# **Rite Publishing Presents**

# 101 4th Jevel Spells







By Steven D. Russell



Rite Publishing Presents:

# 101 4th Jevel Spells

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# Dedication: To Mike Holt -You are the best amongst us.

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

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# 4th-Jevel Bard Spells

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Boorishness: Subject's Charisma drops to 1 for a limited time.

Charm Person, Mass: As charm person, but affects multiple targets within 30 feet.

Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points. Counter Silence: Dispels magical silence.

Crystalguard, Lesser: Ten crystals absorb spells. Curse of Wanderlust: Forces target to travel in a random direction.

Depth Charge: You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.

Dying Vengeance: Upon caster's death, a scream curses the killer, inflicting 1d4 points of Charisma drain/day.

Eldritch Mouth: As magic mouth, but can trigger command word magic items and effects.

Fit of Pique, Greater: Targets are forced to attack their allies.

Fold: You become paper-thin and fold yourself into a small square.

Foozle: Subjects become clumsy, suffering penalties to their attacks, checks and more.

**Inspiring Word:** Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.

Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

Massmorph into Trees: Subjects appear as normal trees.

Multi-Image: Creates multiple images of the caster, all of which can act independently.

Power Word: Laughter: With a powerful word, you send an opponent into a fit of laughter.

Remember Way: Allow a conveyance or animal to guide itself on a known path.

Secret Missive: Short message is concealed within larger text.

Shimmering Crystal: Targets see what they truly want

Sonic Blast: Cone of sonic energy inflicts 1d4 points of damage/level.

Sonic Lance: Creates melee weapon that inflicts 1d4 points of damage/two levels.

Subvert Charm: Transfers original charm effect to caster's control.

Supernatural Ward, Greater: Subject gains a +10 bonus on saves against supernatural effects. (Immediate)

Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

### 4th-Jevel Cleric Spells

Armor of Force: Target's armor bonus applies to touch attacks.

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Bestow Affliction: Inflicts a disability on the target. Blood Curse: Subject takes double damage from slashing and piercing weapons and bleed effects. Borrow Limb: Attach another creature's severed arm to yourself.

Circle of Censure: Magical aura damages aberrations, undead, and outsiders.

Cloud Dragon: Make a cloud into a gold or silver dragon that can fly you about.

Commune with the Ancients: Commune with the land or ancient ruins.

Confession's Hand: Forces out the truth in writing. Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points.

Curse Ability: You can remove one class ability or one universal monster ability from a target creature. Dampen Magic Item: As dispel magic on an item but with a longer duration.

Escape the Bonds of Flesh: Target suffers 2d8 points of damage +1 point/caster level; if below 0 hp, target's skeleton tears out of body and animates.

Hand of Time: Accelerates all magical effects in the area of effect.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Imbue Creature With Divine Power: Grant a +2 bonus to subject's physical stats and next attack deals +1 damage/level.

Kismet: One creature/5 levels takes damage when vou do.

Light Before, Darkness Behind: You create a zone of light and darkness around an object or creature.

Light of Truth: A colored aura reveals subject's true or false statements to all.

Sanctum: You withdraw into an extradimensional space. (Swift)

Smite Foe: Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead.

Soften: Decrease an object's hardness.

Spirit Dragon: You create the partially real illusion of an adult dragon.

Stomach Bloom: Subject is sickened, spews stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

Symbol of Despair: Triggered rune fills nearby creatures with utter despair.

Wall of Light: You erect a wall that causes anyone who passes through it to glow.

Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

Wave of Pain: Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

Witchbreaker: You generate a region that inflicts damage on arcane spellcasters.

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**Zone of Parley:** You create a zone where a truce is enforced.

# 4th-Jevel Druid Spells

**Air and Water:** Intermix air and water in 15-ft.radius emanation to allow breathing and impede movement or melee.

**Armor of Thorns:** You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

**Camouflage**, **Mass:** One stationary subject/level gains a +10 bonus on Stealth checks.

**Circle of Censure:** Magical aura damages aberrations, undead, and outsiders.

**Cloud Dragon:** Make a cloud into a gold or silver dragon that can fly you about.

**Commune with the Ancients:** Commune with the land or ancient ruins.

**Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 4d8 hit points.

**Curse Ability:** You can remove one class ability or one universal monster ability from a target creature. **Dust Cloud:** Obscures vision, blinds creatures, and impedes movement.

**Grappling Vine:** A sticky vine shoots forth to grapple and deal damage to a foe.

**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

**Imbue Creature With Divine Power:** Grant a +2 bonus to subject's physical stats and next attack deals +1 damage/level.

**Massmorph into Trees:** Subjects appear as normal trees.

**Primal Scream:** Cone deals sonic damage to creatures and objects, and grants you both Strength and Constitution bonuses, and increases your charge speed.

**Puffball:** Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Spirit Dragon:** You create the partially real illusion of an adult dragon.

**Steam Jet:** High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, and can knock creatures back.

**Stomach Bloom:** Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

**Sunray:** You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire.

**Teeth of the Wind:** Blast of air bludgeons and knocks creatures back.

**Unstable Form:** Target creature's body is destabilized into an amorphous mass.

# 4th-Level Paladin Spells

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**Armor of Force:** Target's armor bonus applies to touch attacks.

**Armor of the Heart:** Add your Constitution bonus to your AC.

**Armor Plating:** You gain a +5 armor bonus and DR 5/adamantine.

**Circle of Censure:** Magical aura damages aberrations, undead, and outsiders.

**Exile:** You put 1 creature/level into a temporary extradimensional prison tied to you.

**Exorcism:** Expel a possessing creature from a victim.

**Foresight of the Just Warrior:** If you possess the Power Attack Feat you deal optimized Power Attack damage.

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**Halo of Righteousness:** Grants allies a +2 sacred bonus to AC and Reflex saves, they ignore one chosen condition, and you can use your mercies on them without touching them.

**Heroic Sacrifice:** You take the damage and effects for all chosen creatures.

**Ideal Restraints:** Conjured chains, manacles and ropes restrain creatures.

**Last Act:** You ignore any conditions you are affected with for 1 round.

**Light of Truth:** A colored aura reveals subject's true or false statements to all.

**Martyr**: If target dies, he makes a *limited wish* that cannot bring him back to life.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item.

**Resist Damage:** Gain damage reduction equal to your Constitution modifier.

**Shield of Ablation:** Minimizes all variable weapon damage inflicted on you.

**Smite Foe:** Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

**True Sacrifice:** You grant a *true resurrection* and you die and cannot be raised or resurrected.

Untiring: The target does not need to make

Constitution checks related to fatigue or environmental conditions, and isn't encumbered by

weight. Ward of Mercy: All damage dealt within the area of the spell is nonlethal damage.

**Witchbreaker:** You generate a region that inflicts damage on arcane spellcasters.

# 4th-Jevel Ranger Spells

**Armor of Thorns:** You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

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**Circle of Censure:** Magical aura damages aberrations, undead, and outsiders.

**Confession's Hand:** Forces out the truth in writing. **Curse Ability:** You can remove one class ability or one universal monster ability from a target creature.

**Halt Device:** Mechanical object ceases to function. **Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

**Maddening Insult:** Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

**Ideal Restraints:** Conjured chains, manacles and ropes restrain creatures.

Many Arms: Target gains additional arms. Massmorph into Trees: Subjects appear as normal

trees.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item.

**Prophet's Eye:** See, hear, and feel a target's experiences.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

# 4th-Jevel Sorcerer/Wizard Spells

### Abjuration

**Armor of Force:** Target's armor bonus applies to touch attacks.

**Circle of Censure:** Magical aura damages aberrations, undead, and outsiders.

**Crystalguard**, **Lesser:** Ten crystals absorb spells. **Dampen Magic Item:** As *dispel magic* on an item but with a longer duration.

**Scapegoat**, **Greater:** Transfer multiple poor die rolls to another creature.

**Spell Turning, Lesser:** Reflects 1d4+3 levels of spells back at caster.

**Supernatural Ward, Greater:** Subject gains a +10 bonus on saves against supernatural effects. (Immediate)

**Zone of Mishaps:** Spells and casters in area must make a caster level check or be subject to a scroll mishap.

### Conjuration

**Chaotic Blast:** You blast forth an attack that has an unpredictable form.

**Corrosive Touch:** Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.

**Grappling Vine:** A sticky vine shoots forth to grapple and deal damage to a foe.

Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.

**Puffball:** Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness.

**Stomach Bloom:** Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

### Divination

**Light of Truth:** A colored aura reveals subject's true or false statements to all.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item.

**Prophet's Eye:** See, hear, and feel a target's experiences.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

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**Translocation Viewing:** You view the destination of a conjuration (teleportation) effect as if standing there.

**Warrior's Insight:** You gain a +5 bonus to melee attack, damage and AC.

### Enchantment

**Boorishness:** Subject's Charisma drops to 1 for a limited time.

**Charm Person, Mass:** As *charm person*, but affects multiple targets within 30 feet.

**Confession's Hand:** Forces out the truth in writing. **Fit of Pique, Greater:** Targets are forced to attack their allies.

**Foozle:** Subjects become clumsy, suffering penalties to their attacks, checks and more.

**Inspiring Word:** Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.

**Maddening Insult:** Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

**Power Word: Laughter:** With a powerful word, you send an opponent into a fit of laughter.

Shimmering Crystal: Targets see what they truly want

**Subvert Charm:** Transfers original charm effect to caster's control.

**Symbol of Despair:** Triggered rune fills nearby creatures with utter despair.

### Evocation

**Depth Charge:** You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.

**Dust Cloud:** Obscures vision, blinds creatures, and impedes movement.

Light Before, Darkness Behind: You create a zone of *light* and *darkness* around an object or creature.

**Retaliatory Missile:** You gain DR 10/magic, and every time a missile attacks you, a magic missile strikes the attacker.

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Shockwave: Deals 1d6 damage/2 levels and bull rushes all enemies in a 10-ft.-radius burst. Spiritbow, Lesser: Bow of magical force can be wielded or attack on its own, firing regular or special force projectiles. Staffstrike: Shockwaves from your staff deal

bludgeoning and sonic damage plus deafen creatures; can also stun and knock creatures down.

Steam Jet: High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, and can knock creatures back.

Sunray: You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire.

Teeth of the Wind: Blast of air bludgeons and knocks creatures back.

Wall of Light: You erect a wall that causes anyone who passes through it to glow.

### Illusion

Camouflage, Mass: One stationary subject/level gains a +10 bonus on Stealth checks. Eldritch Mouth: As magic mouth, but can trigger command word magic items and effects. Eyes of Decay: Subject sees an apocalyptic nightmare of undeath. Massmorph into Trees: Subjects appear as normal trees. Multi-Image: Creates multiple images of the caster, all of which can act independently.

### Necromancy

Blood Curse: Subject takes double damage from slashing and piercing weapons and bleed effects. Borrow Limb: Attach another creature's severed arm to yourself. Curse Ability: You can remove one class ability or one universal monster ability from a target creature.

**Excruciating Grasp:** Touched creature takes Dexterity and nonlethal damage.

Wave of Pain: Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

### Transmutation

Alter Range: Decrease or increase the range increment of ranged weapons.

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine. Brilliant Strike: Attack passes through armor and shield. (Swift)

Cloud Dragon: Make a cloud into a gold or silver dragon that can fly you about.

Fold: You become paper-thin and fold yourself into a small square.

Giant Lava Ball: Transmutes stone into giant lava ball.

Gruesome Appetite: Grants bite attack and swallow whole ability.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Many Arms: Target gains additional arms.

Secret Missive: Short message is concealed within larger text.

Solipsism: Object is only real half the time, and can be ignored.

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Unstable Form: Target creature's body is destabilized into an amorphous mass.



Eyes of Decay

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### Air and Water

School: Transmutation [Air, Water]; Level: Brd 5, Drd 4, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (sealed vial, half-filled with air and water) Range: Touch Target: Creature, object, or point in space touched Duration: 1 hour/level (D) Saving Throw: Will negates; see text;

Spell Resistance: See text.

You create a 15-foot-radius emanation centered on the target, which can move if placed on a creature or a movable object. The emanation acts on both air and water, creating an area where the two mix in roughly equal portions. Water within the emanation becomes suffused with bubbles of air, creating an area where air-breathing creatures can breathe normally, while air within the emanation becomes a very wet mist where water-breathing creatures can breathe normally. The spell does not affect any contaminants that may be suspended in the affected air or water, such as poison gases, silt, or smoke. Likewise, the spell does not function in a vacuum, nor will it affect any magical liquid or any nonmagical liquid that is not at least 75% water. Underwater, the emanation creates an environment that functions partly as a land area and partly as a water area. All the normal rules governing underwater combat apply except as noted here. The emanation functions as difficult terrain for any

creature swimming through it. Each square of swimming movement counts as two squares moved (three squares for each diagonal).

• Creatures with land speeds make all melee attacks normally provided that both they and their opponents are within the emanation.

Creatures without land speeds suffer a -2 penalty on melee attacks if they or their targets are within the area.
When an attacker inside the emanation attacks a target outside (or vice versa) the target has cover (+4 bonus to AC,

+2 bonus on Reflex saves) unless the attacker has a land speed and is under a freedom of movement effect (as the spell).

• A creature with a space larger than 5 feet (1 square) can choose any square that it occupies to determine if it is inside or outside the emanation. Similarly, when attacking such a creature, the attacker can pick any of the squares the defender occupies to determine if is inside or outside the emanation.

On land, the emanation's damp fog can obscure vision (including darkvision). If line of sight to a creature or object passes through 10 to 15 feet of fog, the subject has concealment (attacks have a 20% miss chance). If line of sight passes through more than 15 feet of fog, the subject has total concealment (50% miss chance, and the attacker can't use sight to locate the target). Less than 10 feet of fog has no effect. Unattended objects and points in space receive no saving throw against this spell, nor does any spell resistance for the object or area apply. An unwilling creature can attempt a Will save to negate the effects if it or its equipment is the target of the spell, and any spell resistance the creature or object has must be overcome by the caster. Once the spell is in place, though, spell resistance will not negate the effects of the emanation for creatures or objects within it.

### Alter Range

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School: Transmutation; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (feather from an arrow) Range: Long (400 ft. + 40 ft./level) Target: One ranged weapon/level or 50 missiles/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

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

You can either enhance the range of ranged weapons by doubling their range increment, or reduce their range increment by one-half. Constructs are allowed a Will save to resist the effects of this spell on their built-in weapons, and other creatures are allowed a save to resist for weapons they carry. アベルシストルシンととい

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### Armor of Force

School: Abjuration [Force]; Level: Clr 4, Pal 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Touched suit of armor Duration: 1 min./level (D) Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You evoke bands of invisible force around a suit of armor, extending the armor's natural protective qualities to touch attacks. While this spell is in effect, you may apply the armor's total AC bonus, including enhancement bonuses, to your touch AC.

### Armor of the Heart

School: Abjuration; Level: Pal 4 Casting Time: 1 standard action Components: V, S Range: Personal Target: Armor worn Duration: 1 min./level (D) *Armor of the heart* imbues your armor with your own innate toughness and heartiness. While the spell is in effect, your armor gains a bonus to AC equal to your Constitution modifier (minimum +1). This spell only affects armor. It has no effect on shields or normal clothing.

### Armor of Thorns

School: Conjuration (Creation); Level: Drd 4, Rgr 4 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 minute/level (D)

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For the duration of the spell, your torso grows a weave of green, writhing thorns. Creatures striking you with natural weapons or hand-held weapons take 7 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +4 natural armor bonus. The caster may will the thorns to move out of the way so he may safely receive beneficial touch-based spells and spell-like effects. As a fullround action (does not provoke attacks of opportunity), the caster can have the vines strike out from his body, dealing 4d4 points of damage to all creatures within a 5-foot-long, 180-degree arc in front of him, or to all creatures within 5 feet of him (Reflex save for half damage).

### Armor Plating

School: Transmutation; Level: Brd 4, Clr 4, Pal 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (four plates of metal) Range: Personal Target: Self

Duration: 10 minutes/level

This spell allows the caster to make metal plates adhere and meld with his skin, literally bonding armor to him. The metal plates are the material focus of the spell, and grant both a +5 armor bonus and damage reduction 5/adamantine. Due to the nature of the metal actually merging with the caster's skin, no armor check penalties or the like are inflicted by the temporary armor. After the duration of the spell has expired, the armor plates simply drop off.

### Bestow Affliction

School: Necromancy; Level: Clr 4 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched **Duration:** Permanent Saving Throw: Fortitude negates: Spell Resistance: Yes Bestow affliction causes the target to suffer a

permanent physical or mental disability. This curse cannot be dispelled, but it can be removed with the use of break enchantment, remove curse, limited wish, wish, or miracle.

The caster can choose an affliction to bestow from the following list:

Babble: The afflicted's ability to speak coherently is compromised. Any time he attempts to communicate (including casting spells with verbal components), he must make a Will save (DC 16) or whatever he says comes out as gibberish.

Barrenness/Infertility: Certain demons, curses and diseases (and of course, old age) caused people to be unable to produce or bear offspring. This is a touchy subject, and the effects of the affliction might be entirely unimportant in some campaigns. It can be cured by any of the spells listed above, or by a *fertile* womb spell.

Cataracts: Cataracts are an affliction that permanently degrades one's eyesight (-2 to Search and Spot checks, -4 to attack rolls, and any Dexterity bonus to AC is halved). It can be cured by the spells listed above, or by a combination of the *remove disease* and *cure blindness* spells.

Dementia: The afflicted's ability to interact with the real world is compromised. Any time he attempts to take a decisive action, he must make a Wisdom check (DC 13), or act as though under the influence of a confusion spell.

Diseased: The afflicted has suffered physical scars from numerous sicknesses, and he perpetually stinks of infection. He suffers a -5 penalty to his Charisma score.

Ecstatic: The afflicted's ability to understand danger is compromised. In any excited or dangerous situations, he must make a Wisdom check (DC 13), or spend the next 1d4 rounds singing and dancing like a drunk. While in ecstasy he is unable to attack or to use any active defenses. At the end of the madness, make another Wisdom check or the ecstasy continues.

*Fixation:* The afflicted takes on a quest in search of an unattainable goal (e.g. an imaginary object or impossible ideal) that puts him (and allies) into dangerous situations.

Forgetfulness: The afflicted's ability to remember facts is compromised. Any time he must do something that requires accessing his memory (including casting memorized spells), he must make an Intelligence check (DC 13).

Impotence: The afflicted's ability to participate in sex and to procreate are compromised. This is another touchy subject, and its effects might be entirely unimportant in some campaigns.

Lameness: The afflicted's speed is halved, and he becomes incapable of running or charging. He also suffers a -10 penalty to Acrobatics and Swim skills.

Mute: The afflicted loses the power of speech. He can still make himself understood through writing, and his hearing is unaffected.

Paranoia: The afflicted's ability to separate friend from foe is compromised. Any time someone confronts him with an unexpected situation, he automatically views the other as an enemy and must make a Wisdom check (DC 10) to avoid attacking him.

Phobia: The afflicted develops an irrational fear of a common object, creature, or condition. He believes the object of the phobia poses an immediate threat to him and may even see it where it doesn't exist.

Sickly: The Sickly affliction means that the victim is more likely to contract diseases. A Sickly person always has a low-level cough or fever, and a -4 penalty to saves against disease.

### **Blood** Curse

School: Necromancy; Level: Brd 5, Clr 4, Sor/Wiz 4 Casting Time: 1 round Components: V, S Range: Touch **Target:** One creature **Duration:** Permanent Saving Throw: Will negates;

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### Spell Resistance: Yes

With this spell, you cause a target creature's blood to thin and its heart to beat faster, increasing blood flow-and with it, the amount of damage dealt by wounds. A target under the effects of this spell suffers double damage from all slashing or piercing attacks and double damage from bleed effects (such as those suffered by a dying character). This increased damage stacks with any damage done by a critical hit. This spell does not affect creatures with the construct, elemental, plant, ooze, or undead creature type. 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.

### Roorishness

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a pinch of dung) Range: Medium (100 ft. + 10 ft./level) Target: One creature **Duration:** 1 hour / level Saving Throw: Will negates; Spell Resistance: Yes

The subject's Charisma suffers a circumstance penalty that reduces it to 1. This may manifest as rudeness, boorishness or complete disinterest depending on the subject's attitudes before being affected by the spell. Creatures with a Charisma of 1 cannot cast spells as a sorcerer or bard does; if the creature is subject to damage or another penalty that would reduce its Charisma below 1, the spell ends.

### **Borrow** Timb

School: Necromancy; Level: Clr 4, Sor/Wiz 4 Casting Time: 1 full round Components: V, S, M (XP see text) Range: Personal Target: You

Duration: 1 hour/level (D)

You attach the severed forelimb of another creature to your torso, using it as an additional off-hand. You can use it to make an additional attack in a full-attack action, albeit at a -6 off-hand penalty (reduced to -3if you have the Two-Weapon Fighting feat). You can also use it to wield a shield at no penalty (you can wield only one shield at a time). Additionally, you can hold objects or weapons in two hands and still cast spells with somatic components. When the spell ends, the limb falls off painfully, dealing 1d3 points of damage and impeding your concentration. You also can use this spell to attach a limb to the stump of one of your limbs that has been severed. In this case, the spell's duration changes to Instantaneous, and you may gain some special property of the limb if it has any (a troll's arm might regenerate, for instance, or a gargoyle's stony arm might function as a shield). The GM may add an XP component if the limb has special properties. If the

limb is from a living creature that was not offered freely, the spell gains the Evil descriptor.

### **Brilliant** Strike

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School: Transmutation; Level: Sor/Wiz 4 Casting Time: 1 swift action Components: V Range: Personal Target: You Duration: 1 round

One weapon you wield briefly changes into a brilliant energy weapon. A significant portion of one weapon you are wielding transforms into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects. The benefits of this spell can only be applied to melee weapons, thrown weapons and ammunition.

### Camouflage, Mass

School: Illusion (Glamer); Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action **Component:** S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/caster level, no two of which can be more than 30 ft. apart **Duration:** 1 round/level Saving Throw: Will negates (harmless); Spell **Resistance:** Yes (harmless) Mass camouflage changes the appearance of the motionless target creatures to match its surroundings, granting a +10 circumstance bonus on Stealth checks. If the subject of the spell moves, attacks, or takes any action that can't be accomplished while standing still, the spell ends.

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### Charm Person, Mass

School: Enchantment (Charm) [Mind-Affecting] Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels)Targets: One or more humanoid creatures, no two of which can be more than 30 feet apart **Duration:** 1 hour/level Saving Throw: Will negates; Spell Resistance: Yes

This spell functions like charm person, except that it affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.



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# Chaotic Blast

School: Conjuration [Chaos]; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Area: See text Duration: See text

Saving Throw: See text; Spell Resistance: Yes You release a chaotic blast of power to attack your foes. The range, shape, substance, and damage are all random, so your attack might be a flaming cone of feathers, a ray of spurting water, a burst of kittens (which vanish moments after the spell's completion), or any other of thousands of possibilities. First, roll to determine the area of effect. After determining the area of effect, choose the target(s). After choosing your target(s), roll to determine damage dealt and then the substance the chaos blast consists of. If the substance includes a descriptor, such as [fire], the damage is of that type. Otherwise, it is considered bludgeoning damage. Roll once for each attribute (once for area of effect, once for damage, once for substance). All results dependent on level can go no higher than if the spell had been cast by a 10th level caster (if the spell deals 1d4 damage/level, even a 20th level caster will only deal 10d4 damage). All matter created by this spell disappears at the beginning of your next round. If chaotic blast deals damage, the save is Reflex-based, and the duration is instantaneous unless otherwise stated. If chaotic blast instead has a spell effect, use the saving throw and duration of that spell.

Spells simulated by *chaotic blast* affect all creatures and/or objects in the area of effect. Metamagic feats and other abilities that alter the composition or area of a spell have no effect on *chaotic blast*. This spell is known by many as hail of inappropriate objects.

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### **Chaotic Blast**

Cha	Chaotic Blast			
D20	Area/Targets/E ffect	Dmg Dealt	Substance	
1	Cone	1d3/level	Acid [acid]	
2	Cone	1d4/level	Frost [cold]	
3	Four 10-ft. cubes	1d4/level	Lightning	
			[electricity]	
4	Four 10-ft. cubes	1d6/level	Fire [fire]	
5	Ray (ranged	1d6/level	Sonic	
	touch no save)		[sonic]	
6	Ray (ranged	1d8/level	Water	
	touch no save)		[water]	
7	Cylinder (10-ft.	1d8/level	Shards of	
	radius, 40-ft. high)		metal and stone	
8	Cylinder (10-ft.	Enhancement	Intense	
0	radius, 40-ft.	penalty: 1d4	wind	
	high)	Str +1 Str/2	Willa	
	0,	levels		
9	15-ft. radius	Enhancement	Many tiny	
	spread	penalty: 1d4	fury	
		Dex + 1 Dex/2	animals, all	
		levels	of the same	
		QL 1	species	
10	15-ft. radius	Staggered	Animal	
11	spread 5 ft. wide line out	Blinded	matter Plant	
11	to range	ышаеа	matter	
12	5ft. wide out to	Panicked	Coinage	
	range		comage	
13	One	Exhausted	Spider	
	creature/level, no		webs	
	two of which can			
	be more than 30			
	ft. apart	Paralyzed	Insects	
14	One creature/level, no	Paralyzed	Insects	
	two of which can			
	be more than 30			
	ft. apart			
15	Creature or object	Nauseated	Slime or	
	touched		ooze	
16	Creature or object	1d4 negative	Household	
	touched	levels	objects	
17	One creature or	Stunned	Prismatic	
18	object One creature or	Sleep	[light] Stones	
10	object	Sleep	[earth]	
19	5-ftdiameter	Unconscious	Roll twice	
17	sphere		and	
	(controlled like		combine	
	flaming sphere)			
20	All creatures, no	Helpless	Invisible	
	two of which can		force	
	be more than 60		[force]	
	ft. apart			

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<u> えムメビナフススマムンン スピックション シム マススてケマドルト</u>

School: Abjuration; Level: Clr 4, Drd 4, Pal 4, Rgr 4, Sor/Wiz4 Casting Time: 1 standard action Components: V, S Range: Personal Area: 30 ft. radius from you Duration: 1 round/level

**Saving Throw:** Will Partial; **Spell Resistance:** Yes You radiate a magical aura that damages any aberrations, outsiders, or undead that come within 30 feet of you. These creatures take 2d6 points of damage every round they stay within your radius of effect, and outsiders must pass a Will save to remain within the radius after taking damage. This spell stacks with any other "aura"-type abilities you may be using, and denies undead within its radius the advantages of *desecration*.

# Cloud Dragon

School: Transmutation; Level: Clr 4, Drd 4, Sor/Wiz 4 Casting Time: 10 minutes Components: V, S, F (gold or silver dragon's scale) Range: Special Target: Special Duration: 1 min./level Saving Throw: None; Spell Resistance: No The energies of this spell are directed at clouds overhead which take on the form of an adult gold or

overhead, which take on the form of an adult gold or silver dragon under your control. This dragon has partial substance and is capable of transporting up to six Medium (or smaller) creatures on its back, just as a regular dragon can; however, it cannot make attacks and doesn't possess a breath weapon. Whenever you are unable to concentrate on controlling the actions of the cloud dragon, it simply stops, hanging motionless despite winds or gravity, until you resume control or the spell expires (whereupon the dragon vanishes). The cloud dragon flies with the speed and maneuverability of an adult gold or silver dragon. To cast this spell, you must have seen a real gold or silver dragon and be outdoors, able to see clouds in the sky.

### Commune with the Ancients

School: Divination; Level: Clr 4, Drd 4, Sor/Wiz 5 Components: V, S, M (object from site worth 50 gp) Casting Time: 1 hour Range: Personal Target: Caster

Duration: 10 minutes

Through this spell, you become one with the land or ruins you are touching, gaining knowledge about your immediate surroundings regarding any occurrence that befell there during the last 48 hours. You can mentally ask up to three simple questions about the location; if your queries have clear answers, they will instantly enter your mind. Common questions include: "How many beings like me (or larger than me) usually dwell here?", "What kinds of creatures live in this forest?", "In what direction is the nearest body of water larger than a small stream (or the largest body of fresh water)?", or "Where is the closest drinkable water on the surface of the land?" The land replies as honestly and completely as it can, but it is incapable of answering specific questions, such as "Does Rael Yundri live in these lands?" or "Has a wizard (or the wizard Beldran Sendaer) ever been here?" (Or, "Is Rael Yundri inside this castle or on this farm right now?") The caster can ask about specific spots or features (such as rooms or doors). Queries about a particular set of ruins will be answered about only those specific ruins. If queried about an entire land or region, the land answers about a plot of land of a 10-mile radius maximum area centered on the caster.

# Confession's Hand

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School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F/DF (a silver pen worth 50 gp) Range: Touch Target: Creature touched Duration: 1 min./level Saving Throw: Will negates; Spell Resistance: Yes The subject must hold a non when the spell is cost 「シュノトリンンン」

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The subject must hold a pen when the spell is cast, and must have a surface to write on while this spell is in effect. The subject is compelled to hold the pen until the spell ends. If the caster asks the subject a question, he must write a truthful answer to the question. The spell does not prevent unintentional inaccuracies, and the subject may commit lies of omission; the subject must also be literate. A pen must be dipped in ink every few words, which slows the writing process. A short answer to a question usually takes about 30 seconds to write. A long answer may take two minutes or more.

# **Contingent Serious Healing**

**School:** Conjuration (Healing); **Level:** Brd 4, Clr 4, Drd 4

**Casting Time:** 1 standard action **Components:** V, S, M/DF (drop of sacred oil) **Range:** Touch

Target: Creature touched

Duration: 1 min./level (D) or until discharged Saving Throw: Will half (harmless); see text; Spell Resistance: Yes (harmless); see text You bestow a small blessing on a target creature. Whenever the creature takes 12 or more points of damage, the spell discharges, suffusing the creature with positive energy that cures 3d8 points of damage. If used against undead, this spell is triggered in one of two ways, dealing 3d8 points of additional damage either the next time the undead target takes normal damage, or the next time the undead target is 'healed' by taking negative energy damage. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. A creature may only be under the effect of one contingent healing spell (of any sort) at a time.

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### Corrosive Jouch

School: Conjuration (Creation) [Acid]; Level: Drd 6, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M/DF (paste of ground acorns) Range: Personal Effect: Corrosive slime Duration: 1 round/level (D) Saving Throw: Reflex half; see text; Spell Resistance: Yes

After casting this spell, corrosive slime oozes from one of your hands, causing no harm to you or your equipment but dealing 2d6 points of acid damage to any object or creature you strike with a successful melee touch attack, plus an additional 2d6 points of acid damage each round for the next 1d4 rounds. If you use your corrosive touch against objects your foe carries or wears, treat the touch as a sunder attempt that does not provoke an attack of opportunity and deals the same damage as above. Washing off or neutralizing the slime can negate continuing damage from this spell, but requires a full-round action and a successful Reflex save. Success is automatic if the creature or item is completely immersed in water or doused with something to neutralize the acid (such as powdered chalk or bicarbonate of soda). Wiping or scraping off the slime grants a +4 bonus to the save, but the item used to remove the slime takes 2d6 points of acid damage.

### Counter Silence

School: Transmutation [Sonic]; Level Brd 4
Casting Time: 1 move action
Components: S
Range: 10 ft.
Target: An area of magical silence no larger than 50 feet in diameter
Duration: Instantaneous
Saving Throw: None; Spell Resistance: No
You automatically dispel an area of magical silence created by a 4th-level spell (or the equivalent) or

lower. Unlike all other bardic spells, you cast this

## Crystalguard, Jesser

without need of verbal components.

School: Abjuration; Level: Brd 4, Sor/Wiz 4
Casting Time: 1 standard action
Components: V, S, M (crystal worth 50 gp)
Range: Touch
Area: 1 person touched
Duration: 10 minutes/level or until all the crystals are gone
Saving Throw: Will (harmless);
Spell Resistance: Yes (harmless)
When this spell is cast, 10 dimly glowing gems or crystals of any color the caster wishes float around the target's body protecting the target from spells, spell-like abilities, and spell-like effects from devices. Any spell of 4th level or lower can be absorbed by *lesser*

crystalguard, if the target of lesser crystalguard

wishes, and the same number of crystals equal to the

spell level glow brightly and disappear. Only the effects of the spells that are cast that would affect the target of *lesser crystalguard* can be absorbed. The recipient of *lesser crystalguard* must have enough gems remaining around his body to absorb a spell, otherwise *lesser crystalguard* has no protective effect against that spell.

### Curse Ability

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School: Necromancy; Level: Clr 4, Drd 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: 1 creature Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes The target of this curse has one named class ability or named universal monster ability (see *Pathfinder Bestiary*), spoken at the time of casting, rendered non-functional (a rogue cannot sneak attack, a dragon cannot use its breath weapon etc.).

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. うい アフ か ど ろん ふん と ん かく

### Curse of Wanderlust

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes The target of this spell experiences a powerful need to travel and explore. On a failed save, the creature is

travel and explore. On a failed save, the creature is compelled to leave the area (though it may hastily pack first), traveling for 8 hours in a random direction. The target creature may make periodic stops during its trek, and can detour or hide to avoid danger as normal. For the balance of the journey though, it must travel for 45 minutes of every hour with the intention of leaving its former location behind.

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.

### Dampen Magic Item

School: Abjuration; Level: Clr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One magic item Duration: 1 minute/level Saving Throw: Will negates; Spell Resistance: Yes Dampen magic item suppresses all the magical abilities of one magic item (similarly to how dispel

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### Depth Charge

School: Evocation [Sonic]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a pinch of flammable powder)

Range: Medium (100 ft. + 10 ft./level) Area: 40-ft. radius burst (underwater) or 5-ft. radius burst (above water)

**Duration:** 5 rounds or fewer; see text **Saving Throw:** Fortitude partial (underwater) or Reflex half (above water);

### Spell Resistance: Yes

A tiny metallic cylinder under your direction rushes from your hand to its intended destination where you can detonate it at any time within the next 5 rounds. Triggering the explosion in a subsequent round only requires an immediate action. When the cylinder erupts, the intense vibrations ripple through the water stunning creatures underwater for 1 round and dealing 1d6 points of sonic damage per caster level to all creatures underwater within the area of effect (maximum 15d6). Creatures not underwater but within the area of effect suffer only the damage dealt by the spell. A successful saving throw negates the stunning effect and reduces the sonic damage by half.

### Dust Cloud

School: Evocation [Earth]; Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action

**Components:** V, S, M/DF (pinch of sand and a small tube)

Range: Medium (100 ft. + 10 ft./level) Effect: Dust spreads in 40-ft. radius, 20 ft. high Duration: 10 min./level Saving Throw: None or Fortitude partial: see te:

Saving Throw: None or Fortitude partial; see text; Spell Resistance: No

You create a roiling cloud of dust that rises from the ground to a height of 20 feet. Living creatures within the area must make a successful Fortitude save or be blinded for as long as they remain in the cloud and for 1 round thereafter. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The squares containing the cloud are difficult terrain (each square moved counts as two squares of movement, with each diagonal counting as three squares). The churning dust makes spellcasting difficult, requiring a Concentration check (DC 10 + your caster level plus the relevant spellcasting ability modifier). You can make the cloud twice as tall by making it half as wide (20-foot-radius spread, 40 feet high). As a

move action, you can direct it to move along the ground up to 20 feet each round.

### Dying Vengeance

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School: Transmutation; Level: Brd 4 Casting Time: Special (see below) Components: V Range: Close (25 ft. + 5 ft./2 levels) Target: One individual (see text) Duration: Permanent

Saving Throw: Will negates; Spell Resistance: Yes

This spell may be cast as an immediate action whenever the caster is killed (reduced to -10 or fewer hit points or the target of a successful death spell). The bard chooses one target (who must be directly responsible for her death).

The bard releases an unearthly and terrible scream that tears at the murderer's soul and may eventually kill him. The curse deals 1d4 points of Charisma drain per day. If the target's Charisma falls to zero, he immediately dies and his soul is forever consigned to the deity of vengeance. This prevents any *raise dead*, *resurrection* or *true resurrection* spell, although a *miracle* or *wish* has a 5 percent chance per caster level of returning the victim to life.

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. ら たんじアルレシュンビン バイアブ さんドア ふご とんしんじん

### Eldritch Mouth

School: Illusion (Glamer); Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (jade dust worth 20 gp) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: Permanent until discharged Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and

an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. Unlike *magic mouth*, *eldritch mouth* can utter verbal components, use command words, and activate magical effects with 30 feet. It moves according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *eldritch mouth* can be placed upon a tree, rock, or any other object or creature. The spell functions when specific conditions are fulfiled according to your command as set in the

fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible

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triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. An eldritch mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command an *eldritch mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

*Eldritch mouth* can be made permanent with a *permanency* spell in the same way as *magic mouth*.

### Escape the Bonds of Flesh

School: Necromancy [Death]; Level: Clr 4, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (piece of bone) Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature **Duration:** Instantaneous Saving Throw: Fortitude half; Spell Resistance: Yes

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 2d8 points of damage, +1 point per caster level (maximum +20). If the damage dealt by this spell brings the target to -10 hit points or below, his skeleton tears from its body and becomes an animated skeleton. (See "skeleton" in the *Pathfinder Bestiary*.) This skeleton is under the caster's control in all respects as if it had been created by the animate dead spell. Should the skeleton possess too many Hit Dice for the caster to control, it remains independent and immediately attacks the nearest creature.

### Excruciating Grasp

School: Necromancy; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched **Duration:** Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes Your extremities shine with malevolent energy. With a touch, you fill your opponent with terrible pain. Your successful melee touch attack deals 2d6 points of both nonlethal and Dexterity damage. A successful save negates the ability damage.

### Exile

School: Conjuration (Teleportation) Level: Pal 4 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 day/level (D) Saving Throw: Will negates; Spell Resistance: Yes

You create an extradimensional prison where you store a captured creature in stasis. If the creature holds more than a heavy load, the spell fails. This spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the spell ends, the freed subject appears next to you. This spell is often used on a willing subject granting him mercy rather than death, or to keep a rescued hostage or bystander safe until an escape is made.

### Exorcism

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School: Abjuration; Level: Clr 5, Pal 4 Casting Time: 1 standard action Components: V, S, F (see text) **Range:** Close (25 ft. + 5 ft./2 levels) Target: One possessing creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

This spell expels a possessing entity (such as a ghost, demon, or wizard using magic jar) from its victim. Add the possessing creature's HD to its saving throw and subtract the caster's character level as well. If the spell is successful, the creature is instantly expelled from the possessed victim. Since the expelled creature is free to act on its next turn, the *exorcism* spell is often used in conjunction with protection from evil to prevent the creature from possessing the victim (or the priest) again. The spell focus used is any item that is distasteful to the target. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's SR (if any) and +2 on the saving throw DC. At the DM's option, certain rare items or true names might work more powerfully (each providing +2 against SR and +4 on the spell's DC).

# Eyes of Decay

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 4 Casting Time: 1 round Components: V, S Range: Touch Target: Creature touched Duration: 1 round/level Saving Throw: Will disbelief; Spell Resistance: Yes

With this spell, the caster causes the creature touched to see its world as a dead and horrific place. The affected target sees all living creatures surrounding it as hideous undead zombies, and the rest of its surroundings as a hellish nightmare. Buildings looked burned and ruined; food looks spoiled; even the sky appears black and ominous. This apocalyptic nightmare is so terrifying he is panicked. A successful disbelief results in the creature being shaken for 1 round.

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### **Greater Fit of Pique**

### Fit of Pique, Greater

School: Enchantment (Compulsion) [Mind-Affecting]; Level Brd 4, Sor/Wiz 4 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature/2 levels, no two of which can be more than 30 feet apart Duration: 1 round/level Saving Throw: Will negates; Spell Resistance:

# Yes

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

# Fold

School: Transmutation; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 swift action **Component:** S Range: Personal Target: You Duration: 1 round/level (D)

You transmute your body and your equipment to become paper-thin and flexible. You can then fold yourself, as if you were parchment, into a tiny, fleshcolored, one-inch square. If you are moving, you immediately come to rest in the square in which you cast the spell. While in your folded state, you cannot cast spells or take any actions except dismissing the spell. You can be picked up, but the square weighs as much as you and your equipment weigh normally. However, you are fully aware of your surroundings, allowing you to see and hear to the normal limits of your abilities. If you are attacked in this state or are in the area of a damaging spell effect, fold immediately ends and you resolve the attack or spell as normal.

### Foozle

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (vial of alcohol) **Range:** Close (25 ft. + 5 ft./2 levels)Target: one creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level (D) Saving Throw: Will negates; see text; Spell Resistance: Yes

The subjects of this spell become so clumsy and oafish they find it exceedingly difficult to undertake most actions without error, taking a -5 penalty on all attack rolls, ability checks, and skill checks. Whenever an affected creature fails an attack or skill check that involves a manufactured weapon or tool, if must make a Reflex save or drop it.

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An affected creature can move at only up to one-half its normal speed without having to make a Reflex save to avoid falling prone.

In cases where a skill check also involves movement (such as climbing, acrobatics, or swimming), ignore the speed restriction but apply the check penalty noted above. If a creature falls prone for any reason while affected by this spell, it must make a Reflex save to get up again. An affected creature must make a Reflex save to draw a weapon, pick up a dropped item, retrieve a stored item, and the like. If the save fails, the creature drops the item in its space.

To cast a spell, an affected creature must succeed on a Concentration check with a DC equal to 10+your caster level. If the check fails, the creature loses the spell with no effect.

Whenever *foozle* prevents a creature from completing an action, the creature's turn ends.

# Foresight of the Just Warrior

School: Divination; Level: Pal 4 Casting Time: 1 action Components: V, S, DF Range: Personal

# Target: Self

**Duration:** 1 round /level You foresee the exact amount of force necessary to control a situation. You must possess the Power Attack feat to cast this spell; when you strike in melee combat, you cause additional damage as if you were using the Power Attack feat perfectly. For each point by which your attack roll exceeds the number needed to hit the target, the caster applies the difference as a bonus to the damage based on the type of weapon you are wielding (see the Power Attack feat in the *Pathfinder Roleplaying Game*). If your opponent is alive and not evil, the damage dealt is nonlethal damage.

# Giant Lava Ball

School: Transmutation [Fire]; Level: Clr 5, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (strand of fire giant hair) Range: Touch

**Target:** 1 stone/level (max. 15 stones) **Duration:** 10 minutes/level, or until discharged **Saving Throw:** None; **Spell Resistance:** No With this spell you magically enhance stones such that when you throw them they transform into giant balls of lava that do not harm you. You treat these as light thrown weapons with which you are proficient. These balls of lava deal 2d6 points of bludgeoning damage and 2d6 points of fire damage plus your caster ability modifier in fire damage.

The boulders have a range increment of 60 feet and can be thrown up to 5 range increments. The boulders strike as bludgeoning weapons, rather than spells, and are considered magic weapons for purposes of damage reduction. The stones can be enhanced with spells as though they were projectiles. Once a stone strikes (or misses) its target, the magic within it is discharged, and the stone reverts to normal.

# Grappling Vine

School: Conjuration (Creation); Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (creeping vine) Range: 30 ft.

**Target:** One creature **Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No When you cast this spell, a thick, sticky vine launches from your outstretched hand. You make a ranged touch attack against an opponent up to 30 feet away. If the touch attack hits, you can make an opposed grapple check against the opponent on the same round. Treat the vine as having a CMB equal to your caster level plus your relevant caster ability modifier. The vine maintains the grapple by itself (so you don't have to move into the opponent's space), and will continue to grapple while you make other attacks. You can't move more than 30 feet from the target creature without releasing it or dispelling the vine, though the vine contracts and expands as needed so that you can move freely within the 30-foot range. The round following a successful grapple, the vine automatically attempts to pin the opponent, dealing 1d6 plus your relevant caster ability modifier points of damage per round to a pinned foe. Once an opponent is struck and grappled, the vine does not let loose until the opponent is dead, the spell ends, or you release the grappled creature voluntarily.

If you miss with the ranged touch attack, the vine writhes uncontrollably for the rest of the round. On the following round, you can make another ranged touch attack against any creature within range. You can continue to do this until the spell expires or is dispelled. You can cast spells while the vine is grappling, but you must make a Concentration check (DC 15 + spell level) to do so. Spells with somatic or material components require your other hand to remain free. The vine has hardness 5 and 10 hit points per two caster levels. Dealing at least 15 points of slashing damage severs it, freeing any currently grappled opponent. The severed tip instantly shrivels into dust, but the vine regrows quickly and is ready to latch onto a new target on your next turn.

# Gruesome Appetite

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School: Transmutation Level: Drd 3, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a tooth from any Huge or larger creature) Range: Touch Target: One creature **Duration:** 1 round/level (D) Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) The creature you touch gains a bite attack, grab, and the swallow whole ability. A Small creature deals 1d4 points of damage with this bite, a Medium creature deals 1d6 points of damage, and a Large creature deals 1d8 points of damage. If the target already has a bite attack, use whichever damage is higher. The bite attack follows all rules for a natural weapon. The target also gains the grab and swallow whole abilities while using his bite (see *Pathfinder Bestiary* for additional details). For the purposes of this spell the CMB is equal to your caster level plus your relevant ability caster modifier or the subject creature's normal CMB, whichever is higher. If the target begins his turn with an opponent held in his mouth, he can attempt a new grapple check to swallow his prey. The opponent immediately takes bite damage, and every round thereafter takes 1d6 points of bludgeoning damage, and 1d6 points of acid damage from the target's digestive tract. The victim's equipment also suffers 1d6 acid damage per round.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon, by dealing 20 points of damage against an AC of 10. Once the creature exits, the target's stomach muscles close the hole; another swallowed opponent must cut its own way out. The target of *gruesome appetite* may hold in his stomach one creature of equal size, two creatures of one size smaller, or four creatures of two or more

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sizes smaller. If this spell ends while a creature or its equipment is still in the target's stomach, the target regurgitates whatever he has swallowed into any adjacent square and is sickened for 1 round.

# Halo of Righteousness

School: Abjuration; Level: Pal 4 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Area: 20-ft.-radius emanation Duration: 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) Your allies in the area gain a +2 sacred bonus to AC and Reflex saves; they ignore one condition chosen by you (though not death) at the time of casting. In addition, as the caster you know any conditions your allies are affected by, and you can uses any of your mercy abilities on those within the area without being required to touch those allies.

### Halt Device

School: Abjuration; Level: Rgr 4, Sor/Wiz 5 Casting Time: 1 round Components: S, M (a broken wheel) Range: Touch Target: Mechanical object whose dimensions do not exceed 5 cubic ft./level Duration: 1 round/level (D) Saving Throw: None; Spell Resistance: Yes The mechanical device you touch ceases to function for the duration of the spell, so that a cart no longer rolls, a door no longer opens or closes, a trap does not trigger, and so on. Any object with moving parts can be affected by this spell. In the case of a mechanical

barrier (such as a door), the barrier can still be destroyed as normal if this spell holds it closed. Vehicles can be moved with appropriate force, but wheels, rudders, and other moving parts remain frozen, impeding directional control and normal movement. For example, a cart under the effect of this spell requires as much effort to push forward as it normally would to push it sideways.

# Hand of Time

School: Evocation; Level: Clr 4 Casting Time: 1 standard action Components: V, S, M (a waterclock's hand) Range: Touch Area: 60-ft. radius sphere Duration: 1 minute/level; see text

Saving Throw: None; Spell Resistance: No This spell accelerates temporal effects within the affected sphere, but only in regard to the duration of spells and the effects of magic items. When a subject enters an area where the hand of time is in effect, make a caster level check DC 10 + caster level of spell or effect; if successful, all magical durations expire 20 times faster (for example: if a duration of a spell is 2 minutes, it expires in 1 round).



# Heart of the Gazelle

### Heart of the Gazelle

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School: Transmutation; Level: Clr 4, Drd 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (heart meat of a gazelle) Range: Touch Target: Living creature touched Duration: 1 round/level **Saving Throw:** Fortitude negates (harmless); Spell Resistance: Yes (harmless) The recipient of this spell gains the speed, agility, and endurance of one of nature's most elusive creatures:

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the gazelle. For the duration of the spell, the subject's base land speed increases by 10 feet. This increase stacks with any increase granted by class abilities, but not with bonuses from other spells or magic items (such as the *expeditious retreat* spell or *boots of* striding and springing). The subject also gains the benefits of the Run feat, as well as gaining a +4 enhancement bonus to Dexterity, a +2 enhancement bonus to Constitution, and a +5 competence bonus on Acrobatics checks.

# Heroic Sacrifice

School: Abjuration; Level: Pal 4 Casting Time: 1 immediate action Components: V, 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:** Instantaneous Saving Throw: Fortitude negates (harmless); Spell Resistance Yes (harmless)

You open up a brief but powerful divine conduit between you and any target creatures, taking on the damage and any other effects that creature suffers. When a creature in range is hit by an attack or fails a saving throw, you can cast this spell and the wounds and/or effects are magically transmitted to you instead of the target. You are affected as if you were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities you have are applied

normally, but you cannot otherwise reduce or negate the damage or effects in any way. You can use this spell against an effect that also targets you or includes you in its area; you suffer the effects for yourself and the targets you spared,

potentially taking damage or suffering other consequences multiple times.

### **Ideal Restraints**

School: Conjuration (Summoning); Level: Pal 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: 1 hour/level (D)

Saving Throw: Will negates; Spell Resistance: Yes This spell ensnares a number of creatures or objects in conjured manacles, chains and ropes. Creatures are rendered immobile (and are subsequently helpless) though they can attempt a Strength check (DC 10+ your relevant caster ability modifier) or an Escape Artist check (DC 10 + your caster level + your relevant caster ability modifier), to break the bonds as a standard action.

### Imbue Creature with Divine Power

School: Transmutation; Level: Clr 4, Drd 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: One creature touched **Duration:** 10 minutes/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You take a bit of divine energy and use it to fill another with power. The recipient gains a + 2enhancement bonus to Strength, Constitution and Dexterity; also, on its first successful strike, the recipient inflicts 1 extra point of damage per caster level upon all opponents within 10 feet (including the foe).

### Inspiring Word

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Component: V Range: 5 ft./level Area: The caster and all allies within a 5-ft. radius/level burst, centered on the caster Duration: 3 rounds + 1 round/level Saving Throw: None; Spell Resistance: Yes (harmless) While casting this spell, you shout a word of challenge to foes, inspiring your allies. All allies within the area of effect gain 2d8 temporary hit points +1 per caster level (to a maximum of 2d8+20 temporary hit points at caster level 20th), a +2 morale bonus on attacks and Will saves, and a +4 morale bonus on saves against fear effects.

### Kişmet

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School: Necromancy: Level: Clr 4 Casting Time: 1 standard action Components: V, S, M (loop of copper wire) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/level, no two of which can be more than 30 ft. apart

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

Saving Throw: Will negates; Spell Resistance: Yes Kismet creates a mystic connection between you and the spell's subjects so that they feel your pain. You still take damage normally, but while this spell is active any damage you are dealt is dealt to the spell's subjects as well. Only hit point damage and ability damage are transferred in this way, and target creatures are not subject to any additional effects that might accompany a damage-dealing attack (such as poison or energy drain).

You can intentionally target yourself with an attack (magical or otherwise) in order to deal damage to the targets. However, whenever you are subjected to damage that allows a saving throw, you must attempt your saving throw before the damage is passed to the spell's subjects. You are not allowed to voluntarily fail your saving throw or lower your spell resistance against any damage-dealing effects while kismet is active.

If all of the spell's subjects are slain by transferred damage, the spell ends. If a spellcaster casts kismet on another spellcaster who has kismet already active, both spells end immediately and both casters take 3d6 points of damage from magical feedback.

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### Jast Act

School: Abjuration; Level: Pal 4 Casting Time: 1 immediate action Components: V, DF Range: Personal Target: You Duration: 1 round Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) You ignore any conditions affecting you (including being dead) for the duration of the spell.

# Light Refore, Darkness Rehind

School: Evocation [Light]; Level: Clr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature or object touched Duration: 10 min./level

Saving Throw: None; Spell Resistance: No This spell surrounds the target with a hemisphere, exactly half of which is lit as by a *daylight* spell and half of which is as dark as a deeper darkness. Initially, the illuminated section is directly in front of the target and moves to correspond with his facing. He may choose to rotate the facing of the light and dark sections as a move-equivalent action, making up to

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# Light of Truth

School: Divination; Level: Clr 4, Pal 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: Concentration, up to 3 rounds/level Saving Throw: Will negates; Spell Resistance: Yes If the spell is successful, the target is surrounded by a role blue clown if she lies while up den the influence of

pale blue glow; if she lies while under the influence of the spell, this briefly shifts to an aura of red and black. If the target succeeds at the initial Will save, the aura never becomes visible.

### Maddening Insult

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 round Components: V, S, M (bit of dung) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature; see text Duration: 1 round/level (D) Saving Throw: Will negates; Spell Resistance: Yes The target creature is afflicted with an uncontrollable

anger, taking a -2 penalty to Armor Class and a -2penalty on attack rolls. Starting with the target's first action after the spell has been cast, it tries to attack you, disregarding any ranged attacks available to it in order to attack with a melee weapon. The subject makes up to a double move toward you (charging if possible), and while it won't move into obvious hazards trying to reach you, it may rush across hidden dangers (such as covered pits or quicksand), even as it ignores attacks from other creatures.

If the target gets within melee reach of you, it attacks you to the exclusion of all other foes until the spell ends or it kills you.

When attacking, the subject uses the most potent melee attack or attacks it has available (subject to the limitations below). If unable to reach or attack you, the subject tries to position itself for melee attacks against you for 1d4 rounds before turning and attacking the nearest creature. Once it chooses a creature to attack, it attacks that creature to the exclusion of all others.

While the spell is in effect, the target creature cannot use Concentration or any Charisma, Dexterity, or Intelligence based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), nor can it use any abilities requiring patience or concentration. The target creature cannot cast spells or activate command-word, spell-trigger, or spell-completion magic items, nor can it use Combat Expertise or any item creation or metamagic feat. Creatures with Intelligence scores of 2 or lower are not affected by this spell.

# Many Arms

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School: Transmutation; Level: Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (vial of marilith blood 100gp) Range: Touch Target: Creature touched that has arms

**Duration:** 1 round/level

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

This spell causes the target creature to sprout an additional 1 arm per 3 caster levels (maximum 6 additional arms). In addition, the target's clothes and armor alter themselves to allow these new arms to function without penalty. If the target's hands ended in natural weapons such as claws, the new arms have similar natural attack forms. These additional arms allow the target to make additional attacks as part of a full round action, with all new arms allowing secondary attacks. If the target creature has the Two-Weapon Fighting feat, then it is treated as having the multiweapon mastery ability and never takes penalties to its attack roll when fighting with multiple weapons for the duration of the spell.

# Martyr

spells.

School: Transmutation; Level: Pal 4 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 hour/level The paladin imbues his body with the divine power of his god. If he dies while the spell is active, he may make a *limited wish* as cast by a sorcerer of his character level. This effect cannot bring the paladin back to life, though it can bring back other fallen comrades through mimicking *raise dead* or other FWLANFYJZZWLANZXCWJZZCWJLLIWŻ 24

# Massmorph into Trees

School: Illusion (Glamer); Level: Brd 4, Drd 4, Rgr 4, Sor/Wiz 4

Casting Time: 1 standard action

**Components:** V, S, M (handful of bark chips) **Range:** Medium (100 ft. + 10 ft./level) **Area:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** Concentration

Saving Throw: Will negates; see text;

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects so they appear as normal trees and maintain that appearance for the spell's duration. The subjects look, feel, and smell just like real trees. If attacked, the illusion is negated on that creature (and that creature only), unless it's you, in which case you must succeed

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on a Concentration check (DC 14 + damage taken) to maintain the spell. If your check fails, the spell ends, revealing all *massmorphed* subjects. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on themselves by making Will saves or via spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help. *True seeing* reveals a *massmorphed* creature.

### Multi-Image

School: Illusion (Figment); Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Personal; see text Target: You

**Duration:** 1 min./level (D) Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. As a move action, the figments can all be directed to act independently and disappear when struck.

This spell creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you though they must remain within 10 feet/caster level of you. You can move into and through an image. When you and an image separate, observers can't use vision or hearing to tell which one is you and which one is the image. The figments may also move through each other. If not directed by you, the figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*). While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

### Portrait of the Wanted

School: Divination; Level: Pal 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (item on which it is cast) Range: Touch Target: Touched object Duration: Instantaneous Saving Throw: None; Spell Resistance: No



Portrait of the Wanted

You draw an image of the last creature that touched the targeted item. Any creature with an intelligence score of 3 or below that touched the item is not revealed. You can draw an image of the last intelligent creature to touch the item within a number of days equal to your caster level with an extreme level of skill. If the item hasn't been touched for a number of days greater than your caster level you obtain no image at all. For example, a diviner investigating a murder can cast this spell on an item found at the murder scene and draw an image of who touched it last in hopes of identifying the killer or a witness. This spell can be fooled with illusions. For example, if a diviner cast this spell on a silver coin last touched by an elf that was affected by *polymorph* to look like a halfling, a mental image of the halfling with the silver coin in hand would be revealed. In addition, if the last person to touch the item was wearing a mask at the time he touched it, you draw only his masked face, although you still get an idea of his general size and shape.

### Power Word: Jaughter

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V Range: Close (25 ft. + 5 ft./2 levels) Area: One creature with 50 hp or less Duration: See text Saving Throw: None; Spell Resistance: Yes When you speak this powerful yet humorous word, www.ayua.a.gingle.areature.with 50 or forum bit points

you cause a single creature with 50 or fewer hit points to succumb to uncontrollable laughter. The laughing creature falls to the ground and is knocked prone for the duration of the spell. A creature with 30 or fewer hit points laughs for 4d4 rounds, one with 31 to 40 hit points laughs for 2d4 rounds, and one with 41 to 50 hit points laughs for 1d4 rounds.

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### Primal Scream

School: Transmutation; Level: Drd 4 Casting Time: 1 standard action **Components:** V, S Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous and 1 round/level; see text Saving Throw: Fortitude partial or Reflex negates (object); see text; Spell Resistance: Yes You unleash a scream filled with primal energy, dealing 1d8 points of sonic damage per two caster levels (maximum 5d8). A successful save reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. In addition, you are filled with the primal fury of the scream, gaining minor bonuses that last for 1 round per caster level. You gain a +2 bonus to Strength and Constitution, and you can move up to three times your speed before making an attack as part of a charge (as opposed to being limited to twice your speed on a charge).

### Prophet's Eye

School: Divination; Level: Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (glass eye worth 400 gp) Range: Close (25 ft. + 5 ft./2 levels) Target: Self and one living creature Duration: 1 hour Saving Throw: Will negates (see text); Spell Resistance: Yes

You gain an immediate insight into the target's bodily experiences. You see what she sees, experience what she experiences, hear what she hears and even taste what she tastes for the duration of the spell. You do not take damage if the target takes damage, nor do you heal damage if the target heals. An unwilling target that fails the saving throw knows only that some sort of magic has passed through her, not what it was. If the target creature begins to do or say something that would normally be kept secret she is allowed a second Will save; if this save is successful, she gets an uneasy feeling that someone is watching her but no idea who or how. During the duration of the spell, you see what the target sees in addition to what your normally see. This overlapping of images and sounds can make it very difficult to perform complex tasks giving you a -4 circumstance penalty on all skill checks and forcing a Concentration check (DC 15 + spell level) to cast a spell.

### Puffball

School: Conjuration (Creation) [Acid]; Level: Drd 4, Sor/Wiz 4

Casting Time: 1 standard action Components: V, S, M/DF (dried puff ball mushroom) Range: 0 ft. Effect: One leathery sphere in your palm

### Duration: 1 min./level or until expended (D) Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

A leathery sphere about the size of a grapefruit appears in your palm, and can be thrown as a ranged touch attack with a maximum range of 120 feet. If the sphere is wielded by any other creature, treat it as a splash weapon with a range increment of 10 feet. When the sphere hits, it breaks with an audible pop and releases a cloud of splinters, acidic vapor, and toxic dust. The target struck takes 1d8 points of damage per two caster levels (maximum 5d8), with no save (half piercing damage, half acid damage). In addition to damage, the burst fills a 15-foot radius with a toxic cloud poisoning all creatures within it (including the target and the wielder if the wielder isn't you). Toxic dust-contact; save DC 10 + 1/2 your caster level + your relevant caster ability modifier; frequency 1/round for 6 rounds; effect 1d2 Constitution damage and blindness; cure 2 consecutive saves.

# Remember Way

School: Divination; Level: Brd 4, Drd 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action **Components:** V, S Range: Touch Target: One conveyance or mount **Duration:** See text

Saving Throw: None; Spell Resistance: No You cast this spell on a conveyance or mount to make it memorize the course you follow for the next 1 hour/caster level. The journey instilled in this memory remains until either replaced by a new journey or dispelled. At any future trip through this area, the conveyance does not require guidance. Upon command, the subject steers itself to any point stored in its memory. If it passes beyond the bounds of its recorded journey, it immediately drifts aimlessly until correctly piloted. A conveyance or mount can only hold one journey in its memory at a time. This only cause a conveyance to guide itself, it still must have its own source of locomotion.

### Resist Damage

School: Transmutation; Level: Pal 4 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 round/level You gain minor damage reduction of an amount equal

to your Constitution modifier (minimum 1), that can be overcome only by adamantine weapons. For example, if your Constitution score is 17, you gain DR 3/adamantine. This damage reduction does not stack with any damage reduction from other sources, and it does not allow you to overcome the damage reduction of other creatures.

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### **Retaliatory** Missile

School: Evocation [Force]; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a tiny replica of a shield) Range: Personal Target: Caster

Duration: 1 round/level

When you cast this spell, it grants you limited protection from projectile weapons and a retaliatory strike against an attacker. You gain damage reduction 10/magic against ranged weapons; however, this spell does not grant the ability to damage creatures with similar damage reduction. Additionally, for each projectile weapon that strikes you within a round, a *magic missile* spell streaks back at the source of the attack, so long as the attacker is within 100 yards. The spell releases a maximum of one *magic missile* spell each round (4 or 5 missiles). The magic missile is released even if the spell's damage reduction negates all damage inflicted by the projectile weapon, so even nonmagical projectiles elicit the retaliatory *magic missile* effect.

### Sanctum

School: Conjuration (Teleportation); Level: Clr 4 Casting Time: 1 swift action Components: V, S, DF Range: Personal Target: You Duration: 1 round/level (D)

You transport yourself to an extradimensional sanctuary just large enough to hold you and what you hold or carry. If you have a familiar or other companion creature with the share spells ability, that creature can accompany you into the sanctuary if it is touching you or within 5 feet when you cast the spell. While in the sanctuary, you can cast spells that target you, your equipment, or your bonded companion, use skills, or take other actions. Any spell you cast within the sanctuary is automatically guickened (cast at normal levels without your needing to know the Quicken Spell feat), though you can still cast only one quickened spell each round (this allows you to perform a nonspellcasting standard action and cast a spell but not cast two spells in a round, while within the sanctum). Spells from magic items (including scrolls) are not affected, nor are spell-like abilities, other special abilities, or spells that you've already guickened.

When *sanctum* ends, you reappear where you had been when you cast the spell. If this location contains a solid object, you appear in the nearest open space. Spells and abilities that move you within a plane (such as *teleport* and *dimension door*), do not function within the sanctuary, although a *plane shift spell allows you to exit* to whatever plane the spell designates.

### Scapegoat, Greater

School: Abjuration; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (the hair of a goat) Range: Close (25 feet + 5 ft./2 levels) Target: One creature

### Duration: 1 round/level or until discharged Saving Throw: Will negates; Spell Resistance: Yes

This spell transfers your bad luck to another. You nominate a creature within range to be the scapegoat, or recipient. If the target fails its saving throw, the two of you are linked. While the spell is in effect, if you fail an attack roll, saving throw, or skill check, you may transfer that failed roll to the scapegoat and roll again. You cannot transfer more than two rolls and must accept the results of your second roll. Once you have successfully transferred the two rolls to the scapegoat, the next two attack rolls, saving throws, or skill checks the scapegoat makes uses the result of your die rolls before your own modifiers. If the target has yet to take an action that would use the transferred rolls (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him. You may transfer a maximum of one poor roll per three caster levels to the scapegoat by use of this spell.

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### Secret Missive

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School: Transmutation; Level: Brd 4, Sor/Wiz 4 Casting Time: 10 minutes

**Components:** V, S, M (rare inks worth 50 gp) **Range:** Touch

**Target:** One page of text, up to 3 square feet **Duration:** Permanent (D), see text

Saving Throw: None; Spell Resistance: No When casting this spell, you write a short message of up to 50 words which you then conceal within a larger text (created by the spell) that seems perfectly normal and innocuous. If you use a normal writing surface, such as parchment or paper, you can use this spell without making any additional checks. If you carve the words into a surface or embellish the writing in some way, you must make the appropriate Craft check and supply all the necessary materials. For example, if you were to scribe a secret missive into the pedestal of a statue, you would need to make a Craft (stoneworking) check. Craft checks made in conjunction with this spell are normally DC 15. If you have them available to you, you can include explosive runes, illusory script, or sepia snake sigil in the larger text, cast as part of the secret missive's casting time.

Your hidden message looks just like part of the larger text, but the person or persons you designate at the time you cast the spell are the only ones who can readily discern it. A *comprehend languages* spell merely allows someone to read the larger text, while a *true seeing* spell reveals a faint web of magical tracery through the text but not the hidden message itself. The whole message has a dim aura of transmutation magic.

A character can pick out your hidden message with a Linguistics check (DC 10 + your caster level + your relevant caster ability modifier at the time you cast the spell). The creature deciphering your message gains a +10 competence bonus if using *true seeing*. When you designate who can read the text, you can specify creatures by name or can specify conditions or triggers under which the hidden message can be read.

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Conditions can be as general or as detailed as desired, though note that only visual and audible actions will work as conditions (such that the spell cannot distinguish alignment, level, Hit Dice, or class except by external garb), and such conditions can often be fooled by disguises and illusions. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Audible triggers can be keyed to general types of noises or to a specific noise or word, but silent movement or magical silence defeats them. When you designate who can read your hidden text, you can also limit the number of times the message can be read in total. After this number of readings, the hidden message and the text that disguises it disappear, ending the spell. You can also make the message vanish (ending the spell) under certain conditions you set, using the same guidelines for specifying who can read the message. A secret missive spell is destroyed when the surface that holds it is destroyed, or if the spell is dispelled or disjoined. An erase spell also removes it.

### Shield of Ablation

School: Abjuration; Level: Pal 4 Casting Time: 1 standard action Components: V, S **Range:** Personal Target: You Duration: 1 round/level (D)

You surround yourself with a barely-perceptible shining field that reduces damage from most physical sources. All variable dice of damage from purely physical sources, such as weapon attacks and falling, is minimized to 1 per die. This includes damage from critical hits and sneak attacks, but does not include damage from special effects, such as poison or energy effects. It also does not affect variable effects that do not cause direct hit point loss, such as ability score damage or drain.

# Shimmering Crystal

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (crystal worth 50 gp) Range: Close (25 ft. +5 ft./2 levels) Target: One target creature Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes The target creature of this spell believes he is transported to a place that holds whatever he wishes for most. He also forgets where he was last, what he was doing, and only thinks of the fact that what he wants most is now near. He hasn't, of course, been transported anywhere-all of this happens in the target's mind. The target is actually stunned for the duration of the spell. In any round that the target takes damage while under the influence of shimmering crystal, he receives another saving throw against shimmering crystal.

### Shockwave

School: Evocation [Force]; Level: Sor/Wiz 4 Casting Time: 1 standard action

### Components: V, S Range: 10 ft.

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Area: 10-ft.-radius burst centered on you **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes A powerful shockwave radiates outward from you, blasting all creatures in the area for 1d6 points of damage per two caster levels (maximum 10d6). In addition, all creatures in the area are subject to a bull rush attack from the spell. The CMB for the purposes of this spell is your caster level plus your relevant caster ability modifier.

# Smite Foe

School: Evocation [good]; Level: Clr 4, Pal 4 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./level) Effect: Ray **Duration:** Instantaneous

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Saving Throw: none; Spell Resistance: Yes You create a ray of sacred energy which blasts one target as a ranged touch attack. The ray deals 1d8 points of damage per two caster levels (maximum 5d8). Evil outsiders and undead suffer 1d8 per level (maximum 10d8). This spell deals no damage to goodaligned creatures. Paladins and clerics can add their smite evil special ability to the attack and damage rolls of this spell.

# Soften

School: Transmutation; Level: Clr 4, Sor/Wiz 5 Casting Time: 1 standard action **Components:** V, S, M/DF (a pinch of wet clay) **Range:** Close (25 ft. + 5 ft./2 levels) Area: 10-ft. cube Duration: 2 rounds/level (D) Saving Throw: Fortitude negates (see text); Spell Resistance: Yes You cause all the objects in the area to become softer, making them more susceptible to damage.

Unattended nonmagical objects and materials receive no save. Magic items make saving throws as usual, and creatures may make saving throws for their items. Failure indicates that the item or material has its hardness reduced by 5 for the duration of the spell. This only makes damaging the objects easier; it does not reduce a creature's armor or natural armor bonus to AC. Creatures with hardness, such as animated objects, must also make a successful saving throw or have their hardness reduced.

# Solipsism

School: Transmutation [Chaos]; Level: Sor/Wiz 4 Casting Time: 1 full round Components: V, S, M (a spoon) Range: Medium (100 ft. + 10 ft./level) Target: One object, up to a 10 ft. cube Duration: 1 round/level Saving Throw: Will negates (object); Spell Resistance: Yes (object)

This spell can only be cast on a non-living object that entirely fits within a 10-ft. cube (a normal door, for example, but not a section of a wall or a very large door). That object flickers in and out of another plane, seeming to disappear and reappear randomly. However, even if it disappears in this way, the rest of the world still operates normally. Ceilings are still supported, swords still hang on an invisible sword rack, etc. At each count of the initiative, there is a 50% chance the object is present, and an identical chance that it is somewhere else. If the object is not present, creatures, objects, attacks, etc. can pass through its space easily. It can appear and disappear several times per round (but it is only necessary to roll to see if it is present on those initiative counts that its location becomes important).

If a creature or object spends more than one initiative count in the object, such as if a character ends his move in that spot, that creature or object is shunted to the nearest clear spot as the object phases in and out.

### Sonic Blast

School: Evocation [Sonic]; Level Brd 4 Casting Time: 1 move action **Components:** V Range: 50 ft. Area: Cone **Duration:** Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes With a single note, you blast forth a cone of sonic energy from your mouth inflicting 1d4 points of damage per level (maximum 10d4).

### Sonic Jance

School: Evocation [Sonic]; Level Brd 4 Casting Time: 1 move action **Components:** V Range: Touch Effect: Sonic weapon Duration: 1 round/level Saving Throw: None; Spell Resistance: Yes

You shape a chord into a long melee weapon of sonic energy. The weapon is sized appropriately for you, with reach weapons requiring two hands for use. You are proficient with this weapon, which inflicts 1d4 points of damage per two levels (maximum 10d4), plus your Charisma modifier. If an attacked creature has spell resistance, check for resistance the first time the sonic lance strikes it. A creature that successfully resists the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the spell's duration.

# Spell Jurning, Jesser

School: Abjuration; Level: Sor/Wiz 4 Components: V, S

This spell functions like *spell turning*, except that it turns from four to seven spell levels (1d4+3), but no spell of greater than 4th level.



### Spirit Dragon

### Spirit Dragon

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School: Illusion (Shadow); Level: Clr 4, Drd 4 Casting Time: 10 minutes Components: V, S, F (scale of a dragon) Range: Close (25 ft. + 5 ft./2 levels) Target: Special Duration: 10 min./level Saving Throw: Will (disbelief) negates; Spell **Resistance:** Yes

When you cast this spell, a life-size, partially real adult dragon (of a type the same as the scale) appears, under your complete control. If, for any reason, you're unable to concentrate on controlling the actions of the spirit dragon, the illusory dragon simply ceases to move or act until you retake control. Its natural weapons and breath attack deal nonlethal damage; a successful save negates this damage. You must have seen a real dragon of the same type in order to cast this spell.

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# Spiritbow, Jeșser

School: Evocation [Force]; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: 0 ft. Effect: A ghostly bow in your hand

Duration: 1 min./level (D), see text Saving Throw: None; Spell Resistance: Yes You conjure a bow of magical force which can be wielded by you or attack on its own. As a move action, you can set the bow loose to attack once per round at a creature you designate (starting the round you release it). The bow shoots on your turn in the initiative order, staying in your space and firing at its target until the spell ends, the target leaves your line of sight, or you redirect the bow against another target (which requires a move action). If the bow has nothing to shoot at, it merely hangs in the air near you. With each shot, the bow generates a force projectile that functions just like an arrow fired from a regular shortbow (range increment 60 feet, damage 1d6), targeting only creatures and hitting with a ranged touch attack. If the bow attacks a creature that has spell resistance, check resistance the first time a projectile strikes it. If you fail to penetrate the spell

resistance, this casting of the spell has no effect on that creature, but otherwise, successive attacks affect the creature for the full duration of the spell. The bow uses your base attack bonus (which might allow it multiple attacks if you take the full attack action) plus your Intelligence or Charisma bonus (whichever ability governs your spellcasting) instead of a Dexterity bonus. A projectile affects its target as a spell, not as a weapon, and so ignores damage reduction and immunity to piercing damage. As a force effect, the bow has no miss chance against incorporeal creatures, and it can affect ethereal creatures. If you choose to wield the bow yourself, you can fire normal or magic arrows (as available) from the bow, or you can use the bow to shoot force projectiles as a ranged touch attack (with all effects and damage as described above). If you use arrows you supply, you make normal ranged attacks, using your Intelligence or Charisma bonus (whichever ability governs your spellcasting) instead of your Dexterity bonus if you desire. When shooting force projectiles, you can fire the bow without penalty even if you don't have proficiency (though a -4nonproficiency penalty applies when shooting arrows you supply). Any feats you have that improve your ability to wield a bow (including Weapon Focus, Point Blank Shot, or Rapid Shot) apply to any attacks you make. Firing a real arrow from the bow has no effect on the spell's duration, but each time the bow fires a force projectile (whether on its own or when wielded by you), the duration is reduced by 1 minute. If a shot would reduce the spell's duration to less than o, the bow can no longer fire force projectiles. The bow cannot be attacked, but spells such as *dispel magic* or mage's disjunction have normal effect, while a disintegrate spell destroys it. Only you can fire the bow, and if you let it go without using a move action to set it loose to fire on its own, the spell ends.

### Staffstrike

School: Evocation; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (a quarterstaff) Range: 30 ft. Area: Cone-shaped burst **Duration:** Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes

You send forth shockwaves from your staff, dealing 2d6 points of bludgeoning damage and 3d6 points of sonic damage to all creatures and objects within the area. Creatures are knocked prone and stunned for 1 round, and living creatures are also deafened for 1d6 rounds. A successful Fortitude save negates being knocked prone, stunned and being deafened, but does not reduce the damage.

### Steam Jet

School: Evocation [Fire, Water]; Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M/DF (a bladder filled with water)

### Range: 60 ft. Area: 60-ft. line **Duration:** Instantaneous Saving Throw: Reflex partial; see text; Spell Resistance: Yes

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A blast of high-pressure steam erupts from your hand, dealing 1d6 points of damage per caster level (maximum 10d6) to all creatures within its area (half bludgeoning damage, half fire damage, Reflex save for half). In addition to soaking creatures in scalding water, the jet heats their equipment, dealing an additional 1d6 points of fire damage per two caster levels the following round to any creatures that fail their Reflex saves. Any cold effects operating in the area that are intense enough to deal damage negate the extra fire damage from the spell (and vice versa) on a point-for-point basis. Creatures in the jet may be knocked down or pushed back if they fail their saves. Tiny or smaller creatures are knocked down and rolled to the end of the jet plus 1d4 x 10 feet if standing on the ground, or are blown back to the end of the jet plus 2d6 x 10 feet if flying. Small creatures are knocked down and rolled to the end of the jet plus 1d3 x 10 feet by the force of the water, or are blown to the end of the jet plus 2d4 x 10 feet if flying. Medium creatures are knocked prone by the force of the steam, or if flying are blown to the end of the jet plus 1d4 x 10 feet. Large creatures are knocked prone if standing, or are blown to the end of the jet plus 1d3 x 10 feet if flying. Huge or larger creatures aren't moved or knocked down by the spell.

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# Stomach Bloom

School: Conjuration (Creation) [Acid, Evil]; Level: Clr 4, Drd 4, Sor/Wiz 4 Casting Time: 1 standard action **Components:** V, M (piece of rancid meat) Range: Touch Target: Living creature touched Duration: 1 round/level Saving Throw: Fortitude partial; see text; Spell Resistance: Yes This spell causes the target creature's stomach to fill with unwholesome acidic fluid. On the first round and every 1d4 rounds after that, the subject must make a Fortitude save or be sickened and spew the contents of its stomach into a random adjacent square, dealing 1d6

points of acid damage/2 caster levels divided between the subject and the creatures in the affected square. In addition, all creatures in other adjacent squares take 1 point of splash damage/2 caster levels. A successful save negates the sickened condition and the spewing until the spell triggers again.

# Subvert Charm

School: Enchantment (Charm) [Mind-Affecting]; Level: Brd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (two small mirrors) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature currently affected by a charm effect or spell

### Duration: Special (see below)

Saving Throw: None; Spell Resistance: No Make a caster level check (DC 10 +caster level of charm effect). If successful, the charm effect that is affecting the subject is altered in such a way that the caster of *subvert charm* becomes the originator of the effect. The duration of the original charm effect is unchanged. This spell does not affect compulsions.

### Sunray

School: Evocation [Fire, Light]; Level: Drd 4, Sor/Wiz 4

Casting Time: 1 standard action Components: V, S, M/DF (a glass lens) Range: Medium (100 ft. + 10 ft./level) Effect: Beam of focused light Duration: 1 round/level

Saving Throw: None; Spell Resistance: Yes You gather the ambient light from your surroundings and focus it into a scorching beam dealing 2d8 fire damage on a ranged touch attack; undead creatures suffer 4d8 points of fire damage from this beam. You can make one attack with the beam as a free action in the round you cast the spell and then make one attack as a standard action each round for as long as the spell lasts.

### Supernatural Ward, Greater

School: Abjuration; Level: Brd 4, Clr 3, Sor/Wiz 4 Casting Time: 1 swift action Components: V, S, DF Range: Touch Target: Creature touched Duration: 1 round Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The subject gains a +10 bonus to its saving throws against supernatural abilities for the spell's duration.

## Symbol of Despair

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 4, Sor/Wiz 4 Casting Time: 10 minutes Components: V, S, M (mercury, phosphorus, powdered diamond and opal worth 750 gp) Range: o ft.; see text Effect: One symbol **Duration:** See text Saving Throw: Will negates; Spell Resistance: Yes

This spell functions like symbol of death (see the Pathfinder Roleplaying Game), except each creature within the radius of a symbol of despair is afflicted with a sense of utter despair for 1 minute per caster level. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Unlike symbol of death, symbol of despair has no hit point limit-once triggered, a symbol of despair simply remains active for 10 minutes per caster level. Magic traps such as *symbol of despair* are hard to

detect and disable. A rogue (only) can use the Perception skill to find a symbol of despair and Disable Device to thwart it. The DC in each case is 25 + spell level, or 29 for symbol of despair.

### Teeth of the Wind

School: Evocation [Air]; Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M/DF (miniature bellows) Range: 60 ft. Area: 60-ft. line Duration: 1 round

Saving Throw: Fortitude partial and Reflex half; Spell Resistance: Yes

This spell creates a blast of air and grit at storm strength (approximately 70 mph) that originates from you and affects all creatures in its area. The force of the blast deals 1d8 points per two caster levels (maximum 15d8). Creatures caught in the blast are allowed Reflex saves for half damage. Creatures in the blast may be knocked down or pushed back if they fail their saves. Small or smaller creatures are blown away and rolled 1d4 x 10 feet if standing on the ground (taking 1d4 points of nonlethal damage per 10 feet), or are battered back 2d6 x 10 feet (taking 2d6 points of nonlethal damage) if flying. Medium creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Large or Huge creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6 x 5 feet. Gargantuan or Colossal creatures can move normally within a teeth of the wind effect. In any event, though, teeth of the wind can't move a creature beyond the limit of the spell's range.

Regardless of size, all creatures take a -8 penalty on Listen checks and ranged attack rolls for thrown weapons in the spell's area. Ranged weapon attacks in the area are impossible, and siege engines have a -4penalty on attack rolls.

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The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 75% chance to be extinguished as well. In addition to the effects noted, teeth of the wind can do anything that a sudden blast of wind would be expected to do, including fan a large fire, move unsecured objects (treat them as creatures of the appropriate size), heel over a ship, or blow gases or vapors to the edge of its range.

# Track Magic

School: Divination; Level: Pal 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 round **Components:** V, S, F (rare dowsing rod 250 gp) Range: Touch Target: One creature touched with the track feat Duration: 1 hour/level (D) Saving Throw: Yes (harmless); Spell Resistance: Yes (harmless) You grant the ability to see traces of magic. The subject may follow the trail of any creature that has



active (or continuous) spells, magic items or spell-like abilities. The subject must still make Survival checks and have the Track feat to attempt to trail someone in this fashion. Instead of weather affecting the subject's ability to follow, discharges of magic in an area have the same effect as rain on the magical tracks. The spell lets the subject see a faint, glowing trail, but the subject cannot tell what type of magic creates it. For every three active items/spells/abilities, the subject gains a +1 circumstance bonus to the Track check. This spell does not help the subject track via magic used to conceal or alter normal tracks, such as trackless step or dust of tracelessness, but it would still give the subject a chance to track other active magic in the possession of someone using those magics to avoid being tracked.

### Translocation Diewing

around as if you were there.

School: Divination (Scrying); Level: Sor/Wiz 4 Casting Time: 10 minutes **Components:** V, S, F (a glass eye) Range: Close (25 ft. + 5 ft./2 levels) Duration: 1 min./level Saving Throw: None; Spell Resistance: No You are able to see the destination of the most recently used conjuration (teleportation) spell cast within range. You are able to view the destination as if standing there. And, though you cannot move your perspective from the destination point, you can look

### **True Sacrifice**

School: Conjuration (Healing); Level: Pal 4 **Casting Time:** 10 minutes Components: V, S, M/DF (diamond worth 25,000 gp) Range: Touch Target: Dead creature touched **Duration:** Instantaneous Saving Throw: None; see text; Spell Resistance: Yes (harmless) This spell functions like true resurrection except at the end of the spell you are dead (or destroyed) and cannot be raised or resurrected. If the soul chooses not to return to life or is unable to be returned to life you do not die (nor are you destroyed).

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# Unstable Form

School: Transmutation (Polymorph) [Chaos]; Level: Drd 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a small ball of clay) Range: Medium (100 ft. + 10 ft./level) Target: One creature Duration: 1 min./level **Saving Throw:** Fortitude negates; see text; Spell Resistance: Yes Corporeal instability causes the target's body to destabilize into an amorphous, ever-shifting mass. The creature's body melts, flows, writhes, and boils. The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks

become useless. Large items-armor, backpacks, even shirts-hamper more than help, reducing the creature's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently, attacking blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). At the end of the spell's duration, it returns to its normal form. A creature can regain its own shape by taking a standard action to attempt a new save. A success reestablishes the creature's normal form for 1 minute. On a failure, it can repeat the check each round until successful.

### Untiring

School: Abjuration; Level: Clr 5, Pal 4 Casting Time: 1 action **Components:** V, S Range: Touch Target: Creature touched **Duration:** 1 hour/level

Saving Throw: None; Spell Resistance: No This spell allows one person to ignore the effects of fatigue. He doesn't need to make checks related to fatigue, nor Fortitude saves against environmental conditions such as desert heat, nor is his speed affected by the amount of gear he carries (although he still suffers armor check penalties and penalties to skills such as Acrobatics and Swim).

### Wall of Tight

School: Evocation [Light]; Level: Clr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M (a lit candle) Range: Close (25 ft. + 5 ft./2 levels) Effect: Wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level

Saving Throw: See text; Spell Resistance: Yes This spell creates an immobile wall of shimmering white light, illuminating the area within 60 ft. It does not provide any sort of barrier to entry or attack, but any undead that walk through the light take 1d8 + caster level in divine damage. Any living creature that walks through the wall is illuminated as if by a *faerie* fire spell for one minute/caster level. If the caster attempts to cast the wall on individual creatures, they may make Reflex saves to avoid taking damage (if undead) or being illuminated (if living).

Wall of light counters or dispels any darkness spell of equal or lower level, but is only dispelled by darkness spells or effects of 4th level or higher.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-ft. square per level, or into a sphere or hemisphere with a radius of up to 1 ft. per level. The wall of light must be continuous and unbroken when formed.

# Ward of Mercy

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School: Abjuration Level: Pal 4 Casting Time: 1 standard action Components: V, S, M/DF (a padded cloth glove) **Range:** Anywhere within the area to be warded Area: 10 ft. radius/level emanation Duration: 1 min./level (D) Saving Throw: None; Spell Resistance: Yes All damage dealt to living creatures in the area of the spell is changed to nonlethal damage.

## Warrior's Insight

School: Divination; Level: Sor/Wiz 4 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 round/level

You gain a temporary, intuitive insight into the vagaries of combat. You receive a +5 insight bonus to melee attack rolls, melee damage rolls, and to your Armor Class. Additionally, you are not subject to the miss chance that applies to a concealed or invisible target when making a melee attack.

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# Watchful Spirits

School: Conjuration (Summoning); Level: Brd 4, Clr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, M/DF (small vial of anointing oil) Range: Personal Target: You

Duration: 1 minute/level or until discharged Opponents gain no bonus from flanking you, as if you had the improved uncanny dodge ability (see the barbarian class feature in the *Pathfinder Roleplaying Game*; use your caster level in place of barbarian levels for the purpose of determining whether a rogue can sneak attack you).

In addition, while this spell is in effect, you add your caster level as an insight bonus on any one Reflex save. Using this function is an immediate action and must be declared before the save is rolled. Using this ability discharges the spell.

# Wave of Pain

School: Necromancy Level: Clr 4, Sor/Wiz 4 Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature/level, no two of which

can be more than 30 ft. apart

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

Saving Throw: Fortitude negates; Spell Resistance: Yes

The target creatures suffer wracking pains that impose a -4 penalty on attacks and on initiative, skill, and ability checks. In addition, the target creatures' speed suffers a 10-ft. circumstance penalty (to a minimum speed of 5 ft.).

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### Witchbreaker

### Witchbreaker

School: Evocation; Level: Clr 4, Pal 4 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: 20-ft. radius sphere **Duration:** Instantaneous

Saving Throw: Will partial; Spell Resistance: Yes This spell creates a blast of divine energy that causes anyone who can cast an arcane spell to take 1d6 divine damage per two levels (maximum 10d6 damage) and be staggered. A successful saving throw results in half damage and negates the staggered condition.

# Zone of Mishaps

School: Abjuration; Level: Clr 4, Sor/Wiz 4 Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation Duration: 1 min./level Saving Throw: None; Spell Resistance: No

By casting zone of mishaps, you manipulate magical energy in your immediate vicinity so that spells that are cast within the area are affected by a mishap. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Each time a spell is affected by this spell, its caster must succeed on a caster level check (DC 15 + your caster level) or suffer a spell mishap, as per the rules for Scroll Mishaps (See Pathfinder Roleplaying Game).

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# Zone of Parley

School: Abjuration; Level: Clr 4 Casting Time: 1 standard action Components: V. S. DF **Range:** Close (25 ft. + 5 ft./2 levels) Area: 5-ft. radius/level emanation Duration: 1 hour Saving Throw: See text;

### Spell Resistance: No

The zone of parley is a special fortified sanctuary. When it is set up, anyone who enters it is compelled to proclaim whether he will respect the truce of the zone; this declaration is a free action. If he agrees to honor the truce, he is protected by a *sanctuary* spell until he leaves the zone. However, he must make a Will save to make any attack (even in response to another's attacks on him) within the zone, and suffers 6d8 points of divine damage even if he successfully makes his save. He loses his sanctuary when he attempts to commit an act that violates the zone, but must continue to make saving throws when he attempts to commit further acts of violence (and suffers the damage). The zone of parley is most commonly used during parlays in battle.

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# Jords of Gossamer and Shadow

Patronage Project Powered by Erick Wujcik's Diceless Roleplaying

This world is but one of untold many, a flux of chance caught between shadow and light. It is a world poised between great powers that shape and define all matter, one of many battlegrounds in an epic struggle between form and cacophony. The lords and knights in this battle move between realms with impunity: they are the creators, shapers, and destroyers of worlds.

In *Lords of Gossamer and Shadow*, the player-characters are agents caught up in this immense, multi-dimensional struggle. Born into it, their birthright is one of unimaginable power... and with it great danger! They will bear unique and idiosyncratic magical artifacts, command legions drawn from the myriad of otherworlds, and wield incredible powers that alter the very substance of reality. They are players in a Machiavellian conspiracy with the greatest of stakes, and arrayed against them are the deadliest of foes... each other!

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> **Lead Designer:** Jason Durall (Amber Diceless Role-Playing, Shadow Knight, A Game of Thrones RPG, Supernatural RPG)



Illustrator: Jason Rainville





# Questhaven

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Rite Publishing is seeking patrons for its default campaign setting for the Pathfinder Roleplaying game. This is a chance for wide open world building!

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- 145,000 words (approximately 195 pages)
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- Each piece of Questhaven will maintain a modular design that can placed in your campaign.
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