistance: Yes This spell imbues an area with chaotic energies. The save DC to resist spells, spell-like, and supernatural abilities within the area of this spell suffer a -10 destabilizing penalty and then add a 1d20 destabilizing bonus to their DC. So for example if a wizard's *fireball*, a demon's spell-like *cone of cold*, and a green dragon's breath weapon all have a normal Reflex DC of 25, within the area of this spell that Reflex DC would be 15+1d20. Spells or effects without Save DCs are not affected by this spell.

#### Dimension Hop

School: Conjuration (Teleportation); Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (loop of twisted parchment) Range: Close (25 ft. + 5 ft./2 levels) Target: You, your familiar, cohort or companion, and touched objects or other touched willing creatures

マッフススワムシススワシホシジスノンシススマケマ

#### **Duration:** Instantaneous

Saving Throw: None and Will negates (object): Spell Resistance: No and yes (object) You instantly hop from your current location to any other spot within range. If the spot you choose is within your line of sight, you arrive there unerringly and can take a move action if you have one available to you. If your destination is not in line of sight, you must be able to visualize the spot or state the direction and distance to it, but your hop has a 25% chance of a mishap and you cannot take any further actions until your next turn. No matter what your destination, you can transport only yourself and a maximum 100 lb. (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for your familiar or an animal companion or cohort of up to Tiny size (whose weight counts against your load limit).

If you suffer a mishap or arrive in a place already occupied by a solid body, you and any creatures with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and are shunted to the Astral Plane.

#### Dire Form

School: Transmutation; Level: Drd 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (a hair from a dire creature) **Range:** Close (25 ft. + 5 ft./2 levels) Target:s: One animal or magical beast Duration: 1 minute/level Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) Dire form causes a regular animal or magical beast to change into a more feral, more powerful form. The target animal or magical beast, which must not have more hit dice than you, gains a +4 enhancement bonus to Strength, a +4 enhancement bonus to Constitution, and a +2 enhancement bonus to natural armor. All of the target's natural weapons improve as if it possessed the Improved Natural Attack feat. (The effect of this spell stacks with the actual feat, but not other magical sources.) This spell does not provide

you with any additional way of controlling the animals affected, and indeed, it tends to make them more aggressive (increase Animal Empathy DC by +5, and it gains a second chance to break any charm or compulsion effects).

#### Disguise Wounds

School: Illusion (Glamer); Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (an eyelash encased in gum arabic) Range: Personal or touch



#### Dire Form

Target: You or a creature or object weighing no more than 100 lbs./level Duration: 1 min./level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The caster of this spell can give to the subject the visual and auditory illusion of any combination of: damage reduction, resistance, immunity to damage, fast healing or regeneration. The nature of the illusion is chosen at the time of casting and cannot be changed. A creature that interacts with the glamer may attempt to disbelieve the illusion.

LANFYZZWLZWZZKLWZZCPTLLIWŻ 2

#### Distortion Field

スシメアウフスエマ ムシン ちゃっかし ゴンシム マスてんマメルシン

School: Evocation [Sonic]; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V Range: Touch Target: Creature touched **Duration** 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes Distortion field constantly emits fluctuating ultrasonic pulses of sound and vibration designed to confuse creatures that rely upon blindsight or tremorsense to gather sensory information from their immediate vicinity. Such creatures still do not need to make Perception checks to pinpoint the location of a creature within range of its blindsight or tremorsense ability. However, any opponent the creature cannot see still has total concealment against it, and it still has the normal miss chance when attacking foes that have concealment. Creatures with blindsight (but not tremorsense) affected by distortion field are affected by visibility conditions and will be impacted accordingly (such as not being able to navigate

reliably in the dark, etc.). A creature with blindsight or

- ハリアウマスズマ 人立 たい シストズ シスト マススてやマ

tremorsense affected by *distortion field* is denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

#### Dust Wall

School: Evocation [Earth]; Level: Drd 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (a pinch of dirt or sand) Range: Close (25 ft. + 5 ft./2 levels) Effect: Wall up to 5 ft./level long and 10 ft./level high (S)

#### **Duration:** 1 round/level (D) **Saving Throw:** None or Fortitude partial; see text; **Spell Resistance:** Yes

You raise a roiling curtain of airborne dust about a foot thick. Living creatures passing through the wall must make a successful Fortitude save or be blinded for 1 round. The wall is semisolid and does not block line of sight or line of effect, but provides soft cover (+4 AC) to anyone behind it. The squares containing the wall are difficult terrain (each square moved counts as two squares of movement, with each diagonal counting as three squares). The wall must always stand on the ground, and you can make it twice as long by making it half as high (10 ft./level long and 5 ft. high). As a move action, you can direct it to move along the ground at up to 20 feet each round.

#### Eagle's Curse

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will partial; Spell Resistance: Yes You place a curse on the subject that imposes a -4 circumstance penalty to Charisma; upon a successful save this penalty is reduced to -2. This results in the usual penalties to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not lose any bonus spells for the decreased Charisma, but the save DCs for spells they cast while under this spell's effect do

decrease. The curse bestowed by this spell cannot be dispelled, but it can also be removed with a *break enchantment*, *eagle's splendor, limited wish, miracle, remove curse*, or *wish* spell.

Eagle's curse counters eagle's splendor.

#### Earthmaw

School: Transmutation [Earth]; Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (a pinch of dirt or sand) Range: Close (25 ft. + 5 ft./2 levels) Effect: Earthen maw that fills a 5-foot cube Duration: 1 round/level (D)

#### Saving Throw: None; see text; Spell Resistance: Yes

メンメトウフェッマンシン レンシンシンシン レンスマレンスシン

You transmute a section of the ground into a gaping maw. The spell affects normal earth, such as sand, clay, or stone, but not wood or metal. The maw tries to bite any creature standing on or stepping into the square where you create it (including you or your allies), attacking by making a CMB grapple check (CMB equal to your caster level plus your caster ability modifier). It automatically grabs and tries to establish a hold. If the maw successfully establishes or maintains a hold, it deals 1d6 points of bludgeoning damage plus your caster ability modifier bonus (lethal or nonlethal damage at your option, chosen during casting).

The maw can grab or hold only one creature at a time, but it makes a new CMB check each round in your turn once it has seized a creature. If it succeeds with a second CMB check against a Medium or smaller creature, the maw swallows it, dealing another 1d6 points of bludgeoning damage. There is no air inside the maw, and a swallowed creature also automatically takes 1d6 points of bludgeoning damage each round until the spell ends or it manages to escape (but is still grappled even if it succeeds). The maw can hold one Medium, two Small, four Tiny, eight Diminutive, or sixteen Fine creatures, and can grapple (but not swallow) other creatures even when it is full. Creatures still in the maw when the spell ends are expelled from the earth, taking 1d6 points of damage. The maw itself is impervious to damage, but anything that destroys the 5-foot cube of earth ends the spell and frees any creature held inside. A stone shape counters and dispels *earthmaw*, and a *transmute* rock to mud effect cast on the earthmaw's square ends the spell but leaves any formerly trapped creatures submerged in the mud.

#### Earthskin

School: Abjuration; Level Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 1 min./level or until discharged Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 5/magic. It ignores the first 5 points of damage each time it takes damage from a weapon, though a magic weapon bypasses the reduction. Once the spell has prevented a total of 5 points of damage per caster level (maximum 50 points), it is discharged.

#### Envenomed Skin

School: Transmutation; Level Clr 2, Drd 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (a frog) Range: Personal

SEVLENE SUBJECTEL VZZCCPILL

#### Target: You Duration: 1 min./level Saving Throw: None (see text); Spell Resistance: No

The caster's skin becomes mottled with violet, poisonfilled pustules. Any time the caster suffers physical damage (but not energy damage) there is a 50% chance that one or more of the pustules will rupture, spewing forth a poison. Anyone within 5 feet must make a Reflex save or be struck by the magically created poison. The save for the poison itself is a Fortitude save of the same DC as envenomed skin. Poison: contact; save DC of spell; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. As a standard action, the caster can voluntarily rupture a pustule, which has the same effect. The effect of the spell incurs a -2 circumstance penalty on all Charisma-based checks, except that it confers a +2 circumstance bonus on all Disguise checks.

#### Euphoria

School: Enchantment (Charm) [Mind-Affecting]; Level: Brd 2 Casting Time: 1 move action **Components:** V Range: Close (25 ft. + 5 ft./2 levels) **Target:** One humanoid creature **Duration:** 1 round/level Saving Throw: Will negates; Spell Resistance: Yes

Your voice fills the target with feelings of pleasure and joy. A target NPC who fail his save has his attitude improved by one step (to a maximum of helpful). In addition, the target takes a -2 penalty on all saving throws against enchantment spells and effects cast by you for the duration of *euphoria*. Regardless of the success or failure of the save, the target is unaware that a spell has been cast.

#### Examine Coffin

School: Divination (Scrying); Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, F/DF (a small glass lens) Range: Touch

Targets: Coffin, sarcophagus or burial niche touched Duration: 1 round/level (D)

Saving Throw: None; Spell Resistance: No *Examine coffin* allows the caster to touch any sealed burial receptacle and see its contents. The spell magically illuminates the coffin's interior, although it does not enable the caster to see through magical darkness or to view the inside of a casket protected by magical means or lead sheeting. Upon touching the coffin, the caster receives a cursory view of the coffin's interior that reveals no hidden objects or precise details. On the subsequent round, the caster may attempt a Perception check to locate any objects not in plain view, or gather additional details, but he still cannot see objects concealed by an intervening barrier, such as the body itself or a false bottom.



THE REAL PARTY LANDY TARY AND TARACTARY AND THE RANGE TO THE RANGE THE RANGE

#### Examine Coffin

Viewing the coffin's interior in the former manner only requires a standard action, while conducting a more thorough examination necessitates a full round action. The caster may touch and examine multiple coffins until the spell expires.

<u>ANTETTEEV LEVERSEDENCEVEZECTTEE</u>

#### Exhaustion

School: Necromancy; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: Instantaneous Saving Throw: Fortitude negates; Spell Resistance: Yes

The subject of this spell becomes exhausted. An exhausted character moves at half normal speed and suffers a -6 penalty to Strength and Dexterity. After one hour of complete rest, an exhausted character becomes fatigued. Since this spell is instantaneous, the effect cannot be dispelled. Spells that relieve exhaustion will work normally on the subject.

#### Expeditious Charge

School: Transmutation; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 swift action Components: V, S Range: Personal Target: You Duration: 1 round You gain the abilities to move quickly and to better move past enemies. Your base land speed increases by

move past enemies. Your base land speed increases by 20 feet (this counts as an enhancement bonus). You also gain a +5 competence bonus to Acrobatics checks, and a +2 dodge bonus to AC against attacks of opportunity provoked by passing through another creature's threat area.

#### Exploding Critical

School: Transmutation [Force]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: S Range: Touch Target: Weapon touched Duration: 10 minutes/level (D) Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object) This spell instills the target weapon with a hidden potential. Whenever the weapon deals a successful critical hit, it deals an additional 1d8 points of force damage. If the weapon has a critical modifier of x3 it instead deals 2d8, and if the modifier is x4 it deals 3d8. Even creatures immune to critical hits suffer this damage.

#### Fall Up

School: Transmutation; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 minute/level (D) After casting this spell, gravity reverses for you and all of your equipment. You fall upwards at the normal rate. You continue to fall until the duration ends, or something stops your fall (such as a ceiling, ropes, etc.). You may act normally upside down. Any items that leave your possession are affected by gravity normally, and any item that enters your possession has its gravity reversed. Once the duration of the spell ends, you fall gently at a rate of 60 feet for one round and suffer no damage if you reach the ground. After that you fall normally.

#### Fit of Pique

ペンシメアウフス ちゃく ひとしょう シス びん シス スマンマス アンマ

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

ビスシス スストシン ビンバス トイン

Your words cause your target's face to twist and contort as he turns to vent his wrath on his ally. You force a target to attack its nearest ally. This attack can be of any sort, but it must be an attack that, to the creature's knowledge, deals damage and is the most effective form of attack in the target's arsenal. If the creature has no ally, or if all its allies are out of attack range, it takes no actions but defends itself normally.

#### Flexarmor

School: Transmutation; Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V Range: Touch Target: Armor or shield touched **Duration:** 1 minute/level Saving Throw: Will negates (object, harmless); Spell Resistance: Yes (object, harmless) Flexarmor causes a single set of armor or a shield to become more malleable and less restrictive. The target's armor check penalty is reduced by 2, +1 for every five caster levels (maximum of +6 at level 20). Its maximum Dexterity bonus is increased by 1, +1 for every five caster levels (maximum increase of +5 at level 20). The arcane spell failure chance is decreased by 10%, +5% for every five caster levels (maximum decrease of 30% at level 20). This spell cannot reduce the armor check penalty or spell failure chance below 5%.

#### Fool's Luck

School: Transmutation; Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes The transmuted creature becomes luckier with respect to traps and hazards. The spell grants a +2 luck bonus

ANTYTESTEV ANTER STATES AND ANTER CONCLUS

to all saves against traps, hazards, diseases and poisons. The subject also gains a +2 luck bonus to Perception and Disable Device checks. While subject to *fool's luck*, any damage dealt by traps or hazards is reduced by 5 points.

#### Force Club

School: Evocation [Force]: Level: Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Touch Effect: Club of force Duration: 1 minute/level (D) Saving Throw: None; Spell Resistance: Yes You create a shimmering club of pure force energy to appear in your hand or in the hand of any one creature you touch. This weapon is wielded as a club (simple weapon). It deals 1d6+1 point of damage per two caster levels (maximum +10), plus the wielder's Strength modifier. If the wielder ever relinquishes hold of the club, it dematerializes and cannot be reformed. The first time it strikes a creature with spell resistance, you make a caster level check. If you overcome the resistance, the force club works against

overcome the resistance, the *force club* works against that creature for the duration of the spell. If it fails, the beat stick dematerializes. As a force effect, this spell can affect ethereal and incorporeal creatures.

#### Fox's Curse

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched Duration: Permanent (D) Saving Throw: Will partial; Spell Resistance: Yes You place a curse on the subject that imposes a -4 circumstance penalty to Intelligence; upon a successful save this penalty is reduced to -2. This results in the usual penalties to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not lose any additional bonus spells for the reduced Intelligence, but the save DCs for spells they cast while under this spell's effect do decrease. This spell doesn't reduce any skill ranks.

The curse bestowed by this spell cannot be dispelled, but it can also be removed with a *break enchantment*, *fox's cunning, limited wish, miracle, remove curse*, or *wish* spell.

Fox's curse counters fox's cunning.

#### Frigid Slowness

School: Necromancy; Level Brd 2, Clr 3, Sor/Wiz 2 Casting Time: 1 standard action Components: V Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: See text Saving Throw: Fortitude partial; Spell

#### Resistance: Yes

スシメアウフスエマ ムシン えどうぶら シスゴンシンスていてんせんしん

You call upon the powers of unlife dealing an instantaneous 1d4 points of cold damage per caster level (maximum 10d4) and the target is Staggered for 1 round/level. A successful Fortitude save results in half damage and negates the Staggered condition.

#### Future's Boon

School: Divination; Level: Clr 2 (see text) Casting Time: 1 standard action Components: V, S Range: Personal Target: You

**Duration:** 1 hour/level or until discharged Only clerics with the luck domain gain access to this spell. You may make any one d20 roll (typically a check or attack roll) twice, then take the better of the two results. The subject must choose which die roll to affect before the roll is made, at which point the spell discharges. You may only be under the effect of one *future's boon* at a time. アベルントレクシン

ビス シス ススト ふ メ とん い ア ス ア ん ア ん

#### Giant Boulder

School: Transmutation; Level: Clr 3, Sor/Wiz 2 Components: V, S, M (strand of giant hair) Casting Time: 1 standard action Range: Touch

Target: 1 stone/level (max 10 stones) Duration: 10 minutes/level, or until discharged Saving Throw: None; Spell Resistance: No With this spell you magically enhance stones, such that when you throw them, they transform into giant boulders, similar to those hurled by stone giants. You treat these as light thrown weapons with which you are proficient. These boulders deal 2d6 points of bludgeoning damage plus your caster ability modifier. The boulders have a range increment of 60 feet and can be thrown up to 5 range increments. The boulders strike as bludgeoning weapons, rather than spells, and are considered magic weapons for purposes of damage reduction. The stones can be enhanced with spells as though they were projectiles. Once a stone strikes (or misses) its target, the magic within it is discharged, and the stone reverts to normal.

#### Guardian Beast

School: Conjuration (Creation); Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (the hair of trained guard

animal)

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Phantom guardian beast

**Duration:** 1 hour/caster level or until discharged **Saving Throw:** None; **Spell Resistance:** No You call into existence a vaguely shaped, shadowy beast that stands about knee high. The beast is silent, amorphous in shape, can spread itself out like a cloak or sail to cover a large area, and leap to interpose attacks from above. It places itself between the caster and the most apparent danger, even when threatened by invisible, flanking, or otherwise unseen attackers

<u>マサラススマ人以上スマシホシウス パント マススてやす</u>



you are unaware of, and cannot be fooled or magically contacted.

This magical guardian beast blocks damage from the next successful attack made against you, absorbing 1d6 points of damage per caster level (maximum of 8d6). No matter how much or how little damage is actually inflicted by the attack, the guardian beast winks out of existence as soon as it prevents damage from one attack, any excess damage is still taken by the caster. The effect also only prevents damage; any additional effects of an attack are not prevented (for example the effect of a *vorpal* weapon).

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

#### Hesitate

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (a snail) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 round Saving Throw: Will negates; Spell Resistance: Yes Hesitate causes a number of creatures in the area to hesitate and second-guess their actions. Affected creatures go last in the initiative order and ignore the first attack of opportunity they could take in each round. If more than one creature is affected by hesitate their relative initiative order remains the

same relative to one another even though as a group they are moved to the end of the order.

#### Hex of Chaos

じょうてきちちちゃん しょうしょう ひょうちょう ひょうてきせいしん

School: Necromancy [Chaos]; Level Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: 1 round/level or until discharged Saving Throw: Will negates; Spell Resistance: Yes This spell inflicts a new random curse on the target

each round. Roll on the following table at the start of the target's turn each round to see what the effect of the curse is, until the duration ends or it is discharged. 6 FWLLLFORT IN

ビス シス ススト シス ス ム シ ス ス ん ス ス ス ス ス ス

d12	Effect
1	Ability damage; 1 point to Str, Dex, Con, Int,
	Wis, or Cha (roll 1d6 to determine Ability
	Score discharges])
2	Blinded (Permanent [discharges])
3	Dazed
4	Deafened (Permanent [discharges])
5	Diminution (as per reduce person
	[discharges])
6	Fascinated
7	Frightened
8	Grappled (break free by making a combat
	maneuver check or Escape Artist check as a
	standard action against the DC of this spell.
	[discharges])
9	Nauseated
10	Poisoned (Fortitude DC equal to spell DC;
	<i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d2
	Strength damage; <i>cure</i> 1 save [discharges]).
11	Paralyzed
12	-4 penalty to Str, Dex, Con, Int, Wis, or Cha
	(roll 1d6 to determine Ability Score, cannot
	be reduced below 1).

So a 3rd level caster could cause permanent blindness, poison, or cause diminution for only 3 rounds, if a creature is immune to an effect, or the effect is not applicable and the spell does not discharge, continue to roll again the next round.

#### Ice Aegis

School: Abjuration; Level Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Personal Target: You

arget: You

**Duration:** 10 min./level or until discharged(D) This spell sheathes you in thin layer made entirely of ice. This ice radiates no cold and does not harm you, even as it grants you a +3 deflection bonus and fire resistance 30. Every 10 points of fire damage prevented by the spell reduces the spell's deflection bonus by 1. When the deflection bonus drops to 0, the spell is discharged.

アウフススマ 人 シン ス マ シ か と ソ ス ス ワ ス ス

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

You steal away a creature's ability to rest or sleep. The target of this spell cannot sleep, accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such as elves that normally do not sleep are unable to get a proper rest with which to reenergize to gain spells or heal naturally. This spell can be countered by a *sleep* spell and it can be used to counter a *sleep* spell or other magical means of inducing sleep.

#### Intercept Attack

School: Abjuration; Level: Pal 2 Casting Time: 1 immediate action Components: V Range: Personal Target: You Duration: Instantaneous

If there is an ally adjacent to you, this spell wards the ally and creates a mystic connection so that all of its wounds transfer to you. The ally takes no damage from a singular attack (including those dealt by special abilities) that deal hit point damage, ability damage, ability drain, level drain or death effects. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not deal the types listed above such as blown away, charm, compulsion, and knocked down conditions and effects, are not affected.

#### Janguor

School: Necromancy; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: Instantaneous (see text) Saving Throw: None; Spell Resistance: Yes You cause a black aura of negative energy to form on your hand that suppresses the life force of any living creature you touch. You must make a touch attack to hit. If you hit, the subject gains 1 negative level. Assuming the subject survives, it regains the lost level after a number of minutes equal to your caster level (maximum 10 minutes). Usually, negative levels have a chance of becoming permanent, but the negative levels from *languor* don't last long enough to do so. An undead creature touched by the spell gains 5 temporary hit points for 1 hour.

#### Tifechant

ヘンシュアアウフス スマン しょうぶん シブレン ブスクレス スクマレン ふんかん

School: Conjuration (Healing); Level: Brd 2 Casting Time: 1 round Components: V, S, M (miniature knife) Range: Close (25 ft. + 5 ft./2 levels) Effect: 30-ft.-radius spread Duration: Concentration + 2 rounds (D); see text Saving Throw: Will negates, see text; Spell Resistance: Yes

Your chanting creates a wave of positive energy that spreads out from you, curing 1 point of damage per two caster levels (maximum 5 points) each round to all living creatures in the area of effect. Because undead are powered by negative energy, this spell deals such creatures a like amount of damage rather than curing them. If an undead creature makes a successful save, it is immune to the effects of that particular casting of the spell (even if it leaves the emanation but later enters it again). Undead that fail their saves stop taking damage if they leave the area, but resume taking damage if they enter it again later.

シュノトシンンンン

ビス シス ム ス ム や ス ス く や フ ス ん れ や く

#### Juckwing

School: Conjuration (Summoning); Level Drd 2, Rgr 2 Casting Time: 1 round Components: V, S, M, DF (one dead butterfly) Range: Close (25 ft. + 5 ft./2 levels) Effect: One golden butterfly Duration: 1 min./level (D) Saving Throw: None; Spell Resistance: No Casting this spell creates a one-foot-long golden butterfly (use stats for a stirge except it does not possess its melee attack, scent ability, or its special abilities). This butterfly is under your complete control, and you are empowered to see, hear, and feel everything the butterfly does. The butterfly triggers any traps and suffers any damage a normal stirge

#### Memory Crystal

would.

School: Divination; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (crystal or gem worth 50 gp) Range: Touch Target: 1 crystal or gem touched

**Duration:** Permanent (D)

**Saving Throw:** None; **Spell Resistance:** No You store personal memories into a small crystal or gem. The memory must be one that you experienced or saw firsthand (which means you store the memory of hearing a tale told to you that you didn't experience, but not of the tale itself). The stored memory can last no longer than ten minutes, but can hold only one memory.

You can recall the memory at any time. The recalled memory takes the form of a mental picture of the memory viewed in front of you as though literally through your eyes. As a result of this, others near you can also possibly see the memory.

アップススマ 人立 ひょう ひ ス ノ シ ノ シ ス ス マ ス ス

In order to recall a memory from a *memory crystal* that was not created by the person attempting the recall, the character must make a Spellcraft check (DC = 10 + the creator's caster level).

The caster of the *memory crystal* can dispel the memory from the gem at will, making it a normal crystal or gem again (this is a free action). You can put a new memory into the crystal or gem at that time by casting this spell again (this erases the former memory). Others must use a *dispel magic* spell targeted on the *memory crystal* in order to destroy the memories stored within.

#### Mire of Stone and Earth

School: Transmutation; Level Drd 2, Rgr 2 Casting Time: 1 standard action Components: V, S, DF Range: Long (400 ft. + 40 ft./level) Area Earth or stone in a 40-ft.-radius spread Duration: 1 min./level (D) Saving Throw: Reflex partial; see text; Spell Resistance: No

The very earth twists and writhes, creatures that fail their save gain the entangled condition. Creatures that make their save move at only half their base speed in the area. Those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. Creatures with burrow speeds are immune to the effects of *mire of stone and earth*.

#### Mute

School: Necromancy; Level: Brd 2, Clr 3, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft + 10 ft./level) Target: One creature Duration: 1 minute/level (D) Saving Throw: Fortitude negates; Spell Resistance: Yes This spell renders its target incapable of speech. It is

I his spell renders its target incapable of speech. It is not physiological so much as a localized area around the target's mouth (or mouths) from which no sound is able to be emitted. Thus, the target cannot grunt or otherwise produce verbal sounds of any sort, although it still may make sounds such as walking, snapping fingers, or clapping. This prevents any sort of spellcasting that requires verbal components.

#### Nauseating Pollen

School: Conjuration (Creation); Level: Drd 2, Rgr 2 Casting Time: 1 standard action Components: V, S, M (ground mica) Range: Medium (100 ft. + 10 ft./level)



Necrophage

Area: Creatures and objects within 10-ft.-radius spread

**Duration:** 1 round/level

Saving Throw: Fort negates (see text); Spell Resistance: No

A cloud of visible and invisible airborne pollen particles covers everyone and everything in the area, causing living, breathing creatures to suffer the nauseated condition for the duration of the spell. M X X C W Y L

ビス シス ノス ア ベ ス ス ベ く ス ア ス ス ス ス

#### Necrophage

ヘンシメアウフス スマン ふたい シュン シン シスマン マスママン ビスシン

School: Necromancy; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (a maggot, alive or dead) Range: Close (25 ft. + 5 ft./2 levels) Targets One corporeal undead creature or corpse Duration: 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes

You create a pale yellow slime on the target. The slime begins to devour the target's flesh rapidly, causing 1d6 points of damage per round. An undead creature may attempt a Fortitude save in the first round of the spell to reduce all damage caused by the slime by half. The application of one flask of strong alcohol or an attack that deals at least 5 points of fire damage to the target negates any further damage from the spell. A small or smaller corpse is destroyed in 1 round, a medium one in 2 rounds, a large one in 3 round for each size category above large add 2 rounds to the time it takes to destroy it.

#### Nightsnare

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 2, Clr 2 Casting Time: 1 standard action Components: V, S, M (tiny fruit tarts and a feather) Range: Close (25 ft. + 5 ft./2 levels) Target: One living humanoid creature Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes You spin a web of pale, dreamy light, causing a comatose slumber to come upon the target (which may include causing the subject to fall prone, any damage from which does not awaken the victim). A victim of *nightsnare* is helpless. Each round on its turn, the subject may attempt a new save to end the

effect. Slapping or wounding the target rouses the

「アツフススマ 人立之 えぐ きかき ツス ズムム ツスス

individual immediately, but normal noise does not. Rousing a sleeper with slaps or wounds requires an attack action that does not provoke an attack of opportunity. The sleeper rouses automatically when the duration of *nightsnare* ends.

#### Oathbind

School: Divination; Level: Brd 2, Clr 2, Sor/Wiz 2 Casting Time: 1 round Components: V, S, M/DF (a drop of each participant's blood) Range: See text Target: See text **Duration:** Permanent (D) Saving Throw: None (see text); Spell Resistance: No Whenever two or more parties enter into a binding,

written contract, this spell enables all of the parties to instantaneously become aware of a breach in that contract as long as the offender and the affected parties are on the same plane of existence. The spell only affects willing participants that have signed the contract and is typically employed as a means of ensuring trustworthiness rather than enforcing the terms of the contract. At the time of the casting, all of the willing participants that signed the contract must be within the same enclosed space as the contract. (The exclusion of unwilling participants does not negate the spell.) From that point forward, all of the spell's recipients receive a brief, visual image showing the individual that broke the terms of the contract, and how he violated the terms of the agreement. Alternatively, a recipient can dismiss the spell's effects upon him at any time, although all of the remaining recipients become aware of his action as if he violated the contract. The GM has sole discretion when determining if the spell's conditions have been met and the precise nature of the information provided by the spell.

#### Obscure Text

School: Illusion (Glamer); Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (gold dust worth 50 gp)

Range: Touch

Target: Text touched, up to 1 page or 1 square foot/level

Duration: One day/Level: (D) Saving Throw: Will negates (object); see text; Spell Resistance: Yes

This spell causes writings, inscriptions, and even magical symbols and glyphs to become temporarily unintelligible. The writing looks normal to the casual viewer, but seems meaningless whenever anyone tries to actively read it.

When this spell is applied to nonmagical writing, characters with the Linguistics skill can attempt to piece together the meaning-add this spell's caster level to the normal Linguistics DC (10 for writing that would be readable normally). Placing this spell on magical writing such as a scroll or spellbook increases the Spellcraft DC to decipher the writing by +1 per caster level.

Placing this spell on a scribed magical ward does not disrupt the ward's function but might prevent it from being recognized. For example, *explosive runes* with an obscure text spell applied still detonates when an attempt to read them is made, but the attempt won't reveal the runes' meaning (if any). Likewise, an illusory script with an obscure text spell applied still implants its suggestion in the minds of unauthorized readers. The Spellcraft DC to identify a ward under the effects of obscure script increases by +1 per caster level, but note that placing this spell on a ward triggered by touch activates the ward unless you succeed on a caster level check (DC 10 + the ward's caster level).

Obscure text is difficult to dispel, adding a +5 bonus to its dispel check DC.

#### Owl's Curse

School: Necromancy; Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will partial; Spell Resistance: Yes

You place a curse on the subject that imposes a -4 circumstance penalty to Wisdom; upon a successful save this penalty is reduced to -2. This results in the usual penalties to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not lose any additional bonus spells for the decreased Wisdom, but the save DCs for their spells decrease. The curse bestowed by this spell cannot be dispelled, but it can also be removed with a break enchantment, limited wish, miracle, owl's wisdom, remove curse, or wish spell.

Owl's curse counters owl's wisdom.

#### Peace Bonding

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Pal 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Area: 20-ft.-radius emanation **Duration:** 1 min./level Saving Throw: Will negates; Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) sheath or secure their manufactured weapons and can't unsheathe or unsecure them. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may choose to prepare unarmed attacks, spells or natural weapons. Creatures who leave the area are free to use weapons as they choose, such as ranged weapons.

「アツフススマ 人立之 えぐ きかき ツス ズムム ツスス

#### Phantom Familiar

School: Illusion (Glamer); Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (special dust worth 50 gp) Range: Touch Target: Your familiar Duration: Permanent (D) Saving Throw: None (see text); Spell Resistance: No

You make your familiar—including clothing, armor, weapons, and equipment—look different. It can seem 1 foot shorter or taller, thin, fat, or in between. You can change its apparent creature type to any magical beast or animal. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or have it look like an entirely different creature. You can change this appearance as a standard action.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of it or its equipment. If you use this spell to create a disguise, the familiar gets a +10 bonus to its Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

#### Phantasmal Foe

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: 1 round/level or one round Saving Throw: Will disbelief, then Will partial; see text; Spell Resistance: Yes You create a phantasmal image of an enemy of the subject simply by forming the thoughts of the

subject's subconscious mind into something that its conscious mind can visualize: this enemy. Only the spell's subject can see the *phantasmal foe*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on a second Will save or is afflicted with the cowering condition from fear. Even if the Will save is successful, the subject is subject to the shaken condition for one round.

If the subject of *phantasmal foe* succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the foe can be turned upon you. You must then disbelieve it or become subject to its fear attack.

#### **Phantasmal** Pit

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level)



#### Phantasmal Foe

Target: One living creature Duration: 1 round/level or one round **Saving Throw:** Will disbelief, then Fortitude partial; see text; Spell Resistance: ves You create a phantasmal image of a pit simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the spell's subject can sense the phantasmal pit. You see only a vague shape on the ground. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Will save or is afflicted with the stunned condition from fear. If the subject of phantasmal pit succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the fear of the pit can be turned upon you. You must then disbelieve it or become subject to believing you're falling, fall prone, and succeed on your second Will save or be stunned.

オレクシスズム アス ススス ひと ス しん マ マ マ ス ス しん ス い く ち う

#### Phantasmal Swarm

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: 1 round/level or one round Saving Throw: Will disbelief, then Fortitude partial; Spell Resistance: Yes You create a phantasmal image of a swarm simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: this swarm. Only the spell's subject can see

the *phantasmal swarm*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on a second Will

メメアサラススマ 人立之 えやきかき ひえ バビム ひええてやうじん

ヘンシメアウフス エマン ふとうぶん シスン レススマレス スレンソレ

save or is afflicted with the nauseated condition from fear. Even if the Will save is successful, the subject is subject to the sickened condition for one round. If the subject of *phantasmal swarm* succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the foe can be turned upon you. You must then disbelieve it or become subject to its fear attack.

#### Program Feat

School: Transmutation; Level Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One creature and one construct touched Duration: 10 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) Program feat gives a construct the benefits of a single feat possessed by another creature the caster is touching when the spell is cast. The construct must meet all the prerequisites of the feat. The feat must be passive and require no thought to active for a nonintelligent construct to gain the benefit from it. (For example: Weapon Focus would work, but Power Attack would not.)

#### Reciprocity

School: Evocation; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes When cast, this spell creates an arc of pure magical energy between you and the target. The spell deals 1d8 points of damage per level (maximum 10d8) to the target, but it also deals half that amount of damage to you. The damage dealt to you cannot be negated or reduced by any means, but the damage to the target can negated by any means that would normally do so

such as the incorporeal miss chance or spell

#### **Ride Winds**

resistance.

School: Transmutation; Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (flight feather from an eagle)

Range: Personal

**Target:** You **Duration:** 1 round/level (D)

This spell grants you the ability to float on the air for a short time, allowing you to fall safely, to levitate, or even to fly depending on the force of the wind. In addition to gaining a +5 circumstance bonus to all Acrobatics checks while the spell is in effect, you gain the following abilities, depending on wind type and the load you carry. • *Calm*: You cannot fly or levitate, but you can fall or jump down a distance of 30 feet or less as a move action, provided you carry only a light load. • *Light Wind*: You can levitate if you carry no more than a light load, descending up to 40 feet or ascending up to 20 feet as a move action, or simply hovering in place. Alternatively, you can fall safely (as above) while carrying up to a medium load.

Moderate Wind: You can fly at a speed of 30 feet with good maneuverability so long as you carry no more than a light load. If you carry no more than a medium load, you can levitate (as above), or can fall safely if you carry a heavy load.
Severe or More Powerful Wind: As moderate wind. You are still susceptible to special wind effects (such as being blown away or knocked down), but wind affects you as though you are flying even if you aren't.

アベルシュノトシンンと

ビス シス ム ス ム や ス ス て や フ K ム い マ

#### **Righteous** Armor

さええてきちちょう しょうしょう ふうじょう マスシン マスマママシン

School: Conjuration (Teleportation); Level: Pal 2 Casting Time: 1 immediate action Components: V Range: Personal Target: You Duration: Instantaneous You send the armor you are wearing to an extradimensional space, or you can summon the armor from its extradimensional space.

#### Rolling Boulder

School: Evocation [Earth]; Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (smooth spherical pebble) Range: Medium (100 ft. + 10 ft./level) Effect: 5-ft.-diameter sphere Duration: 1 round/level Saving Throw: Reflex negates; Spell Resistance: Yes A spherical boulder of elemental earth rolls around the battlefield under your control. It moves up to 20 feet in a straight line every round (less if it strikes an immovable object) in a direction of your choice, bowling over creatures in its path. Creatures struck by the boulder must make a successful save or be knocked prone, taking 3d6 points of bludgeoning

damage as the boulder rolls over them. The boulder has hardness 8 and 180 hit points.

#### Scout's Hike

School: Transmutation; Level: Brd 2, Drd 2, Rgr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M (dirt from a fresh trail) Range: Touch Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes

アップススマ 人以 ノス マシネックス バスト ツスス

School: Illusion (Shadow); Level: Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One or more rays **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes You blast your enemies with clinging ribbons of shadow. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

#### Shadow Sentry

School: Illusion (Shadow); Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, F/DF (a tiny replica sword made of onyx worth 25 gp) Range: Close (25 ft. + 5 ft./2 levels) Effect: One shadowy guard (see text) Duration: 1 hour/level or until discharged Saving Throw: None; Spell Resistance: No Shadow sentry creates either a shadowy or faceless humanoid warrior (AC 12) under your command. The sentry may be commanded to "guard," where it shouts an alarm if it notices anyone approach within 30 ft (using the caster's Perception score), "patrol," where it follows a route first walked by the caster and calls an alarm if it notices anyone approach within 30 feet, and "attack," where it attacks with its shadowy sword (1d8 damage + 1 point / 4 levels). The sentry has a BAB equal to the caster's level and adds the caster's associated stat bonus. (A 4th level sorcerer with a Charisma of 16 creates a sentry with a BAB of +4, and an attack of +7. It inflicts 1d8+1 damage.) The sentry may provide an ally a flanking bonus, but does not benefit from one. The sentry is discharged after being successfully struck for any damage.

#### Shift Aim

School: Abjuration [Chaos]; Level Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, F (a piece of moss found on a tree)

Range: Touch Target: Creature touched Duration: 1 hour/level or until discharged



#### Shadow Sentry

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

The target of this spell is protected by intense fluctuations in the space around him. This distortion protects against all forms of individually targeted missile attacks, including spells and spell-like abilities that require an attack roll. Whenever an individual missile attack is directed at the targeted creature, the attack's actual target is determined randomly among all creatures within 15 feet of the creature, including the creature protected. In mid-flight the missile changes course toward its new target with normal chances to hit. The attack roll should be rolled before the target is determined.

ビス シス ススト シス ス ム シ ス ス ん ス ス ス ス ス ス

If the protected creature is struck by an individual missile attack, the spell is discharged. If several people are protected by shift aim spells the missile only changes course once but can affect the entire protected area.

#### Shooting Star

School: Conjuration (Creation) [Fire]; Level: Clr 2, Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, F (1,000 gp of meteoritic iron) **Range:** Long (400 ft. + 40 ft./level) Target: One creature or object **Duration:** Instantaneous Saving Throw: None; Spell Resistance: Yes

<u>マサラススマムスとくとかとひとんでスマススでやす</u>

ヘンシメアウフス エマン ふとうぶん シスン レススマレス スレンソレ

A fiery, stony mass falls from thin air tracing a red-hot streak onto a designated target. You make a ranged attack (not a touch attack) to strike the target. The *shooting star* deals 1d6 points of bludgeoning damage and 1d6 points of fire damage per two caster levels (maximum total of 5d6 + 5d6 at 10th level).

#### Shunt

School: Conjuration (Teleportation); Level: Clr 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round

**Saving Throw:** Will negates; **Spell Resistance:** Yes *Shunt* briefly and forcibly pushes a target creature within range into the Ethereal Plane for 1 round. If cast while on the Ethereal Plane, this spell functions in reverse, forcing a creature onto the Material Plane for 1 round.

#### Silent Ray

School: Evocation [Sonic]; Level: Brd 2 Casting Time: 1 move action Components: V Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray Duration: Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes Your voice magically creates a focused beam of sonic energy too shrill to hear. With this ray, you may make a ranged touch attack roll. On a hit, you inflict 1d8 points of sonic damage per caster level (5d8 maximum).

#### Slime Harden

School: Transmutation; Level: Drd 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One ooze Duration: 10 min./level Saving Throw: Fortitude negates; Spell Resistance: Yes You cause the outer surface of the target ooze to harden, granting it a +1 circumstance bonus to Armor Class but causing to become slowed. *Slime harden* also negates an ooze's engulf and split special abilities.

#### Speak with Objects

School: Divination; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 min./level You can comprehend and communicate telepathically with manufactured objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the caster, it may do some favor or service for the caster (as determined by the GM).

### Stand Your Ground

ペンシメアウフス ちゃく ひとしょう シス びん シス スマンマス アンマ

School: Transmutation; Level: Pal 2 Casting Time: 1 move action Components: V, S, DF Range: Personal Target: You Duration: 1 min./level (D) You gain a sacred bonus to your CMD equal to one third your caster level; you also ignore the effects of the blown away, confused, cowering, dazed, frightened, knocked down, panicked, prone and slowed conditions for the duration of the spell so long as you do not move from you current location. 「いどとんら」とでいいた

ビス シム アムリム シュン ビント アイス アイ

#### Staffstrike, Jesser

School: Evocation [Sonic]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, F quarterstaff, magic staff, or walking stick Range: 15 ft. Area: Cone-shaped burst **Duration:** Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes Slamming your staff on the ground you send forth shockwaves dealing 1d6 points of bludgeoning damage and 2d6 points of sonic damage to all creatures and objects within the area. Living creatures are deafened for 1d4 rounds; a successful Fortitude save negated the deafness and reduces the damage by half.

#### Stoneburst

School: Evocation [Fire]; Level: Drd 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: One nonmagical stone object/level touched Duration:1 min./level or until discharged Saving Throw: None; Spell Resistance: No This spell imbues small stone objects (of a size and shape the caster can easily throw) with explosive force. Each object detonates on impact, dealing 3d4

#### Stonefist

when thrown (if any).

School: Evocation [Earth]; Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action

points of fire damage in addition to its normal damage

<u>ANEYTAAN LALACEREVALA VAALA VAA</u>

Components: V, S, M/DF (small stone sculpture of a clenched fist) Range: Personal Target: You Duration: 1 min./level (D)

One of your empty hands (your choice) becomes encased in a stony shell. You cannot hold anything in the affected hand while the spell lasts, but you can use the hand to make unarmed strikes that don't provoke attacks of opportunity. You deal 1d6 points of damage when you strike with the *stonefist*, plus you gain a +1 bonus on your attack and damage rolls, increasing by +1 for every three caster levels above 3rd (to a maximum of +5 at caster level 15th). Any feats or class abilities you have that affect your unarmed strikes apply to attacks you make with the hand and a monk using this spell can attack with the hand as though it was a special monk weapon. When you strike an unattended object with the hand, your damage is doubled.

#### Storm Cellar

School: Transmutation; Level: Drd 2 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One 30-square-foot area roughly equivalent to the size of a normal door

Duration: 1 hour/level (D)

Saving Throw: None; Spell Resistance: No When you cast this spell, a sturdy trapdoor appears at the intended location, opening into an extradimensional space beneath the ground. A ladder descends 15 feet into a small chamber capable of sheltering the caster and up to seven other creatures. The shelter exists outside of normal space, therefore spells and effects emanating or affecting one side of the door exert no influence on the other side of the door. Storm cellar provides protection from natural hazards, such as forest fires, tornadoes, hurricanes, falling trees, thunderstorms, and blizzards. Of course, if a tree falls on top of the door, the room's occupants must contend with it when they leave the cellar. Creatures within the extradimensional space can see through the door, although creatures on the other side of the door cannot look into the room. However, creatures on the outside can force open the door with a Strength check (DC 23) or break it (hardness of 5; 20 hp). Casting other spells that create extradimensional spaces or using extradimensional items, such as a *bag of holding*, while within the cellar is extremely dangerous.

#### Subduing Ray

School: Evocation [Force]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One or more rays Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes



#### Support Beam

M X X C ( V I V C

ムス ジス メスト シス エスシス アイス アイス

You blast your enemies with a beam of nonlethal force. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 5d6 points of nonlethal damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

#### Support Beam

さええとかってちゃ ムシン ちゃっぷん シアンメンファスアックス とんかん たんい

School: Conjuration (Creation); Level: Sor/Wiz 2 Casting Time: 1 immediate action Components: V Range: Close (25 ft. + 5 ft./2 levels)

Area: 5 ft. radius

**Duration** 10 min./level **Saving Throw:** None; **Spell Resistance:** No You instantaneously conjure a cluster of thin, magically reinforced iron pillars capable of supporting any type of ceiling in the event of a cave-in or collapse; in addition; it stops traps such as deadfalls and crushing ceilings and floors (but not walls). Creatures and objects within the spell's area of effect suffer no damage from falling debris or crushing rooms while adjacent spaces outside of this area still experience the cave-in, collapse, or trap's full effects. Creatures protected by the spell must still find a way out by digging through the surrounding rubble or via other

Support beam only provides protection against caveins, falling objects, collapsing natural or magical ceilings; it grants no special benefits against flying or falling creatures. When the spell's duration expires, the ceiling collapses raining debris on any creatures or objects still within its area of effect.

#### Jake Ny Hand

means.

School: Transmutation; Level: Pal 2 Casting Time: 1 immediate action Components: V Range: Personal Target: You

<u>トッフススマムシストスマシニンシストスレフススでやう</u>

#### **Duration:** Instantaneous

If there is an ally adjacent to you who is about to fall, you can grab hold of that ally and attempt to stop his fall. If the character weighs more than your maximum load and/or a Strength check is required (subject to GM Adjudication), you gain a sacred bonus to the Strength check equal to one third your caster level (maximum +5).

#### Thief Ward

School: Abjuration; Level: Clr 2, Pal 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (small magnifying glass) Range: Close (25 ft. + 5 ft./2 levels) Area 50-ft.-radius emanation Duration: 1 min./level

**Saving Throw:** None; **Spell Resistance:** No *Thief ward* creates an area where sounds are magnified, shadows lessened, and details brightened. All Sleight of Hand and Stealth checks made within the area suffer a –10 penalty.

#### To The Rescue

School: Conjuration (Teleportation); Level: Pal 2 Casting Time: 1 immediate action Components: V

**Range:** Personal and long (400 ft. + 40 ft./level) **Target:** You and 1 helpless creature

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No You instantly exchange locations with another helpless creature within range and line of sight. You can bring along unattended objects as long as their weight doesn't exceed your maximum load. You may also bring your bonded mount (carrying gear or objects up to its maximum load). You and your bonded mount to be transported must be in contact with one another.

#### Forn Muscle

School: Necromancy; Level: Brd 2, Clr 3, Sor/Wiz 2 Casting Time: 1 standard action Components: V Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: Permanent (D) Saving Throw: Fortitude negates; Spell Resistance: Yes The target immediately gets a sharp cramp in his

chest, back or side and becomes short of breath, imposing a -4 penalty on attack rolls, skill checks, and ability checks. More importantly, the creature is flat-footed and cannot run. A conjuration (healing) spell of 2nd level or higher negates the effects of this spell, as do fast healing and regeneration.

#### **True** Casting

School: Divination; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V



To The Rescue

Range: Personal Target: You Duration: See text

ヘンシメアウフス エマン ふとうぶん シスン レススマレス スレンソレ

You gain temporary, intuitive insight into the immediate future that assists with your spell casting against a singular opponent. Your next spell that targets a single creature (if it is made before the end of the next round) gains a +1 insight bonus to the save DC. If that creature successfully saves, your next spell that targets that same creature and only that creature (if it is made before the end of the following round) gains a +2 insight bonus to the save DC. This process continues until your insight bonus reaches its maximum of +5, you fail to cast a spell targeting the same singular creature in each following round, or the target creature fails a saving throw.

ら <u>ら</u> Marxie Variation Transaction Crank Transaction

#### Unseen Guardian

School: Divination (Scrying); Level: Pal 2, Rgr 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Effect: Magical sensor Duration: 1 hour/level or until discharged Saving Throw: None; Spell Resistance: No You create an immobile, magical sensor that continually scans the area around it, looking for your enemies. The sensor has low-light vision, darkvision to a range of 30 feet, and the scent ability (see the Pathfinder Bestiary) to a range of 30 feet. The sensor can make Perception checks (with a bonus equal to your caster level plus caster ability modifier) to note hidden or invisible creatures. If the sensor sees or

smells any creature that presents a potential threat (from intelligent creatures sneaking up on you, to animals which might potentially attack if they stumble upon you by accident), it alerts you mentally provided you are within 120 feet, and is then discharged.

#### **Utter Determination**

School: Abjuration; Level: Pal 2 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 5 rounds You ignore the dead, disabled, dying, staggered

and/or unconscious conditions. You are also immune to all healing spells and effects such as conjuration (healing) spells, fast healing, regeneration, and even temporary hit points. Increases to your Constitution score while this spell is in effect do no increase your hit points; at the end of this spell's duration, you suffer the effects of all the conditions you were ignoring.

#### Utter Failure

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration:10 min./level or until discharged Saving Throw: Will negates; Spell Resistance: Yes Your touch fills a target creature with melancholy feelings of inferiority, taking a –20 penalty on its next attack roll. Additionally, the target automatically misses if its next attack is against a target with concealment or total concealment. The spell

discharges immediately after either effect.

#### Vertigo

School: Illusion (Pattern) [Mind-Affecting]; Level: Brd 2, Sor/Wiz 2 Casting Time: 1 standard action

**Components:** V (bard only), S **Range:** Medium (100 ft. + 10 ft./level) **Effect:** A pattern of distortion in a 10-ft.-radius spread

**Duration:** Concentration + 2 rounds **Saving Throw:** Will negates (see text); **Spell Resistance:** Yes

A twisting distortion of perceptions occurs, sickening creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first, and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become sickened by the distortion, creatures that move more than half their speed must make an additional Will save or fall prone.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

#### Wall of Shadow

さええとかってち レンシン ちゃっから シスンシン マスマレンス レンシン

School: Illusion (Shadow); Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: Wall up to 10 ft./level long and 5 ft./level high (S) Duration: 1 round/level Saving Throw: None; Spell Resistance: No (see text) アルドットレルシンと

ムスッスメストッススにやってんにッイ

A vertical curtain of shadow appears. It is 2 feet thick and considerably opaque. It blocks line of sight, and creatures within 5' of the other side of the wall have concealment (20%) while creatures beyond 5' have total concealment (50%). Passing through the wall results in shadow stuff clinging to the creature or object, and inflicts the entangled condition (spell resistance applies). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell.

#### Water Jet

School: Evocation [Air]; Level: Drd 2, Sor/Wiz 2 Casting Time: 1 standard action Components: V, S, M/DF (bladder filled with water) Range: 30 ft. Effect: Line-shaped blast of water emanating out from you to the extreme of the range Duration: Instantaneous Saving Throw: Reflex partial, see text; Spell Resistance: Yes A stream of high-pressure water erupts from your hand, extinguishing nonmagical fires of Medium size or smaller (candles, torches, campfires, and other exposed flames), and dealing 1d6 points of bludgeoning damage per caster level (maximum 5d6). A Reflex save reduces damage by half, but creatures in the jet may he linealed down or pusched hask if they.

the jet may be knocked down or pushed back if they fail their saves. A Tiny or smaller creature or unsecured object on the ground is knocked prone and blown away to the end of the jet's range. Small creatures or objects are knocked prone and blown away 1d4 x 10 feet (2d6 x 10 feet if flying), while Medium creatures are knocked prone by the force of the water, or blown away 1d6 x 10 feet if flying. A Large or larger creature suffers no additional effects from a failed save. Anything rolled along the ground by the jet takes an additional 1d6 points of nonlethal damage per 10 feet moved, while flying creatures blown away take only 1d6 points of nonlethal damage.

「アツフススマ 人立之 えぐ きかき ツス ズムム ツスス

#### Web Shelter

School: Conjuration (Creation); Level: Clr 2, Drd 2, Rgr 2 Casting Time: 1 minute Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Effect: Shelter made of webbing Duration: 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No You create a shelter of slightly sticky webbing. You may create a hemisphere with a diameter of between 5 and 20 feet or a sphere with a diameter of between 5 and 10 feet. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Creatures other than the caster—and those designated by her at the time of the casting—touching the *web shelter* become grappled by the sticky fibers and must make a Combat Maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC, or remain grappled.

The shelter is watertight and insulated with the door closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire (not half damage like most objects) and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

#### Weltering Wave

School: Evocation [Chaos, Force]; Level: Clr 2 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Area: 20-ft.-radius spread Duration: 1d3+1 rounds Saving Throw: Reflex partial; Spell Resistance: Yes You cause chaotic energies to violently shake and disorient the targets of this spell. Those in the area

affected are shaken (–2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 1 round and must make Reflex saves or fall prone; the Reflex save is required each round a creature is in the area of effect.

#### Wildheart

School: Transmutation; Level: Drd 2, Rgr 2 Casting Time: 1 standard action Components: V, S, M/DF (charred or torn leaf) Range: Touch Target: Creature touched Duration:1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You are able to tap into the ancient, terrible might of nature, granting the subject of the spell a +2 enhancement bonus to Strength, Dexterity, and Constitution. It also gains an increase of 10 feet to base speed for all its natural movement modes (but not those granted by a spell or effect, such as *fly*).



Wildheart

**ドル アスレムシンビンバアスアメアメンバンメンムシスビルムドルメ** 

ノハリアウマススマレンシスマシホシワススマウマスマン

ヘンシメアウフス エマン ムシブション シスズム マススマンス たんマン

#### **OPEN GAME LICENSE Version 1 0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who

have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures. processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the

Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content,

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the

ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

All Logos, Book Titles, Introduction text and Images are product identity all other content is open gaming content.

Open Content is the designated as follows: Spell Listings and Spell Descriptions, include all the names of the spells.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000-2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright

2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David

Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

で

アイシンンとしょうといいと

Monte Cook's Arcana Evolved, Copyright 2005 Monte J. Cook.

ヘリュメアウフススマン しょうぶん シディン アメスレッス アイワン

Monte Cook's Arcana Unearthed DM's Screen and Player's Guide, Copyright 2003 Monte J. Cook.

The Diamond Throne, Copyright 2003 Monte J. Cook.

Monte Cook's Arcana Unearthed, Copyright 2003 Monte J. Cook. Legacy of the Dragons, Copyright 2004 Monte J. Cook.

Mystic Secrets: The Lore of Word and Rune, Copyright 2004 Monte J. Cook. Akashic Nodes: The Home of Memory, Copyright 2005 Justin D. Jacobson. Wild Spellcraft Copyright, 2002 ENWorld.

Castlemourn Campaign Setting Copyright 2007, Margaret Weis Productions, Ltd. E.N. Guild - Monster Hunters' Guild, Copyright 2005, E.N. Publishing; Author Aeryn Rudel.

Dynasties and Demagoques, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.

Occult Lore, Copyright 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker. Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.

Crime and Punishment, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Keith Baker.

Fading Suns: D20, Copyright 2001, Holistic Design, Inc; Authors Bill Bridges and Andy Harmon.

D20 Modern System Reference Document, Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter

Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Traps and Treachery, Copyright 2001, Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stoecker, Wil Upchurch.

Love and War, Copyright 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart. Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook.

Poisoncraft: The Dark Art, Copyright 2004, Justin D. Jacobson.

Skreyn's Register: The Bonds of Magic, Vol. 1:

Cabal and Skreyn's Register: The Bonds of Magic, Vol. 2: The Faithful Copyright 2002 Sean K Reynolds. All rights reserved.

The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and Book of Eldritch Might III: The Nexus Copyright 2001, 2002 Monte J. Cook. All rights

50 New Ways to turn things into other things: Transmutation

copyright Silven Publishing and Matthew J. Hanson.

50 New Ways to Blow Things Up: Evocation copyright Silven

Publishing and Matthew J. Hanson.

Curses! Copyright @2002 Kosala Ubayasekara, All Rights Reserved.

Author Evtan Bernstein

Encyclopedia Arcane: Necromancy - Beyond the Grave Copyright 2001, Mongoose Publishing.

The Compleat Librum of Gar. Udok.s Necromantic Artes Copyright 2002, Ambient Inc.; Authors M Jason Parent, Denise Robinson, Chester Douglas II

Encyclopaedia Arcane: Necromancy . Beyond the Grave Copyright 2001, Mongoose Publishing.

Spells & Spellcraft Copyright 2002, Fantasy Flight, Inc.

Joe.s Book of Enchantment Copyright 2002, Joseph Mucchiello, Jr. Published by Throwing Dice Games.

Plexus - Potent Portals Copyright 2002 Mark Alexander Clover. Plexus - Open Spells Collection Copyright 2002 Mark Alexander Clover

Interludes: Brief Expeditions to Bluffside Copyright 2001,

Thunderhead Games, Inc., and Mystic Eye Games, LLC.

Bluffside: City on the Edge Copyright 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC

Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC-named spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of www.necromancergames.com.

Eldritch Sorcery Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes. Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb. Oathbound: Mysteries of Arena, Copyright 2004, Bastion Press

Wildwood, Copyright 2004, Bastion Press, Inc.

Minions: Fearsome Foes, Copyright 2001, Bastion Press

Oathbound: Domains of the Forge, Copyright 2002, Bastion Press Oathbound: Arena, Copuright 2004, Bastion Press Oathbound: Wrack & Ruin, Copyright 2003, Bastion Press

101 2nd Level spells copyright 2010 Steven D. Russell Author: Steven D. Russell

**Rite Publishing Presents** 

## In The Company Of Gargoyles A 1<sup>st</sup> - 20<sup>th</sup> level player character racial class





### By J. H. Gulliver