Rite Publishing Presents

101 3rd Jevel Spells



By Steven D. Russell



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Rite Publishing Presents:

101 3nd Jevel Spells

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Dedication: To Roger Smith —I challenge you to the Knarkenfauer.

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

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3rd-Jevel Bard Spells

Animal Mind: Subject believes it's a specific kind of animal.

Aura of Peace: Creatures near caster have combat penalties.

Awesome Striker: One melee attack per round knocks back foes.

Beast's Curse: Target is incessantly hounded by animals.

Corrosive Blood: Piercing and slashing weapons take acid damage.

Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc.

Curse of Truth: Target is incapable of speaking falsehoods.

Deepsight: Extend darkvision by 60 ft.

Euphoria: Subject feels good despite danger or pain. False Pain: Target creature takes 1d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

Frictionless Sheet: Slippery liquid reduces movement cause creatures to fall prone.

Glimpse of Knowledge: Use a bard's knowledge. Glossolalia: Target's speech becomes random and inappropriate.

Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Indecision: Target delays action and must succeed on a Will save to take any actions.

Indisputable Fact: the subject believes something you tell them to believe.

Intelligent Object: Item gains semblance of intelligence.

Lost: Subject moves at half speed in a random direction each round.

Magic Shop: You conjure a sturdy merchant's shop. Mocking Laughter: Target takes 3d6 nonlethal damage, -4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Overconfidence: Target takes a cumulative -2 penalty on all skill and ability checks.

Plant Spy: Turn a plant into a recording device. Psychic Twin: You and target share skill ranks, neither can be surprised nor flanked unless both are. Remembrance: You instantly recall something specific from your past that you want to remember. Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of cure moderate wounds grants 2d8 temp hp plus 1 temp hp/level (max + 10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shadow Sentry, Greater: A shadowy warrior guards, patrols or attacks on your command. Surge: Target creature gains +20 to initiative (swift). Uncontrollable Rage: Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well. Weapon of Nightmares: You infuse a dagger with

energy that delivers horrid visions that deal

+1d8/level nonlethal damage and renders the victim unconscious.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

3rd-Jevel Cleric Spells

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Aura of Peace: Creatures near caster have combat penalties.

Beast's Curse: Target is incessantly hounded by animals.

Bridge of Crystal: Create a crystal bridge that extends over a large gap.

Change Fate: You shape randomness by choosing between two die rolls for some single event.

Chilling Mist: Icy vapor grants concealment, deals 1d6/round nonlethal damage.

Contingent Moderate Healing: Target that takes 8 or more damage instantly heals 2d8 hit points. Crown of Terror: Enemies within 10 feet become

shaken or frightened when you attack. Crown of Valor: You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear. Curse of Capturing: Target inflicts only nonlethal

damage and conditions. Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc.

Curse of Item Rebellion: A single item acts as if cursed.

Curse of Truth: Target is incapable of speaking falsehoods.

Deepsight: Extend darkvision by 60 ft.

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good.

Euphoria: Subject feels good despite danger or pain. Glass House: You create a protective cube of magical glass.

Glossolalia: Target's speech becomes random and inappropriate.

Intercession: Redirect an attack or effect upon yourself to protect its intended target.

Lost: Subject moves at half speed in a random direction each round.

Magic Spike: Bolt of energy inflicts a -2 penalty to spell, spell-like ability and supernatural DCs.

Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of cure moderate wounds grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Surge: Target creature gains +20 to initiative. (Swift) Telepathic Overload: Chaotic thoughts disrupt telepathy and harm mind-readers.

Troll Arms: Creature gains increased Strength and reach.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

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3rd-Jevel Druid Spells

Accelerate Decay: You deal 1d6 hit points per level and suppress the fast healing ability of undead. Acid Spit: Spit deals 1d6 points of acid damage and blinds target.

Airsphere: You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack.

Animal Mind: Subject believes it is a specific kind of animal.

Beast's Curse: Target is incessantly hounded by animals.

Companion's Vengeance: If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll. **Contingent Moderate Healing:** Target that takes 8 or more damage instantly heals 2d8 hit points. **Cresting Waves:** Continually blows away or knocks down creatures and objects.

Deepsight: Extend darkvision by 60 ft. **Fey Ward:** Barrier keeps out fey creatures. **Force Spikes:** Spikes of force deal 1d6 points of damage and entangle, grapple, or pin targets in place. **Forest Walk:** You move more easily through undergrowth.

Halt Plants: Holds plant creatures immobile. **Lost:** Subject moves at half speed in a random direction each round.

Plant Spy: Turn a plant into a recording device. **Predatory Stealth:** Target creatures become harder to detect.

Primeval Might: You gain a number of bonuses versus fey, magical beast and plant creatures. **Resinite:** You conjure a sphere of sticky resin that

staggers the affected creature.

Toady: Temporarily turns subject into a small, harmless animal.

Troll Arms: Creature gains increased Strength and reach.

3rd-Jevel Paladin Spells

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Body and Mind: Add Con modifier plus Wis modifier to Will saves, add Wis modifier to melee damage rolls.

Companion's Vengeance: If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll. **Crown of Terror:** Enemies within 10 feet become shaken or frightened when you attack.

Crown of Valor: You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear. **Curse of Truth:** Target is incapable of speaking falsehoods.

Disarmament: You disarm all of your targets. **Intercession:** Redirect an attack or effect upon yourself to protect its intended target.

Mighty Steed: Your special mount is enhanced for war.

No Rest for the Wicked: You inflict your opponents with the exhausted or fatigued condition. **Shadow Healing:** Illusion of *cure moderate wounds* grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shield of Loyalty: Grant the benefits of your shield to both you and your allies.

Sudden Smiting: You can smite evil as part of casting this spell. (Immediate)

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

Wings of Heaven: Your mount grows wings and can fly.

zrd-Level Ranger Spells

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Accelerate Decay: You deal 1d6 hit points per level and suppress the fast healing ability of undead. Airsphere: You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack. アベルシュノアクファスペー

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Animal Mind: Subject believes it is a specific kind of animal.

Beast's Curse: Target is incessantly hounded by animals.

Companion's Vengeance: If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll. **Deepsight:** Extend darkvision by 60 ft.

Forest Walk: You move more easily through undergrowth.

Halt Plants: Holds plant creatures immobile. Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Lost: Subject moves at half speed in a random direction each round.

Plant Spy: Turn a plant into a recording device. **Predatory Stealth:** Target creatures become harder to detect.

Primeval Might: You gain a number of bonuses versus fey, magical beast and plant creatures. **Psychic Twin:** You and target share skill ranks, neither can be surprised nor flanked unless both are. **Troll Arms:** Creature gains increased Strength and reach.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

3rd-Jevel Sorcerer/Wizard Spells

Abjuration

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time. **Blackout:** Blocks darkvision.

Counterattack: You make a free melee attack when threatened by an opponent.

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good. **Fey Ward:** Barrier keeps out fey creatures.

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Glass House: You create a protective cube of magical glass.

Magic Spike: Bolt of energy inflicts a -2 penalty to spell, spell-like ability and supernatural DCs. Share Armor: Caster transfers natural armor to subject.

Conjuration

Blinding Ash: Obscure vision and cause 2d6 fire damage per round.

Bridge of Crystal: Create a crystal bridge that extends over a large gap.

Chilling Mist: Icy vapor grants concealment, deals 1d6/round nonlethal damage.

Cresting Waves: Continually blows away or knocks down creatures and objects.

Crushing Pressure: A band of water crushes subject, dealing damage and disrupting spells with verbal components.

Filch: Teleport one unattended object anywhere within range.

Force Marbles: Invisible spheres of force impede movement and increase strength of any surface. Frictionless Sheet: Slippery liquid reduces

movement cause creatures to fall prone.

Magic Shop: You conjure a sturdy merchant's shop. Sulfurous Stench: Cloud of sulfurous gas nauseates victims.

Summon Firearm: You summon a loaded firearm or crossbow directly to your hand. (Swift)

Sunglobe: Searing globe deals 1d8 fire damage/level (max. 10d8) plus blinds targets, as melee touch attack or splash weapon.

Divination

Combat Awareness: You gain a +2 insight bonus to AC and on Reflex saves.

Dream Learning: Gain a bonus to one skill check. Glimpse of Knowledge: Use a bard's knowledge. Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Perilous Strike: Grant +20 bonus to your attack roll and potential critical.

Plant Spy: Turn a plant into a recording device. **Psychic Twin:** You and target share skill ranks, neither can be surprised nor flanked unless both are. **Remembrance:** You instantly recall something specific from your past that you want to remember. Tracer: Know the location and direction of an object.

Enchantment

Aura of Peace: Creatures near caster have combat penalties.

Curse of Truth: Target is incapable of speaking falsehoods.

Euphoria: Subject feels good despite danger or pain. Glossolalia: Target's speech becomes random and inappropriate.

Indecision: Target delays action and must succeed on a Will save to take any actions.

Indisputable Fact: the subject believes something vou tell them to believe.

Lost: Subject moves at half speed in a random direction each round.

Surge: Target creature gains +20 to initiative. (Swift) Uncontrollable Rage: Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well.

Evocation

Acid Spit: Spit deals 1d6 points of acid damage and blinds target.

Bands of Force: You entangle and squeeze a single opponent.

Force Spikes: Spikes of force deal 1d6 points of damage and entangle, grapple, or pin targets in place. Molten: Melts metal object and deals damage to creatures in contact with molten metal object.

Object Grenade: Thrown object explodes inflicting 1d4/level piercing damage in a 20-foot radius burst. Piercing Bolt: Bolt of force destroys abjurations and force protections and inflicts 1d8 points of damage/two levels.

Wall of Water: Create a thick curtain of water that provides concealment and can damage fire-based creatures.

Water Blast: Burst of water deals 1d6 points of nonlethal damage per level and may knock down targets.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

Illusion

False Pain: Target creature takes 1d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

Phantasmal Fog: You cause the target creature to instantly believe that a cloud of fog has suddenly enveloped her.

Phantom Hawker: You create a disembodied voice that repeats a message continuously for the spell's duration.

Play Along: Makes casters believe spells were effective when they were not. (Immediate) Predatory Stealth: Target creatures become harder to detect.

Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of cure moderate wounds grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shadow Sentry, Greater: A shadowy warrior guards, patrols or attacks on your command. Weapon of Nightmares: You infuse a dagger with energy that delivers horrid visions that deal +1d8/level nonlethal damage and renders the victim unconscious.

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Necromancy

Abhorrent Blight: Target suffers 1d6 hit points/level and suffers 1 point of Charisma damage/2 levels.

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Beast's Curse: Target is incessantly hounded by animals. **Bone Tattoo:** Grants spell resistance of 10 + level against cold, *polymorph*, and mindaffecting attacks.

Curse of Capturing: Target inflicts only nonlethal damage and conditions.

Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc. **Curse of Item Rebellion:** A single item acts as if cursed. **Hemophilia:** Target's wounds bleed profusely, suffering Con

damage. Seek the Soulless: Deals nonliving creatures and objects 1d6 points of damage/level. Skull Sight: You can see through the eyes of an enchanted skull.

Transmutation

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Awesome Striker: One melee attack per round knocks back foes.

Blood Crystals: Subject's blood crystallizes and rips through veins causing 4d6 points of damage. **Corrosive Blood:** Piercing and slashing weapons take acid damage.

Deepsight: Extend darkvision by 60 ft.

Enhance Item: Magic item DC increases by +2. (Swift)
Free Hand: Hand detaches and moves independently.
Halt Constructs: Render up to three constructs immobile.
Holding the Viper: Transforms weapon into Medium viper.
Immobilize: Target object cannot move.
Intelligent Object: Item gains semblance of intelligence.
Toady: Temporarily turns subject into a small, harmless animal.

Troll Arms: Creature gains increased Strength and reach.

Vermin Kiss: Vermin creatures are drawn to and nest in and upon the cursed subject.

Abhorrent Blight

School: Necromancy; Level: Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature **Duration:** Instantaneous Saving Throw: Will partial; Spell Resistance: Yes With necromantic energies you attack the bond between a living soul and its body which also damages its driving force of will. The target creature suffers 1d6 hit points/level (maximum 10d6) and 1 point/2 levels of Charisma damage (maximum 5). Upon a successful save the target suffers only half the hit point damage and negates the Charisma damage.

Accelerate Decay

School: Transmutation; Level: Drd 3, Rgr 3 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: 1 creature/level **Duration:** Instantaneous Saving Throw: Will Partial; Spell Resistance: Yes This spell only affects corporeal undead creatures and creatures kept artificially young through magic. This spell accelerates the creatures' rot back to where a body would be ruined. The damage to undead creatures and creatures that are kept artificially young through magic (such as a potion of youth) is 1d6 points per level (to a maximum of 10d6). Particularly ancient creatures such as vampires take double damage. Mummies get +4 to their Will saves and take only half damage due to their initial preservation techniques when buried. Fast healing possessed by undead creatures is suppressed for 24 hours. If an undead creature is reduced to 0 hit points, it crumbles into a pile of dust. A successful save results in half damage and negates all other effects. The spell does not affect artificial constructs unless those constructs are made of corpses, like flesh golems. These creatures also get a Will save. If the construct is reduced to 0 hit points or less it falls apart and is destroyed.

Acid Spit

School: Evocation [Acid]; Level: Drd 3, Sor/Wiz 3 **Casting Time:** 1 standard action Components: V, S, M (fur and a glass rod) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 3 rounds Saving Throw: Reflex partial; Spell Resistance: Yes

When you cast this spell, you spit acid in the face of one creature, dealing 1d6 points of damage per level (maximum 10d6). If the target has eyes and is not somehow protected, the spell also blinds the target. A successful saving throw reduces the damage by half and negates the blindness.

On the second round, the spell deals half its original damage, and on the third round it deals half that again (the damage in the second and third rounds is further reduced if the target made its save). If a target of this spell spends a full round washing the affected area in water (or similar liquid) the spell (including blindness) will be negated.

Airsphere

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School: Conjuration (Creation); Level: Drd 3, Rgr 3 Casting Time: 1 standard action Components: V, S, M (a perfect moonstone worth 10 gp) Range: Touch Target: Creature or object touched Area: 30-foot-radius spread Duration: 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) This spell creates a sphere of fresh air around the individual or object touched by the caster. Gaseous and vaporous attacks are unable to penetrate this airsphere, and acids or other liquids simply wash over it. The spell generates oxygen, enabling you to breathe underwater or in other areas with no fresh air (though as the sphere surrounds its recipient or object, it hampers movement in or under water). This spell doesn't protect against natural or magical effects occurring within the airsphere: for example, if a vial of acid is thrown into the sphere, it enters; if it breaks, its contents splash for their normal effects. This spell was specially crafted to guard against dragon breath; it will absorb and negate any breath weapon upon contact but is itself destroyed, instantly and harmlessly, in doing so.

Animal Mind

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Clr 4, Drd 3, Rgr 3, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature with Intelligence 2 or greater **Duration:** 1 hour/level **Saving Throw:** Will negates: Spell Resistance: Yes

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Choose an animal type when you cast this spell. The subject believes it is an animal of that type. If the subject does not know how such an animal would act, it acts in a manner that it believes an animal should act. While affected by this spell, spells and abilities that target animals will also affect the subject. Any attempt to interact with the subject requires a Handle Animal check (DC 10+ your caster level).

Armor of Tight

School: Abjuration [Light]; Level: Clr 3, Pal 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, M (a small mirror) Range: Touch

Target: Creature touched Duration: 1 round/level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) This spell causes the creature touched to radiate light from every part of her body. She sheds bright light to a radius of 30 feet and shadowy light an additional 30 feet beyond that. Looking directly at the target creature is difficult, granting concealment to the target (20% miss chance) and dazzling anybody who looks directly at the target for 1d6 rounds (Will negates). If a creature looks at the target more than once, she will be re-dazzled. The durations of the dazzle effects do not stack but are renewed whenever the creature becomes re-dazzled. The armor of light also provides a +1 deflection bonus to AC per four caster levels (to a maximum of +5 at 20th level).

Aura of Peace

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Clr 3, Sor/Wiz 3 Casting Time: 1 action **Components:** V, S, F/DF (a dove's feather) Range: Close (25 ft + 5 ft./2 levels) Area: 25 ft. + 5 ft./2 levels radius emanation, centered on you or a person or an object you designate **Duration:** 1 minute/level (D) Saving Throw: Will negates; Spell Resistance: Yes

All creatures within the area find it hard to fight one another. Creatures within the area who fail their save cannot take any offensive action. If attacked, they will defend themselves with the total defense maneuver. Creatures who make their save suffer a -2 circumstance penalty on all attack and damage rolls. Casting spells of a destructive nature from within the area requires a Concentration check (DC 10 + your caster level + your relevant caster ability modifier). All cowering, frightened, panicked, and shaken conditions are suppressed while within the affected area ofs aura of peace.

Awesome Striker

School: Transmutation; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) You grant the ability to potentially deliver a powerful melee strike. If the subject makes a successful melee attack within the duration of the spell, the target hit by that attack must make a Reflex save or be knocked 10 feet in a direction the subject chooses and fall prone. The subject can only make one successful awesome strike per round, the subject can only push the opponent in a straight line, and the opponent can't move closer to the subject than the square it started

in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle.

Bands of Force

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School: Evocation [Force]; Level: Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S, F (a ribbon of steel) Range: Medium (100 ft. + 10 ft./level) Effect: 10-ft. band of force Duration: 1 round/level (D) Saving Throw: None: Spell Resistance: Yes With a successful combat maneuver check (your CMB for this spell is equal to your caster level plus your relevant caster ability modifier) your target opponent is entangled. It can also squeeze the target creature with a second successful combat maneuver check on the following round dealing 1d6 plus your relevant

caster ability modifier hit points damage as an immediate action. A target can negate this spell by making a successful Combat Maneuver Bonus or Escape Artist check as a standard action (DC 10 +your caster level + your relevant caster ability modifier).

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Reast's Curse

School: Necromancy: Level: Brd 3, Clr 3, Drd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature **Duration:** Permanent (D) Saving Throw: Will negates (object); Spell Resistance: Yes (object) Beast's curse makes its target the victim of constant harassment by animals. Whenever an animal passes within either 30 feet of the victim or scent range, that animal's attitude immediately shifts to hostile. Animals are liable to attack or harass the character: birds fly around and peck at the character, cats trip him, and larger animals might do worse. The curse bestowed by this spell cannot be dispelled. but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. It can also be removed with a successful Wild Empathy check (DC 15 + your caster level).

Blackout

School: Abjuration; Level: Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S, M (smoky quartz crystal) **Range:** Close (25 ft. + 5 ft./2 levels)Area: 20 ft. radius Duration: 1 min./level Saving Throw: None; Spell Resistance: No

You create an area that looks like shifting shadows to anyone with darkvision. Anyone looking through the area of a blackout with darkvision cannot see into or

Blinding Ash

object.

School: Conjuration (Creation); Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (ash) Range: Close (25 ft. + 5 ft./2 levels) Effect: Cloud 30 ft. diameter and 20 ft. high Duration: 1 round/level Saving Throw: None; see text; Spell Resistance: No; see text

senses. Like *darkness*, this spell may be cast on an

Ash, cinders and smoke rise into a great cloud that obscures vision and heats the air within it. Once created, the cloud is stationary. This spell functions like obscuring mist except that fire spells do not burn off the mist.

Water- and cold-based spells such as cone of cold or sleet storm will clear out the smoke and ash, however. Anyone within the cloud takes 2d6 fire damage each round. Affected creatures may attempt a Reflex save for half damage. Spell resistance applies normally to the fire damage. This spell does not function underwater.

Blood Crystals

School: Transmutation; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, Range: Close (25 + 5 ft/2 levels) Target: One living nonplant creature **Duration:** Instantaneous Saving Throw: Fortitude partial (see text); Spell Resistance: Yes

When cast, the spell causes one subject's blood to crystallize and rip out from the veins. The initial damage of this spell is 4d6 hit points and 2 points of Constitution damage. A successful save reduces the hit point damage by half and negates the ability damage. This spell only works on creatures that have blood to crystallize.

Body and Mind

School: Transmutation; Level: Pal 3 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 round/level (D)

You fuse body and mind into a perfect fighting whole. While this spell is in effect, you add your Constitution bonus in addition to your Wisdom modifier as a bonus on all Will saves, and add your Wisdom bonus to all melee damage rolls.

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Bone Tattoo

School: Necromancy; Level: Sor/Wiz 3

Casting Time: 1 minute

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Components: V, S, M (ink and a bone needle) Range: Touch **Target:** 1 living creature **Duration:** 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long

as the tattoo lasts, the tattooed creature has spell resistance 10 + your level against cold, polymorph, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he were undead.

Bridge of Crystal School: Conjuration (Creation); Level: Clr 3, Sor/Wiz 3 Casting Time: 1 minute Components: V, S, F (a piece of crystal worth at least 20 gp) Range: Medium (100 ft. + 10 ft/level) Effect: A 5-foot-wide bridge of crystal that is 10 feet long / level (see text) Duration: 1 min./level

Saving Throw: None; Spell Resistance: No The caster of this spell creates a solid bridge of crystal that spans over any one gap. The bridge is always 5 feet wide and can span a gap of up to 10 feet per caster level. The bridge must connect to two solid surfaces or the spell fails. The bridge itself can hold up to 2,000 pounds plus 100 pounds per caster level. The color and appearance of the bridge is determined by the caster when the spell is cast.

Change Fate

Level: Transmutation [Chaotic]; Level: Clr 3 Components: V, S, M (a double sided coin) Casting Time: 1 immediate action Range: Close (25 ft. + 5 ft./2 levels) **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes This spell can only be cast by clerics with the luck domain. You apply your control of randomness to choose between alternatives of existence, correcting the choices of fate you disagree with. You may declare any event, occurring within range of the spell, and affected by a die roll to be the recipient of this spell. The result of the die roll is rolled again, and you pick which result of the two actually happens. If the die roll is associated with an event beyond the range of this spell, you cannot alter it. Change fate can affect attack rolls, critical hits, critical failures, initiative checks, saving throws, damage dice (even multiple damage dice, such as 5d6 from a *fireball*), healing dice (from cure spells, for example), skill checks, ability checks, and caster level checks. It cannot affect your roll for hit points when you gain a level. If it affects an event associated with a roll of multiple dice, you must choose either set of dice rolls; you cannot choose to replace individual die rolls.

You can wait to choose whether to affect a die roll until after it is actually rolled, but must state your intention to alter a die roll before any other actions or rolls occur. You cannot alter the past; you can only shape the present as it slips by. If whoever caused the action has spell resistance you must overcome that resistance.

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Chilling Mist

School: Conjuration (Creation); Level: Clr 3, Drd 2, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M Range: 20 ft. Effect: Cloud spreads in 60-ft. radius, 60-ft. high Duration: 1 round/level (D) Saving Throw: Fortitude half; see text; Spell Resistance: Yes; see text

You cause a stationary cloud of icy vapor to rise all around you. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). 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 fog in 4 rounds. A strong wind (21+ mph) disperses the fog 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.

Combat Awareness

School: Divination; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a cat's-eye marble) Range: Personal Target: You Duration: 1 round/level (D) *Combat awareness* sharpens your battle senses. granting you a +2 insight bonus to your AC and Reflex saves.

Companion's (Dengeance

School: Transmutation; Level: Drd 3, Pal 3, Rgr 3 Casting Time: 1 standard action Components: V, S, DF Range: Personal and your animal companion Target: You and your animal companion **Duration:** 1 min./level (D) When your animal companion suffers damage at the hands of your enemies, either you or your animal companion (your choice) receives a morale bonus to your or its next attack and damage roll against that specific foe based upon the figures provided in the following chart. The bonus to the damage roll is only



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Companion's Vengance

applied to the next attack; therefore a miss provides no benefit.

Damage	Morale bonus
1-10 hp	+1
11-20 hp	+2
21-30 hp	+3
31-40 hp	+4
41+ hp	+5

If more than one opponent hits your animal companion prior to its or your next attack roll, you can grant yourself and your animal companion the aforementioned morale bonus, but neither can gain more than one morale bonus in a single round. If you voluntarily end the spell before its effects expire, your companion recovers one hit point of damage per caster level (up to a maximum of +20).

Contingent Moderate Healing

School: Conjuration (Healing); Level: Clr 3, Drd 3 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: 1 hour/level (D) or until discharged **Saving Throw:** Will half (harmless); see text; **Spell Resistance:** Yes (harmless); see text

You bestow a small blessing on a target creature. Whenever the creature takes 8 or more points of damage, this spell discharges, suffusing the creature with positive energy that cures 2d8 points of damage. If used against undead, this spell is triggered in one of two ways, dealing 2d8 point of additional damage either the next time the undead target takes normal damage, or the next time the undead target is 'healed' by taking negative energy damage. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Corrosive Blood

School: Transmutation; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action

Components: V, S, M (a flask of acid worth 10 gp) **Range:** Personal

Target: You

Duration: 1 min./level (D)

Corrosive blood turns your blood into a powerful dissolving agent. This does not cause you any harm, but if a slashing or piercing weapon deals damage to you, a small amount of this potent acidic blood spays forth, dealing 1d6 points of acid damage +1 point/2 levels (maximum +10) to the weapon in question. If a slashing or piercing natural weapon injures you, the acid affects the creature directly. Either way, the weapon or the creature may reduce the damage by half with a successful Reflex save.

Counterattack

School: Abjuration; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, F (a small shard of mirror) Range: Personal Target: You

Duration: 1 round/level

When this spell is cast, any time an opponent makes a melee attack against you, you may attempt one melee counterattack at your full base attack bonus (this does not count as an attack of opportunity for the round). You must threaten the opponent in order to make the counterattack; you cannot take a 5-ft. step or other movement before making the attack. The attack does not interrupt the opponent's action. If you are disabled as a result of the opponent's attack, you may use the counterattack, but doing so reduces you to -1 hit points. If your hit points drop to -1 or lower as a result of your opponent's attack, you may not use the counterattack.

If you have a spell effect active that requires a successful melee touch attack (such as *poisoned grasp*) or *shocking grasp*), you may use the touch spell in conjunction with the counterattack.

Cresting Waves

School: Conjuration (Creation) [Water]; Level Drd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) **Effect:** Line-shaped group of crashing waves emanating out from you to the extreme of the range **Duration:** 1 round/4 levels **Saving Throw:** Fortitude negates;

Spell Resistance: Yes

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This spell creates waves of water (which move at approximately 50 mph) that originate from you, affecting all creatures in their path. All creatures in this area (10 ft. wide by 10 ft. high) that are Large or smaller must make a DC 20 Swim check or be blown back 2d6 \times 10 feet, knocked prone, and take 1d6 points of damage per ten feet moved. Large or smaller creatures must make a DC 25 Swim skill check to move against the force of the waves.

Huge or larger creatures may move normally within the *cresting waves* effect.

This spell can move a creature beyond the limit of its range.

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In the area of the *cresting waves*, all non-seige ranged attacks are negated, all Perception checks fail, and it automatically extinguishes all flames (*wall of fire*, torch, lanterns etc.).

In addition to the effects noted, a *cresting waves* can do anything that a string of 10-foot waves would be expected to do. It can overturn wooded, unsecured buoyant structures, heel over a small boat, and blow gases or vapors to the edge of its range.

Crown of Terror

School: Conjuration (Creation) [Fear, Mind-Affecting]; Level: Clr 3, Pal 3 Casting Time: 1 standard action Components: V, S, DF Range: 60 ft. Effect: A fiery halo Duration: 1 round/level (D) Saving Throw: Will negates; Spell Resistance: Yes

You conjure a fiery halo that continually sends forth blood-red beams across the area around you. Whenever you charge, attack, or cast an offensive spell, opponents within 60 feet who witness the action become shaken (if they have the same or more Hit Dice than your caster level) or frightened (if they have fewer Hit Dice than your caster level).

Crown of Valor

School: Conjuration (Creation) [Mind-Affecting];
Level: Chr 3, Pal 3
Casting Time: 1 standard action
Components: V, S, DF
Range: 60 ft.
Effect: A silver halo
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless);
Spell Resistance: Yes (harmless)
You conjure a silver halo that continually sends forth brilliant white beams across the area around you, granting you and allies within 60 feet a +2 morale bonus on saving throws against fear effects and a +1

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morale bonus on attack rolls, weapon damage rolls, and skill checks.

Crushing Pressure

School: Conjuration (Creation); Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a stone from the ocean floor) Range: Medium (100 ft. + 10 ft./level) Target: One creature Duration: 1 round/2 levels (max 8 rounds) Saving Throw: Fortitude partial (see text); Spell Resistance: Yes

This spell places a sheath of water around the torso of the target creature. Its pressure deals 1d6 points of damage to the target the first round. It deals an additional 1d6 points of damage each round after that (i.e. on the fourth round you deal 4d6). The target cannot cast spells with verbal components while constricted by this sheath. A successful save each round halves the damage and allows a spellcasting target creature to cast spells with verbal components. Creatures that are normally immune to pressure, such as those that dwell on the ocean floor, gain a +4 bonus to their save.

Curse of Capturing

School: Necromancy; Level: Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (bit of cotton fluff) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes

The damage dealt by the subject of this spell to living creatures is always magically transformed into nonlethal damage. Any spell or effect the subject creates that would cause a living creature to become dead or destroyed is negated and instead results in that creature being rendered unconscious.

Curse of Chaos

School: Necromancy [Chaotic]: Level: Brd 3, Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (flask of alcohol with a chrysalis in it) Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will negates: Spell Resistance: Yes

This curse alters random attributes and features of the target every day. The *curse of chaos* can be cast in two forms, baneful or annoying. When casting the spell, choose if you want one or both modes of the curse to affect the target.

Baneful: The baneful mode of the fluctuating curse can seriously weaken a person. Each day, one ability at random is affected. Roll 1d6 to determine which

ability is changed. For that particular day, the ability gains a -4 inherent penalty (to a minimum of 1).

1d6 Ability

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1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom

6 Charisma

Annoying: The second mode of the fluctuating curse is intended to simply frustrate or teach a lesson to the cursed individual, but it can be used in conjunction with the baneful mode of the curse to make the subject's life miserable. Roll for 1d4 physical traits of the cursed creature that change for that day, and then roll to determine how each trait changes.

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1d12 **Physical Change**

- Height 1
- Weight 2
- Hair color 3
- Eye color 4
- Skin color 5
- 6 Body hair
- Vocal pitch 7
- 8 Apparent age
- Facial appearance 9
- 10 Skin texture
- Odor 11
- 12 Size or shape of randomly chosen body part

2d4 **Amount of Change**

Changes drastically to that of a different race, 2 sex, or species

- Major detrimental change 3
- Minor detrimental change 4
- Constant miniscule changes 5
- 6 Minor positive change
- Major positive change 7
- 8 Cursed individual chooses how he changes

The GM is left to adjudicate exact changes. Changes that are detrimental or positive might grant a circumstance bonus (+/-1 for minor, +/-3 for major) to appropriate skill checks. For example, a majorly detrimental change in weight could make the cursed individual so obese to grant a -3 circumstance penalty to all Dexterity-based checks, or a minor positive change in body hair might grant a +1 circumstance bonus to social skills like Bluff or Diplomacy because of how well-groomed the character looks. This spell is not fatal, does not cause damage, and every day the changed attributes revert to normal, and different ones change. All changes of appearance are merely cosmetic. Fish heads do not let the target breathe water, but nor does the target suffocate in air. A curse of chaos can be removed as a normal bestow curse, and can also be affected by dispel magic.

School: Necromancy; Level: Clr 3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched Duration: Permanent (D) Saving Throw: Will negates (object): Spell Resistance: Yes (object) You are able to impart a curse on an object. This causes the object to function exactly the opposite of how it was meant to work. Thus, a +3 sword becomes a -3 sword, a ring of fire resistance 10 causes its wielder to take 10 more points of damage from fire sources, etc. If the object is unattended, it receives no

save. If attended, it uses the wielder's saves. If unattended at the time of the curse, the object functions as a normal cursed item when picked up by a character.

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

Curse of Truth

School: Enchantment (Compulsion) [Mind Affecting]; Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (victim's saliva) Range: Touch Target: Creature touched **Duration:** Permanent (D) Saving Throw: Will negates (object); Spell Resistance: Yes (object) The victim of the curse is unable to tell a lie as per the spell zone of truth. Curse of truth counters curse of prevarication. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, curse of prevarication, limited wish, miracle, remove curse, or wish spell.

Deepsight

School: Transmutation; Level: Brd 3, Clr 3, Drd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (small fragment of obsidian) Range: Touch Target: One creature touched Duration: 10 min./level Saving Throw: Fort negates (harmless); Spell Resistance: Yes (harmless) Deepsight extends a subject's darkvision (whether natural or from the *darkvision* spell), by an additional 60 feet.

Demon Flesh, Jesser

School: Abjuration [Evil]; Level: Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, DF/M (small amount of flesh of a demon)

Range: Touch Target: Creature touched Duration: 1 min./level or until discharged Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The creature touched gains damage reduction 5/cold iron and good for the duration of the spell. Once the spell has prevented a total of 10 points of damage per

caster level (maximum 100 points), it is discharged.

Disarmament

School: Transmutation; Level: Pal 3 Casting Time: 1 standard action Components: S

Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/level, no two of which can be more than 30 ft. apart

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Duration: Instantaneous

Saving Throw: None; Spell Resistance: No With a wave of your hand, you cause weapons to fly from the hands of those in the radius of the spell. Make one Combat Maneuver Check and apply it to all targets. In each case, on a success, that target is successfully disarmed.

Paladins cannot use this spell to gain an advantage during single combat. It is most often used to give a lesser enemy a chance to surrender or to the even the odds against a foe with superior numbers.

Dream Jearning

School: Divination [Mind-Affecting]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Touch Target: Sleeping creature touched **Duration:** 24 hours (or until creature sleeps again) Saving Throw: Will negates (harmless): Spell Resistance: Yes (harmless) A sleeping creature you touch studies a subject of your choice while it sleeps. The target learns what you know about one subject, and nothing more. The creature learns as much during sleep as it would during a full day of instruction, but it cannot learn anything that it could not learn while awake. In other words, while you can teach arithmetic to a sleeping human, you cannot teach it to a sleeping dog. You grant an insight bonus equal to your ranks in the chosen skill (maximum +10); you grant this bonus for the duration of the spell or until you sleep again. Subjects can only gain the benefits of one dream *learning* at one time.

Enhance Item

School: Transmutation; Level: Sor/Wiz 3 **Components:** V, S Casting Time: 1 swift action Range: Close (25 ft. +5 ft./2 levels) Target: One magic item Duration: 1 round/level (D) Saving Throw: None; Spell Resistance: No When cast upon a magic item that has effects that allow a saving throw, this spell increases the DCs of the item's powers by +2. The affected item sparkles with a sudden magical luster for the duration of this spell.

Euphoria

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round + 1 round/level Saving Throw: Will negates; Spell Resistance: Yes

The affected creature is struck by pure pleasure. He suffers a -4 inherent penalty to Wisdom and gains a +4 enhancement bonus to Constitution. In addition, the subject gains a+4 circumstance bonus to saving throws versus fear (for a net +2 to saving throws versus fear including the Wisdom penalty). He does not fall unconscious if brought to negative hit points, being only disabled each round until dying or healed to positive hit points.

False Pain

School: Illusion (Phantasm) [Mind-Affecting]; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a rusty nail) Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature Duration: 1 round/level (maximum 10 rounds) Saving Throw: Will disbelief; see text;

Spell Resistance: Yes

The spell creates the sensation of an excruciating headache, internal distress, burning skin, or the like. Anyone failing a Will save takes 1d6 points of nonlethal damage per round (maximum 10 rounds). Furthermore, the target also suffers a -2 penalty on attack rolls, skill checks and ability checks. The target can attempt to disbelieve as a standard action and is entitled to a new Will save. If the target succeeds on the save, the spell ends but the nonlethal damage remains until cured or healed naturally.

Fey Ward

barrier.

School: Abjuration; Level: Drd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Personal Area: 20-ft.-radius globe centered on you **Duration:** 1 round/level (D) Saving Throw: None; Spell Resistance: No A sphere of yellowish magical energy surrounds you which prevents fey from physically getting to you. The spell moves with you. This spell may be used only defensively, not aggressively. Forcing a *fey ward* against fey creatures collapses the

Euphoria

Filch

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School: Conjuration (Teleportation); Level: Sor/Wiz 3 Casting Time: 1 standard action Component: V **Range:** Close (25 ft. + 5 ft./2 levels)Target: One nonmagical, unattended object of up to 10 lb./level and 1 cu. ft./level Duration: Instantaneous Saving Throw: Will negates (object); Spell Resistance: Yes (object) You teleport one unattended object within range to any other location within the range of this spell, including into your hands. If cast on any object grasped, touched, or worn by a creature, this spell fails.

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Force Marbles

School: Conjuration (Creation) [Force]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a handful of marbles) **Range:** Close (25 ft. + 5 ft./2 levels) Effect: Invisible spheres of force cover a surface 20 ft. square (S) Duration: 1 round/level (D) Saving Throw: Reflex partial; see text; Spell Resistance: No Force marbles creates a layer of invisible spheres of force about one inch in diameter, spaced about one

inch apart, which can cover any surface (walls, ceilings, doors, mud, water, snow, quicksand, and so

forth). The spheres are fixed, but will spin in place if anything pushes on them, such that any creature on the surface when the spell is cast or moving across it while the spell is in effect must make a successful Reflex save or fall prone, taking 1d6 points of nonlethal damage. This save is repeated on your turn on each round that any creatures remain within the area.

A creature can move over the surface at one-half normal speed with a DC 10 Acrobatics check, with failure indicating it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls. Alternatively, the layer of spheres adds a +15 circumstance bonus to the Climb DC of any vertical surface.

The immobile spheres form a barrier of sorts over any surface they cover. The layer itself has a hardness of 10, 25 hit points per 5-foot section, and a break DC of 20. If the layer rests on a solid surface, add the hardness of the *force marbles* and the surface together, then divide any damage that gets through the combined hardness between both surface and layer (with the layer taking any odd points of damage). If the layer runs out of hit points before the surface does, the surface no longer benefits from the layer's hardness. If the surface runs out of hit points before the layer does, a section of the layer is destroyed along with the surface. Likewise, when the layer lies on a solid surface, add one-half the lower break DC to the higher break DC. Breaking the layer and the surface destroys them both.

You can shape this spell's effect to cover any four 5foot squares on a surface, so long as the squares are contiguous. If you attempt to cast the spell into air or empty space, the layer collapses and the spell is wasted.

Force Spikes

School: Evocation [Force]; Level: Drd 3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S, M (a platinum pin worth 2 gp) Range: Medium (100 ft. + 10 ft./level) Target: One creature/level (maximum of 10), no two of which can be more than 30 ft. apart Duration: 1 round/level Saving Throw: Reflex partial; Spell Resistance: Yes

You create one or more shimmering spikes, made purely of force, which you can hurl at creatures. You create one spike per level (maximum of 10 spikes). You fire all the spikes at the same time and can divide them among potential targets as you see fit. Each spike deals 1d6 points of force damage. In addition, the spikes remain in the creature and while they do not continue to deal damage, the spikes lodge themselves into the Ethereal Plane and hold the creature in place. One such spike entangles the target (as per the entangled condition), three spikes grapples the target, and five spikes pins the target. The creature can escape from the spikes as a standard action by

making a Combat Maneuver or Escape Artist check

(DC equal to 10 + your caster level plus your relevant

caster ability modifier; this does not provoke an attack of opportunity). A successful saving throw negates the entangled, grappled, and pinned condition but does not reduce the damage.

Forest Walk

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School: Transmutation; Level: Drd 3, Rgr 3 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 hour/level (D) This spell improves on the woodland stride class ability of the druid or ranger. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you, but if such magical effects grant a saving throw, you gain a +4 competence bonus on the appropriate save. In addition, you gain a +5 competence bonus on Stealth

checks in areas of medium to dense vegetation (GM's discretion), and a +5 competence bonus on all Diplomacy checks made to influence elves, gnomes, plant and fey creatures.

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Free Hand

School: Transmutation; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Personal Target: You **Duration:** 1 hour/level (D)

You cause one of your hands to drop from your wrist and allow it to act semi-independently. This process causes you no pain. While separated from you, your hand counts in some ways as an independent creature, and in other ways as a part of you. Your hand is considered to be a quadruped creature of a size category three smaller than you. Like all creatures, your hand has 10 hit points and base AC of 10, to which it adds its size modifier (+8 if you are Medium or Small), plus any armor class bonus you possess other than armor or shield bonuses. The hand can take a move action and a standard action each round, and it may make a single attack each round at vour highest attack bonus.

The hand can deliver touch spells that you cast by touching the intended target the same round that you cast the spell, but it cannot cast spells independently. The hand uses your saving throws and has improved evasion. You retain the sense of touch from the severed hand and you can feel anything your hand can feel.

When acting independently, your hand can move as far from you as desired, but you must direct your hand. If the hand goes out of your sight range, it is effectively blind; if it goes out of your hearing range, it is effectively deaf.

While you are missing your hand, you cannot do anything requiring two hands (such as using twohanded weapons or holding two different weapons), and you suffer a -4 penalty to the following skills:

Acrobatics, Climb, Craft, Disable Device, Disguise, Escape Artist, Heal, Open Lock, Sleight of Hand, and Swim. Despite the name, your hand is severed and does not count as free for the purpose of spells with somatic components.

If the hand is destroyed, dispelled, dismissed, or at the end of the spell's duration it reappears attached to your wrist.

Focus: A loop of string tied around your wrist.

Frictionless Sheet

School: Conjuration (Creation); Level Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a drop of mercury) Range: Close (25 ft. + 5 ft./2 levels) Effect: 40 ft.-radius spread Duration: 1 min./level (D) Saving Throw: See text; Spell Resistance: No You conjure a thin, circular sheet of slick liquid metal

that coats the floor's surface. The sheet slows base movement to one quarter normal, and creatures moving on top of the substance must make a Reflex save or fall to the ground.

Creatures trying to return to a standing position as a standard or move action must make an additional Reflex save or Acrobatics check (same DC) or fall prone again. Creatures expending a full-round action to right themselves automatically succeed. Naturally, frictionless sheet only affects creatures in direct contact with it.

Glass House

School: Abjuration; Level: Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, F (one inch cube of glass) **Range:** Close (25 ft. + 5 ft./2 levels) Target: One or more creatures (see text) Duration: 1 min./level Saving Throw: Reflex negates; Spell Resistance: No

You create a shimmering 10 ft. square cube of magically enhanced, transparent glass. This glass *house* can be used as a means to trap opponents that can fit within the cube (Reflex save avoids), or it can be used as a protective enclosure for the caster and any companions that can fit inside of it. When created, the glass house must be supported by a solid surface below it capable of holding 500 pounds or the spell fails. The glass house has hit points equal to triple your caster level and its break DC is 20 + your caster level. The walls of the glass house have resistance to acid, cold, electricity, and fire 10 and have DR 15/bludgeoning.

If any creatures are inside the glass house when it breaks, they take 3d6 total points of slashing and piercing damage from the exploding glass walls.

Glimpse of Knowledge

School: Divination; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 minute

Components: V Range: Personal

Duration: Instantaneous

You make a caster level check in place of an untrained or failed Knowledge check; you are considered trained in this skill for the purpose of this check. If you are not a bard you suffer 2 points of Intelligence, Wisdom, and Charisma damage as your untrained mind attempts to with overload of information.

Glossolalia

School: Enchantment (Compulsion) [Mind Affecting]; Level: Brd 3, Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S M (soda ash and lemon juice) **Range:** Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Permanent (D) Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell afflicts the target with random bouts of glossolalia, a condition in which a person's speech is random and often incomprehensible. Unlike the

standard symptoms of this unfortunate ailment, the victim of the spell simply has no control and often says inappropriate things, especially at inopportune times. Consult the chart below for the effects during any given round.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, curse of truth, limited wish, miracle, remove curse, or wish spell.

d%	Behavior
01-10	Target says horrible things about the caster, regardless of whether the caster is known. These have nothing to do with actual truth concerning the caster unless he is known by the victim. Spellcasting is possible but requires a Concentration check with a DC of
	10 + spell level + caster's relevant ability modifier.
11-20	Speak normally. Spellcasting is unaffected.
21-50	Babble incoherently. Spells with verbal (V) components cannot be cast.
51-70	Target speaks something incredibly personal, embarrassing or damning to the nearest creature. Spells with verbal (V) components cannot be cast.
71-100	Target says horrible things about the nearest creature. Spellcasting is possible but requires a Concentration check with a DC of 10 + spell level + caster's relevant ability modifier.

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Halt Constructs

School: Transmutation; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (fur and a glass rod) Range: Medium (100 ft. + 10 ft./level) Target: Up to three constructs, no two of which can be more than 30 ft. apart Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes

With a command and a complex gesture, you cause one or more constructs to stop. You render up to three constructs immobile and helpless. The constructs are entitled to a new saving throw each round as a fullround action to break free from the spell's effects. The effect is broken if the halted creatures are attacked or take damage.

Halt Plants

School: Transmutation; Level: Drd 3, Rgr 3, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (small twig rapped in wire) Range: Medium (100 ft. + 10 ft./level) Target: Up to three plant creatures, no two of which can be more than 30 ft. apart Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes With a command and a complex gesture, you cause

one or more plant creatures to stop. You render up to three plant creatures immobile and helpless. The plant creatures are entitled to a new saving throw each round as a full-round action to break free from the spell's effects. The effect is broken if the halted creatures are attacked or take damage.

Hand of the Marksman

School: Divination; Level: Brd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, F (a small iron replica of a firearm or crossbow)

Range: Personal Target: You

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Duration: See text You gain a limited precognition that allows you to aim your attacks more precisely. Your next ranged attack roll made with a firearm or crossbow (if it is made before the end of the next round) automatically hits and is considered a critical threat. You must still make

an attack roll to confirm the critical threat.

Hemophilia

School: Necromancy; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (drop of cobra venom) Range: Touch Target: One living creature Duration: 1 round/level Saving Throw: Fortitude negates;

Spell Resistance: Yes

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This spell causes the blood of the victim to thin and prevents blood clotting. Any wounds sustained by the subject during the spell's duration from slashing or piercing weapon attacks inflict an additional 1 point of Constitution damage per blow. Living creatures that do not have blood are immune to the effects of this spell.

Holding the Viper

School: Transmutation (Polymorph); Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, MF (a viper's fang) Range: Close (25 ft. + 5 ft./2 levels) Target: One manufactured weapon. Duration: 10 min./level Saving Throw: Fortitude negates (object); see text; Spell Resistance: Yes (object) Holding the viper causes one weapon to turn into a venomous snake. This snake has all the stats of a Medium viper (see Pathfinder Bestiary). This snake follows your commands to the best of its ability. It always acts on your turn, and can attack beginning on the round the spell is cast.

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If the viper is killed, it returns to its original form.

Immobilize Object

School: Transmutation; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, MF (an adamantine pin worth 10 gp)

Range: Medium (100 ft. + 10 ft./level) **Target:** One object or construct **Duration:** 1 round/level (D); see text **Saving Throw:** Will negates; see text; **Spell Resistance:** Yes

This spell causes the object or construct touched to be pinned in place, even defying gravity (the Combat Maneuver and Escape Artist DC are equal to 10+your caster level + your relevant casting ability modifier). The object can hold up to 2,000 pounds plus 600 pounds per level (the spell ends if more weight is placed on the object). Similarly, a creature can end the spell by pushing against the target object with a successful Strength check (DC equal to the spell's DC). A creature caught within immobilized armor is entangled and pinned until the armor is removed or the creature makes a successful Combat Maneuver or Escape Artist check.

Indecision

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round/level Saving Throw: Will partial; Spell Resistance: Yes

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An affected creature becomes unable to make a decision. Each round, the target must make a Will save or be dazed. Success means he may take his action normally. On the round following a failed save, the target makes a new initiative check with a -4 circumstance penalty to determine when it may act.

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Indisputable Fact

School: Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]; Level: Brd3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 day/level (D) Saving Throw: Will negates; Spell Resistance: Yes This enchantment causes the target creature to believe

one idea, no matter how ridiculous. The "fact" may not be about the target, it may not suggest a future action or event, and it must be expressed in a single sentence of 20 words or fewer. Statements such as "These papers authorize us to be here," "The First Hero performs unspeakable acts with kobolds," or "The Questor's Society keep everyone poor and ignorant" will work. However, "The First Hero must die" will not.

Intelligent Object

School: Transmutation; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One object Duration: 1 round/level Saving Throw: Will negates(object); Spell Resistance: Yes (object) You temporarily give an item or object the semblance of intelligence. The item is of the same alignment that you are and is considered friendly towards you. The target object can see and hear as a normal human could within a range of 60 feet, and it can speak and read any two languages you can. If the wielder of the targeted item tries to uses it against you or your allies, the wielder must make a Will save or be unable to perform the desired action.

Intercession

School: Transmutation [Good]; Level: Clr 3, Pal 3 Components: V, S, DF Casting Time: 1 standard action Range: Personal Target: You and see text Duration: 1 min./level or until discharged; see text With intercession, you can sacrifice yourself to protect another from a harmful event. Once the spell is cast, during the duration, you may take a move action to place yourself adjacent to or in the same square as

Attacks with other weapons or abilities are unaffected.



Intercession

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another creature within range of your movement. (This creature cannot be an enemy.) You provoke attacks of opportunity for this movement. When you arrive, you may place yourself in the path and become the target of one attack, spell, or other harmful effect that was going to affect your ally. You suffer the consequences of this attack as if you were the initial target instead of the other creature. The creature you are protecting completely avoids all effects of the attack. This discharges the intercession spell. You may intercede at any point during the attack, but cannot intercede once the attacker's turn is over. For example, you could intercede before the target rolled a saving throw, after the saving throw and before damage was rolled, or after damage was rolled and before the attacker finished his actions for the turn. However, once the attack is complete and the target has suffered the effects, the opportunity for intercession is over.

Multiple attacks from the same creature in a single round (such as iterative attacks from a weapon, several magic missiles from a single spell, or multiple eye rays from a many-eyed creature) count as one attack for the purpose of this spell. If you intercede against one of them, you intercede against them all. Special movement-based abilities such as evasion that allow you to avoid damage from certain attacks cannot prevent you from taking damage from the attack, since you are deliberately putting yourself in harm's way to save another. You may still roll a saving throw as normal (if the attack allows it).

You can have only one intercession active at one time.

Jost

School: Enchantment (Compulsion) [Mind-Affecting];
Level: Brd 3, Clr 3, Drd 3, Rgr 3, Sor/Wiz 3
Casting Time: 1 standard action
Components: V, S,
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level (D)
Saving Throw: Will negates;
Spell Resistance: Yes
The affected creatures believe themselves to be

completely lost, and wander randomly as long as the spell is in effect. Creatures that fail their Will saves no longer recognize their surroundings, although they feel a vague, nagging sense of uneasiness as the lost memory flutters just beyond reach.

Each affected creature moves at half speed in a random direction each round (use the rules for missing with a splash weapon to determine the exact direction), and do not remember previous changes in direction. They recognize enemies but if they attempt to move toward them, the direction they move is still random. They defend themselves from attacks, but if they chose to move away they move in a random direction, until the spell ends. Shaking or otherwise attempting to disturb affected creatures has little effect, and they will continue to try puzzling their way out of their predicament.

Creatures affected by *lost* can attempt a new Will save each minute to try to resist the spell's effects. On a successful save, the creature suffers from the dazzled condition for 1 round as it suddenly becomes aware of its surroundings once more.

Magic Shop

School: Conjuration (Creation); Level: Brd 3, Sor/Wiz 3 Casting Time: 10 minutes Components: V, S, F; (chip of stone, silver wire and a silver bell worth 2gp) Range: Close (25 ft. + 5 ft./2 levels) Effect: 20-ft.-square structure Duration: 2 hours/level (D) Saving Throw: None; Spell Resistance: No You conjure a sturdy merchant's shop made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the building resembles a merchant's shop, with a sturdy door, two shuttered windows, and a sign that depicts any simple image you designate. The shop has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal building, and extreme heat

adversely affects it and anyone inside. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door and shutters are secure against intrusion, being *arcane locked*. In addition, these two areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shop.

The *magic shop* contains simple furnishings—a countertop, display shelves, a workbench, two stools, and a writing desk.

Magic Spike

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School: Abjuration; Level: Clr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (cold iron spike) Range: Medium (100 ft. + 10 ft./level) Target: One creature or object Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes

You form a bolt of magical energy that strikes a target and robs it of its magical energy. With a successful ranged touch attack and upon a failed save, your target's spell save DCs and the DCs of any supernatural and spell-like abilities it possesses suffer a -2 penalty. A successful *dispel magic* negates this spell's effects. デベルシリアタフススペムシッスメメメ ツススにやってんいやう シ

Mighty Steed

School: Transmutation; Level: Pal 3 Casting Time: 1 standard action Components: V, S Range: Touch Target: Your bonded mount Duration: 1 minute/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) Your bonded mount is infused with righteous power, preparing it for battle. For the duration of the spell, it enjoys a +4 enhancement bonus to Strength, Constitution, Dexterity, and natural armor. This spell only works on your own bonded mount and does not work on any other creature, including yourself.

Mocking Laughter

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Casting Time: 1 standard action Components: V, S, M (handful of mud) Range: Medium (100 ft. + 10 ft./level) Target: One creature; see text Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes You unleash a torrent of braying laughter combined with a stream of vile expletives and invective, directed

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Molten

School: Evocation [Fire]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a drop of mercury) **Range:** Close (25 ft. + 5 ft./2 levels) Target: One object made of metal weighing no more than 10 lbs./level or one metallic creature Duration: 1 round/level or instantaneous (see text) Saving Throw: Fortitude partial or half (object, see text); Spell Resistance: Yes

When you cast this spell, you superheat the target object to its melting point, effectively ruining it. Even if the object succeeds on its saving throw it is reduced to half its hit point total and gains the broken condition, though it does become immune to any further effects of this spell for 24 hours. If the object melts while in someone's possession, the wielder risks taking damage. Molten metal deals 2d6 points of fire damage for each round of exposure. Even after a creature is no longer in contact with the metal, it takes 1d6 points of fire damage for 1d3 rounds. If the object is simply held in the hands, such as a weapon, the wielder may make a Reflex save. If successful, he drops the object quickly enough to negate taking any damage. Even if he fails his initial save, the wielder of a handheld item can clear his hand of molten metal as a move action. If molten destroys a subject's armor, the molten metal is harder to avoid. The subject is not entitled to a Reflex save, and removing the molten metal requires two full round actions (not necessarily consecutively). Alternately, if another creature assists a creature in molten armor, together they can clear it by each taking a full round action, but in that case the assisting creature also takes damage from exposure as described above.

At the end of the spell's duration, the affected objects instantly cool, reforming in whatever is their current shape (likely a puddle on the ground).

Molten can also be used to damage most creatures made of metal (for example some constructs and elementals). In this case, the duration of the spell is instantaneous. Molten deals 1d8 points of fire damage per level (maximum 10d8) when used in this way.

No Rest for the Wicked

School: Transmutation; Level: Pal 3 Components: S, DF Casting Time: 1 standard action **Range:** Long (400 ft. + 40 ft./level) Target: 1 creature/level **Duration:** Instantaneous Saving Throw: Fort partial; see text; Spell Resistance: Yes

The target of this spell is exhausted. A creature with fewer Hit Dice than the paladin's caster level that successfully saves is fatigued instead. This spell has no effect on good-aligned creatures.

Object Grenade

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School: Evocation [Force]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Touch Target: One nonmagical object touched Duration: 1 min./level or until discharged Saving Throw: None; Spell Resistance: No This spell imbues a small object (of a size and shape the caster can easily throw) with explosive force. The object detonates on impact in a 20-foot radius burst,

dealing 1d4/level points of piercing damage in addition to its normal damage when thrown (if any). Throwing this object requires a standard action. This detonation ruins the object thrown.

Overconfidence

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3 Casting Time: 1 standard action Components: V, DF Range: Medium (100 ft. + 10 ft./level) Target: One creature; see text Duration: 1 min./level Saving Throw: Will negates: Spell Resistance: Yes You impose a cumulative -2 penalty on all skill checks and ability checks made by the subject of overconfidence. Each time the subject succeeds on

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any skill or ability check, she gains an additional -2 penalty on that and all future skill or ability checks for the duration of the spell.

Perilous Strike

School: Divination; Level: Sor/Wiz 3 Components: V, M (a platinum miniature archery target worth 100 gp) Casting Time: 1 standard action Range: Personal Duration: 1 round/level or until discharged

This spell guides the caster's claw (or other weapon) with supernatural knowledge. The next attack the caster makes during the duration that would miss its target gains a +20 bonus. If the caster strikes the target using this additional bonus, make a normal attack roll to confirm a critical as if you had threatened with a critical (whether you did or not). If you confirm the critical strike, resolve it as if you had really rolled a critical hit.

The spell affects only one attack and then ends.

Phantasmal Fog

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 3 Casting Time: 1 standard action

Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: 1 min./level Saving Throw: Will disbelief; see text; Spell Resistance Yes With this spell, you cause the target creature to instantly believe that a cloud of fog has suddenly enveloped her. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the target can't use sight to locate the creature). The target does not make an initial disbelief save if it has ever encountered or has

knowledge of the fog cloud spell (ranks in Knowledge

Phantom Hawker

(arcana) or Spellcraft).

School: Illusion (Glamer); Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (rooster's comb and jade dust worth 10 gp) Range: Close (25 ft. + 5 ft./2 levels) Target: One disembodied voice Duration: 1 hour +10 minutes/level Saving Throw: None; Spell Resistance: No This spell creates a disembodied voice that repeats a message continuously for the spell's duration. The message, which must be fifty or fewer words long, can be in any language you know, and can be delivered over a period of up to five minutes. The phantom hawker cannot utter verbal components, use command words, or activate magical effects. You set the volume of the voice when you cast the spell-from a whisper to a shout.

Piercing Bolt

School: Evocation [Force]: Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One creature or object **Duration:** Instantaneous Saving Throw: None; Spell Resistance: Yes The *piercing bolt* spell allows you to hurl a single missile of force energy that has two effects. You make a single ranged touch attack when casting *piercing bolt*, if you succeed, you automatically dispel all

abjuration spells protecting the target and all protective spells that have the force descriptor (such as mage armor or shield) of 3rd level or less. It even suppresses bracers of armor and rings of protection for 1d4+1 rounds. You also inflict 1d8 points of damage per two caster levels (maximum 5d8).

Plant Spy

School: Divination; Level: Brd 3, Drd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S

Range: Touch Target: Plant touched Duration: 1 day/level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You make a plant into a spy of sorts. For the duration of the spell, all visible and auditory activities that occur within fifty feet of the plant are "stored" magically within the plant. At any time afterward, you (and only you) can touch the plant and experience the information stored within it. Once you have accessed the information, you cannot do so again. The plant's "senses" are the same as a normal human's (regardless of the race of the caster)—it cannot see in the dark, it cannot see invisible creatures, and so on.

Play Along

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School: Illusion (Glamer); Level: Sor/Wiz 3 Casting Time: 1 immediate action Components: V, S, M Range: Personal **Duration:** 10 minutes/level You fool someone who cast a spell upon you. If you

make your saving throw against a spell, the caster and everyone observing see instead an image of you failing it. Thus, you could convince an opposing spellcaster attempting to use *charm person* on you that the spell succeeded, or that an answer you give under a discern *lies* is the truth when it is a lie. The spell can also create an illusion that makes it appear to the caster of a damage-inflicting spell that you were killed by the spell when in fact you have made your saving throw and are now invisible as per the *invisibility* spell. Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

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Predatory Stealth

School: Illusion (Glamer); Level: Drd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/ level, no two of which can be more than 30 ft. apart Duration: 10 min./level Saving Throw: Fort negates (harmless); Spell Resistance: Yes (harmless) Predatory stealth masks the presence of the selected creatures, granting them a +5 competence bonus on Stealth checks and preventing them from being automatically detected by scent. Creatures with the scent ability must make Perception checks to detect affected creatures (and any items they carry) as if they lacked that ability. Creatures with the blindsense ability are likewise unable to detect the subjects' presence, while those with blindsight can detect the subjects' presence as if using blindsense instead.

Primeval Might

School: Divination; Level Drd 3, Rgr 3 Casting Time: 1 standard action **Components:** V, S Range: Personal Target You

Duration: 1 min./level The spell imbues the creature touched with an extensive knowledge of the strengths and weaknesses of fey and magical beasts, improving his combat prowess against these adversaries. The spell grants him a +1 insight bonus to attack rolls, AC, and saving throws whenever he fights against fey and magical beast creatures. This bonus increases to +2 at 10th level and to +3 at 15th level, reaching a maximum of +4 at 20th level. At the time of casting, the recipient chooses one weapon that acts as a cold iron fey bane weapon for the spell's duration. If the weapon is a nonmagical weapon, it also gains a +1 enhancement bonus.

Psychic Twin

School: Divination; Level: Brd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target) Range: Close (25 ft. + 5 ft./2 levels) Target: One humanoid creature Duration: 1 round/level (D) Saving Throw: Will negates (harmless); Spell **Resistance:** Yes (harmless) You forge a psychic link between you and one target humanoid within range. Once the link is established, you share the experiences of your ally, granting both of you the ability to use each other's ranks in any skill (though not your ability score modifiers) in place of your own. In addition, while under the effects of psychic twin, neither character can be flanked unless both characters are flanked. Likewise, neither character is surprised unless both characters are surprised.

Remembrance

School: Divination; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 round Components: V, S, M (1 cp) Range: Personal Target: You **Duration:** Instantaneous This spell allows you to instantly recall something

specific from your past that you want to remember (such as the precise route taken through a maze of corridors, the contents of a scroll read long ago, the face of someone you met only fleetingly, or the activation words for a magic item). Remembrance comes to you with vivid clarity, as if you've just experienced it for the first time, and you will be able to examine it repeatedly without fading or distortion until the next time you sleep. This spell can only restore memory of an event or piece of information the caster once knew; it can't be used to reveal

something you never experienced. If the memory you are seeking has been magically suppressed, remembrance grants an immediate Will save, with a +5 bonus, to negate the suppressing magic.

Resinite

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School: Conjuration (Creation); Level Drd 3 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 Levels) Target One creature **Duration:** 1 round/level Saving Throw: Reflex negates; Spell Resistance: Yes

You conjure a small sphere of sticky, viscous resin that automatically strikes the target creature. The substance immediately hardens on contact, effectively staggering the creature for the duration of the spell. A creature can negate this effect with a Strength check (DC 10 + your Wisdom modifier) or an Escape Artist check as a standard action (DC 10+ your caster level+ vour Wisdom modifier).

Secret Speech

School: Illusion (Glamer) [Language-Dependent]; Level: Brd 3, Clr 3, Sor/Wiz 3 Casting Time: 1 immediate action Components: V, S Range: 30 ft. Target: You and one willing creature/2 caster levels, no two of which can be more than 30 ft. apart Duration: 1 min./level

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Saving Throw: None; see text;

Spell Resistance: Yes (harmless)

This spell allows you and other creatures you select to conceal hidden messages of up to twenty-five words in your normal conversation. This is a free action. When using this spell, you appear to all observers (including characters using a comprehend languages or tongues spell) to be speaking completely normally even as you conceal your hidden message at any point while secret speech lasts.

A creature that receives the same casting of the spell as you hears the hidden message clearly (provided that the creature could normally hear and understand you). This spell does not allow you to converse with deaf creatures or with creatures that don't understand the language you speak, nor does it allow a subject that normally cannot speak to talk.

Anyone who hears the secret message spoken can attempt to discern it by making a Linquistics check (DC 20 + your caster level).

Seek the Soulless

School: Necromancy; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (feather dipped in lacquer) Range: Close (25 ft. + 5 ft./2 levels) Area: Cone **Duration:** Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes

Seek the soulless creates a cone of strange magical energy. Within its area, living mortal creatures with souls (all creatures other than undead, constructs, plants, or outsiders) find themselves surrounded by a momentary nimbus of light that protects them from the spell's influence. All those not protected suffer 1d6 points of damage per caster level (maximum 10d6). Inanimate objects suffer full damage from this blast of energy. This spell proves useful for fighting undead or other creatures without worrying about harming your friends.

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Shadow Healing

School: Illusion (Shadow); Level: Brd 3, Clr3, Drd 3, Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: Creature touched Duration: 1 hour Saving Throw: Will disbelief partial; see text; Spell Resistance: Yes When laying your hand upon a living creature, you

channel shadow energy that grants 2d8 temporary hit points + 1 temporary hit point per caster level (maximum +10) though the target and those who observe him believe it has actually healed actual hit point damage. Your touch also casts a shadow over any feelings of irritation and rage the target feels. 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 shadow healing. A successful save results in half healing (or damage if undead) and negates the improvement in attitude and the penalty to saving throws. This spell appears to outside observers and the target as cure moderate wounds, it also adds your caster level as an insight bonus to the Spellcraft DC; if a creature fails to identify the spell he falsely identifies it as cure moderate wounds.

Shadow Sentry, Greater

School: Illusion (Shadow); Level: Brd 3, Sor/Wiz 3 Casting Time: 1 round Components: V, S, M/DF (a tiny replica sword made of onyx) Range: Close (25 ft +5ft/2 levels) Effect: One shadowy guard (see below) Duration: 1 hour/level or until discharged Saving Throw: None; Spell Resistance: No Shadow sentry, greater creates either a shadowy or three-eved humanoid (AC 15) 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 +3), "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 greatsword ($1d_{12} + 1$ point / 3 levels). The sentry has a BAB equal to the caster's level and adds



Greater Shadow Sentry

the caster's associated stat bonus. (A 5th level sorcerer with a Charisma of 16 creates a sentry has a BAB of +5, and an attack of +8. It inflicts 1d12+2 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 25 hp of damage. It has saves equal to the caster's.

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Share Armor

School: Abjuration; Level: Sor/Wiz 3 Casting Time: standard action Components: V, S, Range: Touch Target: 1 creature Duration: 10 min./level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The caster transfers some of his or her natural armor bonus (up to half the caster's total bonus) to the chosen target, who gains the benefit of it. This natural armor bonus stacks with existing natural armor bonuses that the target may have, but it does not stack with multiple castings of this spell (whether from the same caster or others).

Shield of Joyalty

School: Abjuration; Level: Pal 3 Casting Time: 1 standard action Components: V, S, F/DF (your shield)

Range: 40 ft.

Area: All allies within a 40-ft.-radius burst centered on you

Duration: 1 round/level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You grant the benefits of your shield to your allies. You and each of your allies gain all the defensive benefits of your shield for the duration of the spell. This includes its shield bonus to AC and any special defensive qualities it possesses.

Skull Sight

School: Necromancy; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, F (an intact skull) Range: Touch Target: One skull **Duration:** 1 hour/level

Saving Throw: No; Spell Resistance: No By touching the skull and speaking the magic words, you enchant a skull so you can see through its eye sockets. The skull's range of sight is the same as your normal vision (and darkvision, up to 60 ft.). You can also see through your own eyes regularly, but you have merely to concentrate to focus on either one. If the caster leaves the skull behind, he can move up to 1 mile away per level. If he moves beyond that range, the spell ends. Also if the skull is broken, the spell ends.

Sudden Smiting

School: Transmutation; Level: Pal 3 Casting Time: 1 immediate action Components: V Range: Personal Target: You **Duration:** Instantaneous You use your smite evil as part of the casting of this spell. This makes it possible for you to smite when it is not your turn, for example as part of an attack of opportunity.

Sulfurous Stench

School: Conjuration (Creation); Level: Sor/Wiz 3 Components: V, S, M Casting Time: 1 action Range: Medium (100 ft. + 10 ft./level) Area: 20 ft.-radius spread Duration: 1 round/level Saving Throw: Fortitude negates; Spell Resistance: Yes

You conjure a wispy, stationary cloud of pale yellow vapors The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). More importantly, if any living creature within the cloud or passing through the fumes fails its saving throw, the noxious odor overcomes the victim

is nauseated. Each round, the victim receives a new saving throw to shrug off the aforementioned effect; however, the save's DC increases by +1 for every previous failed saving throw. Whenever a creature makes a successful save against the spell, it is immune to the cloud's toxic effects for the balance of the spell's duration. Note that the creature receives immunization only from that particular spell and not from subsequent castings of sulfurous stench. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Summon Firearm

School: Conjuration (Summoning); Level: Sor/Wiz 3 Casting Time: 1 swift action Components: V, S, M (a pearl worth at least 500 gp) Range: Personal Target: One personal firearm or crossbow weighing up to 10 lb. **Duration:** Instantaneous You can call forth one small loaded firearm or crossbow directly to your hand. The loaded firearm or crossbow must be one you have previously had in your possession. The loaded firearm or crossbow is summoned from any distance, but not from a different plane.

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Sunglobe

School: Conjuration (Creation) [Fire, Light]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (faceted bead of crystal) Range: 0 ft. Effect: Globe of light Duration: 10 min./level or until expended Saving Throw: Reflex partial: Spell Resistance: Yes A brilliant, searing globe about the size of a walnut

appears in your palm, glowing as brightly as a torch. The globe is hot enough to ignite flammable materials and deals 1d8 points of fire damage each round it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the globe to automatically strike a single creature within 120 feet. When the globe automatically hits, it breaks and releases a flash of heat and light. The flash deals 1d8 points of fire damage per two caster levels (maximum 10d8, no save) to the target struck, while the target and all creatures in adjacent squares (including the target and you) must make a Reflex save or be blinded for 1d4 rounds. The intense light from the flash deals 1 point of damage per die (no save) to undead, fungi, mold, oozes, or slimes struck directly or caught in the splash. A creature struck directly takes the light damage in addition to the fire damage from the spell. The flash from the globe counters or dispels any darkness effect of 3rd level or lower, but a darkness

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Surge

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Clr 3, Sor/Wiz 3 **Component:** V Casting Time: 1 swift action Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You infuse a target with energy. The subject of surge increases his initiative count with a +20 insight bonus for the duration of the current encounter. If cast on the same subject in the same 24 hour period, this spell fails.

Telepathic Overload

School: Evocation [Chaotic]; Level: Clr 3 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 min./level (D)

You surround yourself with a sphere of bizarre telepathic images and thoughts of a totally random nature. Within a radius of 5 feet per caster level, this sphere negates all forms of telepathy and telepathic links. Additionally, anyone attempting to read a creature's thoughts (with the third round of detect thoughts, a helm of telepathy, etc.) must make a Will save or take 1d10 points of damage and be stunned for 1 round.

Joady

School: Transmutation (Polymorph); Level: Drd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (living or dead toad) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature **Duration:** 1 min./level Saving Throw: Fortitude negates: Spell Resistance: Yes As baleful polymorph (See Pathfinder Roleplaying

Game), except the duration is not permanent. The target need not make a Will save to see if it succumbs to the curse. Also, the new form cannot prove fatal to the creature.

Tracer

School: Divination: Level: Sor/Wiz 3 Casting Time: 1 standard action **Components:** V, S Range: Touch

Target: Object touched Duration: 1 day/level (D) Saving Throw: Fortitude negates; Spell Resistance: Yes For the duration, you remain aware of the distance to and direction of the target object's location.

Troll Arms

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School: Transmutation; Level: Clr 3, Drd 3, Rgr 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M/DF (a flesh from a trolls arm) Range: Touch Target: Creature touched **Duration:** 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The subject of this spell gains the long, lanky, powerful arms of a troll. The target creature must have arms or arm-like appendages or the spell has no effect. The subject gains a +2 inherent bonus to Strength and its natural reach increases by 5 feet. The subject also gains two natural claw attacks with which it is automatically proficient. The claws deal damage appropriate for the creature's size (1d6 for a Medium sized creature) plus the subject's Strength modifier.

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Uncontrollable Rage

School: Enchantment (Compulsion) [Chaotic]; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels)Target: One humanoid; see text **Duration:** 1 round/level Saving Throw: Will negates; Spell Resistance: Yes The affected creature explodes in a frothing lunatic

frenzy, immediately attacking the nearest creature, friend or foe.

While under the effect of uncontrollable rage, the target gains a +4 bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -4 penalty to AC. In addition, whenever the target successfully hits a creature, that creature must make a saving throw against the spell's DC or become enraged itself. Subsequently affected creatures gain the same bonuses and penalties as the initial target, and their attacks can cause other creatures to become enraged as well. There is thus no limit to the total number of targets that can be affected by *uncontrollable rage*, but the effect ends in all creatures when the spell's duration expires.

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School: Transmutation; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M, Range: Touch Area: Creature touched **Duration:** Permanent

Saving Throw: Will negates; Spell Resistance: Yes

Casting the spell culminates with the caster kissing the victim full upon the lips and then spitting on him. The spell may be held ready for up to 12 hours, but at the end of that time, if not cast, it is lost. The act of kissing and then spitting on the target represents the absolute proximity of the curse and rejection of the victim-soon to be made manifest by the curse. Vermin creatures flock to the victim, finding comfort in him.

Flies, gnats, and other vermin creatures make their home in his hair and skin, laying their eggs on him, becoming a constant nuisance and getting into his nose, mouth and eyes. The vermin constantly infect the victim, weakening his immune system and causing a -4 circumstance penalty to any Fortitude saves to resist diseases.

The cloud of vermin also attracts attention and makes it difficult to see. Any rolls that depend on visual acuity suffer a -4 circumstance penalty including Disable Device and Perception checks, and any ranged attacks. In addition, all Charisma-based checks suffer a -4 circumstance penalty. Also, 2d4 tiny vermin creatures accompany you at all times, often sleeping with the victim at night and may be found in the victim's pockets or equipment. There is a 50% chance every night that the vermin will chew up any paper materials they can access or eat any accessible food. If they begin starving, they attack the victim. They also make sneaking difficult and any Stealth attempts suffer a -4 circumstance penalty.

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

Wall of Water

School: Evocation [Water]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (a vial of water) Range: Medium (100 ft. + 10 ft./level) Effect: Curtain of water whose area is up to one 5-ft. square/level, or hemisphere of water with a radius of up to 3 ft. + 1 ft./level Duration: 1 min./level

Saving Throw: None; Spell Resistance: No An immobile curtain of water springs into existence in the area you designate. The wall need not be anchored on its sides, but it must touch the ground. Depending on the material component used, the wall can be composed of saltwater, freshwater, or brackish water. A wall of water is 1 inch thick per 4 caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall is immune to damage of all kinds, and is unaffected by most spells (dispel magic still affects it). Disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a mage's disjunction spell. Control water destroys a single 5-ft. section of the



Water Blast

wall. Creatures on one side of the wall of water have total concealment (see the Pathfinder Roleplaying *Game* for rules on concealment) from creatures on the other side. Ranged attacks made through the wall suffer a -2 penalty on attack and damage rolls. Spells can be cast successfully through the wall though it blocks vision and any spell that requires the caster to see his targets fails. Creatures can move through the wall at their normal movement rate without harm. Fire creatures or those with a weakness to water take 1d4 points of damage per 2 caster levels (maximum 10d4).

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Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 ft. + 1 ft. per caster level. The hemisphere functions as the curtain, but it does not deal damage to fire creatures that go through a breach.

Water Blast

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School: Evocation [Water]; Level: Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M (small vial of water) **Range:** Long (400 ft. + 40 ft./level) Area: 20-ft.-radius spread **Duration:** Instantaneous Saving Throw: Reflex partial; Spell Resistance: Yes When you cast the spell, a burst of water explodes at

the location designated. The blast deals 1d6 points of magical nonlethal bludgeoning damage per level (maximum 10d6; this damage is subject to damage reduction) to all creatures within the area. Medium and Large creatures are knocked prone, and Small or smaller creatures are pushed 1d4 x 10 feet away from the center of the blast and knocked prone. A successful Reflex save reduces the damage by half and prevents the target from being knocked prone or pushed.

The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magical fires can be extinguished, but to do so requires a successful dispel check (as a Targeted Dispel per dispel magic, +1 per caster level, maximum +10) against each spell to

dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Elemental (fire) creatures, or other creatures that are vulnerable to water, take lethal damage from water blast.

Weapon of Nightmares

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Brd 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, F (a weapon) Range: Touch Target: Dagger touched Duration: 1 round/level or until discharged Saving Throw: Will disbelief, then Fortitude partial; see text; Spell Resistance: Yes You imbue a weapon with energy that visits horrid visions upon the victims of its strikes. With an eerie purple light, energy crackles through the weapon as the spell is cast. When you make a successful melee attack with the weapon, it deals damage normally and the target must make a successful Will saving throw or fall victim to horrible visions. If the target fails his Will save to disbelieve the horrible visions, he must then make a successful Fortitude save or suffer 1d8 points of nonlethal damage per caster level (maximum 10d8) and fall unconscious for 1d4 rounds. If

the target's Fortitude save is successful, he suffers only half the spell's nonlethal damage and is not rendered unconscious. Upon a successful melee attack with this weapon, the spell is discharged.

Weapons Storm

School: Evocation [Force]; Level: Brd 3, Clr 3, Rgr 3, Pal 3, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, F (a weapon) Range: Touch Target: Weapon touched Duration: 1 round/level (see below) Saving Throw: None; Spell Resistance: No You touch one weapon and call forth the essence of its martial spirit. A duplicate weapon made of pure force is created for every 3 levels you possess (to a maximum of 5 weapons). For the duration of the spell, if the target weapon

successfully strikes a target, the duplicates also inflict damage as they attack the victim. The duplicate weapons deal only base damage; bonuses for Strength



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Weapon of Nightmares

or other effects are not added. The spell is immediately dispelled if you no longer hold the weapon (such as if you are disarmed or you give the weapon to another person).

Wings of Heaven

School: Transmutation; Level: Pal 3 Casting Time: 1 standard action **Components:** V, S, M (feather) Range: Touch Target: Paladin's bonded mount Duration: 10 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You cause your bonded mount to sprout wings like a pegasus and gain the ability to fly. The mount has a fly speed of 120 ft. with average maneuverability and gains a +5 circumstance bonus to the Fly skill.

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