Rite Publishing Presents

# 101 5th Jevel Spells





By Steven D. Russell



Rite Publishing Presents:

# 101 5th Jevel Spells

Sorcerer Supreme (Designer): Steven D. Russell Spellbook Scribe (Editor): David Paul Master Illusionist (Cover Artist): Joe Calkins Transmuters (Interior Artwork): Claudio Pozas, Arthur Rackman Lowly Apprentice (Layout): Steven D. Russell

# Dedication: To Miranda Russell -The Magic of My Life.

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Campfire Lullaby: Causes willing subjects to benefit as if having slept.

Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

Deliver Message: Target must say something to someone else.

Dissonant Chorus: Music causes Wisdom damage, prevents verbal spellcasting.

Dominate Magic Item: Controls all the actions of a magic item.

Enchanting Flames: Creatures are fascinated by fire source.

Environment Prison: Helpless or willing target is imprisoned forever in a location.

Eternal Charm: Permanently charms target. Forbidden Script: Writing with this ink poisons anyone who reads it, except the designated creature. Kiss of the Nereid: Subject's lungs fill with water. Locate Individual: Gives direction and

approximate distance to an individual not known to you.

Manyeyes: You see in all directions, gain darkvision, see invisibility, +10 on Perception checks, and can't be flat-footed or flanked.

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/ level damage against undead). **Ray of Desiccation:** A desiccating ray inflicts

1d6+1/2 levels Constitution damage.

Remove Condition: Alleviates unwanted condition. (Move)

Song of Binding: Targets cannot leave circle and suffer 1d6 subdual damage/level.

Song of Suppression: Subjects cannot cast spells or use spell-like abilities.

Song of Vengeance: Share damage with enemies. (Move)

Sonic Wall: Creates impervious wall of sonic energy. (Move)

Sonic Weapon: Creates melee weapon that inflicts 1d6 points of sonic damage/two levels and stuns. (Move)

Spell Legs: Moves a magical area of effect.

Striking Likeness: You paint an image so realistic it becomes real.

Voice of Memories: Hypnotize a target and alter its memories.

# 5th-Jevel Cleric Spells

Army of Shards: Skeletons explode causing 1d10+1/level damage.

Befoul Spring: Pollutes one source of fresh water with blinding sickness.

Bitter Vintage: Turns wine into poison of the caster's choice.

Campfire Lullaby: Causes willing subjects to benefit as if having slept.

Chastise: You cause pain and damage to one or more living creatures, who suffer a -4 penalty on attack rolls, skill checks, and ability checks and also suffer 1d6 nonlethal damage each round.

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead. Cloak of Gloom: Barrier or personal effect grants concealment, dims light, and saps your enemies' will. **Contingent Critical Healing:** Target that takes 16 or more damage instantly cures 4d8 hit points. Cure Far Wounds: Cast healing spells of 3rd level

or lower at range. Curse of Narcissism: Subject is cursed with selflove

Curse of Wounding: Half of the attacks targeting a creature that normally would miss now hit.

Deliver Message: Target must say something to someone else.

Divine Ray: Cosmic energy ray deals 1d8 damage/2 levels (max 10d8).

Furious Assault: Subjects gain an extra attack with the full attack action, +2 to AC and Reflex saves, and +2 to attack and damage.

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Ghost Blast: Blast deals 1d6 damage per level to incorporeal and ethereal creatures.

Glimpse of the Reaper: Target is cowered by visions of its own death.

Guard Dog: Summons a guard dog.

Meteorite, Lesser: Call down a small meteorite strike

Necromantic Sphere: Sphere you control bestows 1 negative level each round.

Pain Circuit: One creature takes damage instead of vou.

Petrify: You can transform any non-living organic material into stone.

Sacrifice. Mortal: Sacrifice humanoid to confer bonuses to subject.

Shared Fate: Damage dealt to one affected creature is dealt to all affected creatures.

Scoundrel's Guidance: Gain weapon prowess and sneak attack ability of a rogue.

Scourge Foes: Blast of divine power deals 1d8/two levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.

Shield of the Demiurge: You gain a +10 deflection bonus to AC and gain SR, but you cannot cast spells or use magic items.

Song of Sanctuary: Enemies must make Will saves to attack your allies.

Will of the Body: Target can make a Fortitude save in place of another required save. (Immediate) Wrath of the Demiurge: A blast of divine energy causes 1d6/ level force damage.

# 5th-Jevel Druid Spells

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Bitter Vintage: Turns wine into poison of the caster's choice.

Blood to Sap: Target's blood thickens, dealing damage and limiting movement but increasing natural armor bonus.

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead. Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

Earth Barrier: A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers. **Elfhome:** Elves, fey, and animals in area get

increased speed, gain climb speed. Environment Prison: Helpless or willing target is imprisoned forever in a location.

Magnetic Sphere: Deals 1d6 magical cold iron piercing damage/level (max. 15d4) plus magnetizes metal on targets.

Meteorite, Lesser: Call down a small meteorite strike

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/ level damage against undead).

Path of Stone: Caster can move through stone as though air.

Sacrifice, Mortal: Sacrifice humanoid to confer bonuses to subject.

Scourge Foes: Blast of divine power deals 1d8/two levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.

Transmute Water to Acid: Transform ordinary water into acid.

Troglodyte's Curse: One living subject/level produces a stench like that of a troglodyte when stressed.

Trollskin: Target gains regeneration 5 for 1 round/level.

Watery Membrane: Subjects can breathe underwater, gain a Swim speed, and receive bonuses. Woodland Sanctuary: Within area, grant bonuses to elves, fey, and animals, fix spell effect for one year.

# 5th-Jevel Sorcerer/Wizard Spells

### Abjuration

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead. Impede Magic: Spells of a school of your choosing

are harder to cast in the area of effect. Knave Purge: Protects items with a trap that inflicts 1d6 points of acid damage/level.

Spell Grounding: Attract rays and bolts (from chain-type spells) and negate them.

Spellsnare: Prepares gem that is triggered by specific spell.

Wall of Shields: Immobile invisible shields grant +4 to AC for creatures in same space.

### Conjuration

Arrow Storm: Barrage of arrows deals 1d6/level to all targets in range.

Cloak of Gloom: Barrier or personal effect grants concealment, dims light, and saps your enemies' will. Kiss of the Nereid: Subject's lungs fill with water. Magnetic Sphere: Deals 1d6 magical cold iron piercing damage/level (max. 15d4) plus magnetizes metal on targets.

Shredding Spheres: Two flying spheres of spinning blades attack foes.

Vacuum Ball: Sphere of nothingness draws creatures and objects toward it, implosion deals 1d8/ level damage in 20-ft. radius.

### Divination

Crystal Probe: Caster can look into the thoughts of a target.

Locate Individual: Gives direction and

approximate distance to an individual not known to you.

Manyeyes: You see in all directions, gain darkvision, see invisibility, +10 on Perception checks, and can't be flat-footed or flanked.

Mark of Insight: Subject has +2 to one chosen saving throw plus other power.

Mark of Secrets: Subject has +2 to one chosen skill plus other power.

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Scry Reverse: You automatically scry the person scrving vou.

X-Ray Vision: You see through matter.

### Enchantment

Dazing Shield: Opponents attacking the caster are subject to being dazed.

Deliver Message: Target must say something to someone else.

Dominate Magic Item: Controls all the actions of a magic item.

Enchanting Flames: Creatures are fascinated by fire source.

Eternal Charm: Permanently charms target. Megalomania: You make subjects believe they are better and more powerful than they really are. Phobia: Subject becomes panicked by a creature, place or thing.

Song of Binding: Targets cannot leave circle and suffer 1d6 subdual damage/level.

### Evocation

Army of Shards: Skeletons explode causing 1d10+1/level damage.

Brimstone Storm: Hot, smoking stones deal 3d6 bludgeoning damage plus 3d6 fire damage; smoke obscures vision, grants concealment, and nauseates creatures.

**Carpet of Fire:** Fire covers the ground, dealing 3d6 +1 per level damage per round.

Crystal Spray: Cone of light sends opponent to random plane.

Force Ram: Deals 1d4/level damage to one target. Ghost Blast: Blast deals 1d6 damage per level to incorporeal and ethereal creatures.

Inner Blast: Explosion deals 1d6 damage per level to target nonmagical object; 1d6 per two levels to nearby creatures.

Kinetic Force: Force missiles deals 1d6+1 damage to enemies in range and push them back.

Meteorite, Lesser: Call down a small meteorite strike

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/ level damage against undead).

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Phasing Ray: Ray passes through non-living matter, dealing 1d6 electrical damage per level. Pyroclastic Blast: Explosion deals 1d8 fire/bludgeoning damage per level, 30-ft. radius. **Shooting Star:** A fiery rock speeds away from you dealing 1d6/2 levels fire and sonic damage (max. 15d6) along line of path, plus 1d6/2 levels fire and sonic damage in 15-ft.-radius burst.

Washout: Massive wave deals 1d6 non-lethal damage per level.

Wildblast: Deals random amount of damage of a random energy type in a random-sized area. Wrath of the Demiurge: A blast of divine energy causes 1d6/ level force damage.

### Illusion

Darkside of the Moon: Mask true nature of terrain and affect Divination spells as misdirection. **Opaque Haze:** One creature/level is given total concealment.

Phantasmal Lich: Fearsome illusion permanently paralyzes subject or deals 4d6 damage.

Phantasmal Nymph: Fearsome illusion blinds and stuns subject or deals 4d6 damage.

Phantasmal Swarm: Fearsome illusion permanently nauseates subject or deals 4d6 damage. Tangled Script: Reading text deals Intelligence damage, causes creatures to be fascinated.

### Necromancy

Bone Chill: Cloud of necromantic energy deals 3d6 cold damage and staggers those inside. Chastise: You cause pain and damage to one or more

living creatures, who suffer a -4 penalty on attack rolls, skill checks, and ability checks and also suffer 1d6 nonlethal damage each round.

Curse of Narcissism: Subject is cursed with selflove.

Curse of Wounding: Half of the attacks targeting a creature that normally would miss now hit. Forbidden Script: Writing with this ink poisons anyone who reads it, except the designated creature. Glimpse of the Reaper: Target is cowered by visions of its own death.

Necromantic Sphere: Sphere you control bestows 1 negative level each round.

Ray of Desiccation: A desiccating ray inflicts 1d6+1/2 levels Constitution damage.

Shared Fate: Damage dealt to one affected creature is dealt to all affected creatures.

Troglodyte's Curse: One living subject/level produces a stench like that of a troglodyte when stressed.

Vampiric Drain: Spell deals 1d6 damage per two levels; caster gains damage as temporary hp. Weight of Ages: One living subject/level becomes venerable due to a curse.

### Transmutation

Alter Metal: Transmute 1 lb./level (max. 20 lb.) of metal objects.

Bitter Vintage: Turns wine into poison of the caster's choice.

Environment Prison: Helpless or willing target is imprisoned forever in a location.

Fell Tree: You summon a falling tree in a designated direction.

Flatten: One subject/level becomes twodimensional, gaining a +8 bonus to AC and Stealth checks

Furious Assault: Subjects gain an extra attack with the full attack action, +2 to AC and Reflex saves, and +2 to attack and damage.

Keepsake: Permanently binds an item to you. **Petrify:** You can transform any non-living organic material into stone.

Redefine the Tools of War: Changes weapons and armor into other items of same type.

Transmute Water to Acid: Transform ordinary water into acid.

Watery Membrane: Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

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Spell Legs: Moves a magical area of effect. Wishful Thinking: You can duplicate the effects of a *limited wish* spell although there is a 50% chance that the spell backfires.

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Glimpse of the Reaper

# Alter Metal

School: Transmutation [Earth]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (powdered gems worth 25 gp) Range: Close (25 ft. + 5 ft./2 levels) Target: Up to 1 lb. of metal objects/level (maximum 20 lb.) all within 30 feet of each other **Duration:** Instantaneous Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell transmutes one kind of metal into another. The metal you affect (both in its original and transmuted forms) must be solid at room temperature (so that neither mercury nor molten iron can be altered, for example). You can select multiple targets for this spell so long as the maximum weight is not exceeded, but you cannot select a target with a greater weight than your limit and partially affect it. For example, a 9th-level caster (9 lb. maximum) could transmute 450 coins in a pile of 500, but could not affect 9 lb. of metal in a 10-lb. ingot. This spell can transmute any type of mundane metal or alloy (including brass, lead, bronze, iron, copper,

and silver) but cannot affect or create gold, platinum, adamantine, mithral, alchemical silver, or cold iron. Weapons and armor become less effective if transmuted into softer metal (steel to copper, for example), with weapons taking a -1 penalty on attack and damage rolls and armor losing 1 point of armor bonus. Weapons softened by this spell bend and gain the Broken condition on any attack roll of 1. Armor changed by this spell loses an additional point of armor bonus every time it is struck by a natural attack roll of 20, upon reaching an armor bonus of zero it gains the Broken condition.

Unattended, nonmagical items receive no saving throw against this spell, while nonmagical items in a creature's possession use the wielder's Will save bonus. Magic items use their own Will save bonus or their wielder's, whichever is higher. Metal creatures and intelligent metal magic items are not affected by this spell.

A successful Appraise or Spellcraft check (DC 15) reveals this spell's effect on an item.

# Army of Shards

School: Evocation [Force]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 minute **Components:** V, S, M (skeletons) Range: Close (25 ft + 5 ft./2 levels) Target: Up to 2 skeletons/level Duration: Destruction of target skeleton(s) or 10 minutes/level Saving Throw: Will negates, Reflex half; Spell Resistance: Yes

Each target skeleton becomes a shrapnel-blasting weapon. (If any targeted skeleton happens to be unwilling, it may attempt a Will save to negate being affected by the spell.) When any target skeleton is destroyed (or at the end of the duration of army of shards), it detonates causing 1d10 piercing damage,

+1 force damage/caster level (maximum of 1d10 + 10) to everything within 25 feet. Against this detonation, all targets may attempt a Reflex save for half damage.

### Arrow Storm

School: Conjuration (Creation); Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (tiny steel arrow) **Range:** Long (400 ft. + 40 ft./level) Area: 20-ft.-radius spread **Duration:** Instantaneous Saving Throw: Reflex partial (see text); Spell Resistance: Yes

You launch a fusillade of arrows, dealing 1d6 points of piercing damage per caster level (maximum 15d6, DR affects each die of damage not the total) to each creature within the area and inflicts the Pinned condition (CMB and Escape Artist DC equal to 11+ your caster level, creatures with DR that is not overcome by the piercing damage are immune to this effect). Creatures that make their saving throws take half damage and negate the Pinned condition; creatures with cover automatically negate the Pinned condition, take no damage on a successful save, and half damage if they fail their save.

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# Befoul Spring

School: Necromancy [Evil]; Level: Clr 5 Casting Time: 10 minutes Components: V, S, M (drop of otyugh bile) Range: Touch Target: One spring, stream, or cistern; see text **Duration:** Permanent Saving Throw: None; see text; Spell Resistance: No This spell permanently fouls a small cistern or any single source of fresh water no larger than a small stream or spring. It has no effect on salt water, on

larger sources of water, or on other liquid of any sort. A spring or stream polluted by the spell will eventually cleanse itself in 1d4 weeks. Any creature that drinks from the fouled water source must immediately make a successful Fortitude save (DC equal to spell's DC) or contract blinding sickness (see Pathfinder Roleplauina Game).

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

# Bitter Vintage

School: Transmutation; Level: Clr 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (powdered gemstones worth 50gp) Range: Touch Target: One container of wine up to 1 cu. ft. in volume **Duration:** Instantaneous Saving Throw: None; Spell Resistance: No

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You transform wine into the poison of your choice. The wine becomes any of the ingested poisons listed in the Pathfinder Roleplaying Game; you cannot transform wine into a contact, inhaled or injury poison. Thus, although you could transform wine into the equivalent of "lich dust" (save Fortitude DC 17; onset 10 minutes; frequency 1/minute for 6 minutes; effect 1d3 Strength damage; cure 2 consecutive saves), you could not transform it into the equivalent of wyvern poison. The wine still tastes and smells untainted.

# **Blood** to Sap

School: Transmutation; Level: Drd 5, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a piece of amber) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round/level Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

This spell causes one target creature's blood to thicken and slow in its veins. An affected creature suffers excruciating pain, taking an immediate 1d6 points of damage per caster level (maximum 15d6). In addition, it moves at half its normal speed and it takes a -4circumstance penalty on Dexterity as its limbs stiffen. At the same time, the creature's skin hardens and becomes more resilient, improving its natural armor bonus by +2. (A creature without natural armor has an effective natural armor bonus of +0.) As well, the creature is no longer subject to critical hits and sneak attacks (or other effects that depend on having a discernable anatomy), since its vital organs are effectively shielded by the thickening blood. A successful Fortitude saving throw halves the damage and prevents all other effects (even those that could be beneficial). Blood to sap can target only living creatures with a discernable anatomy and a bloodstream. Constructs, elementals, oozes, plants, and undead (except those with the blood drain ability) are immune to the effects of this spell.

## **Bone** Chill

while moving the cloud.

School: Necromancy; Level: Sor/Wiz 5 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) Area: Cloud spreads 40 ft. wide and 40 ft. high Duration: 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes This spell creates a cloud of cold necromantic energy that freezes the bones and blood of all living creatures touched by it. Living creatures within the dark cloud take 3d6 points of cold damage each round they are inside the cloud. Those within the cloud are also staggered. A successful Fortitude save negates the Staggered condition, but even with a successful save, being inside the cloud still causes 1d6 points of cold damage each round. Once cast, the spellcaster can shift the position of the bone chill cloud by 10 feet per round; however, the caster can take no other actions



### Brimstone Storm

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School: Evocation [Air, Fire]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (handful of sulfur) **Range:** Long (400 ft. + 40 ft./level) Area: Cylinder (20-ft. radius, 40 ft. high) **Duration:** 1 rd. + 1 rd./level; see text Saving Throw: None or Fortitude partial; see text; Spell Resistance: Yes

Smoldering magic stones pound down for 1 round, dealing 3d6 points of bludgeoning damage and 3d6 points of fire damage to creatures and objects in the area of effect. Within the brimstone storm, add +4 to the DC of all Perception checks, and all land movement is at one-half speed. While the stones fall, and for 1 round per caster level thereafter, acrid smoke fills the area, obscuring 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). A strong wind (21+ miles per hour) disperses the smoke in 1 round. A living creature entering the smoke or caught within it must make a Fortitude save or be nauseated for as long as it remains inside and for 1 round thereafter. A creature that makes a successful save but remains within the smoke must make another Fortitude save each round, with the DC increasing by 1 point per round the creature has spent within the smoke.

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# Campfire Jullaby

School: Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]; Level: Brd 5, Clr 5 Casting Time: 10 minutes **Components:** V, M (campfire ash) **Range:** Close (25 ft. + 5 ft./2 levels)Target: One or more willing creatures within a 20-ft. radius burst. Duration: 1 hour

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

You sing a gentle and soothing lullaby that puts all willing listeners to sleep for one hour. When they awaken from their slumber, lost hit points and ability damage are restored as if they had received a full night's rest. Fatigue and exhaustion are also eliminated. To gain the beneficial effects of this spell, the recipients must focus their undivided attention on you while you cast the spell. If they are otherwise distracted, then they do not gain any benefits from the spell, but they do not fall asleep either. Sleeping creatures can be awoken in the same manner as a *sleep* spell. Unwilling creatures are unaffected by this spell. A creature may only receive the benefits of this spell once every five days.

# Carpet of Fire

School: Evocation [Fire]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (handful of sawdust) Range: Medium (100 ft. + 10 ft./level) Effect: A floor area of two 5 ft. x 5 ft. squares per level

Duration: 1 round/level (D)

**Saving Throw:** Reflex half; **Spell Resistance:** Yes This spell covers an area of the floor or ground with a carpet of fire. The caster has a good degree of control over the area at the time of casting and can create nearly any pattern; the only conditions are that the covered area has to be in a series of five foot by five foot squares and that the whole area must be contiguous. The fire deals 3d6 points of damage +1 point per level each round to any creature within it. Any creature that is within the area the round that the carpet is created is entitled to a Reflex save for half damage. This spell also sets fire to any combustible materials upon a failed save.

### Chastise

School: Necromancy [Evil]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: One living creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level

**Saving Throw:** Will partial; **Spell Resistance:** Yes You afflict your targets with excruciating pain. Targets suffer a –4 circumstance penalty on attack rolls, skill checks, and ability checks. In addition, they suffer 1d6 points of nonlethal damage each round. A successful Will save negates the circumstance penalty but not the damage.

# Circle of Moonlight

School: Abjuration; Level: Clr 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (belladonna) Range: 10 ft.

Area: 10-ft. radius emanation, centered on you **Duration:** 10 minutes/level

**Saving Throw:** None; **Spell Resistance:** Yes You create a spherical barrier marked by a visible circular halo of white light. This barrier prevents any lycanthrope or undead from entering the sphere or physically touching those inside it. The barrier's spherical nature and magical composition also prevent flying or incorporeal undead from bypassing the barrier by entering from above or below the visible halo.

# Cloak of Gloom

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School: Conjuration (Creation) [Darkness, Fear, Mind-Affecting]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF Range: Personal or Close (25 ft. + 5 ft./2 levels) Target or Effect: You; or a barrier, up to one 10-ft cube/level (S) Duration: 1 min./level (D) Saving Throw: Will partial; see text; Spell Resistance: Yes Depending on the version of the spell you cast, you can conceal yourself in a dim aura or create a dusky barrier. Either effect saps your foes' will to fight.

- *Personal Cloak:* Your body and everything within 5 feet of you becomes blanketed in magical darkness which does not hinder your sight, it also grants you total concealment (attacks against you have a 50% miss chance). In addition, unless they make successful Will saves, your enemies become shaken for as long as they remain within the pitch black area and for 1 round thereafter. A foe that makes a successful Will save cannot be shaken again by this particular casting of the spell.
- *Barrier:* You create a wall of magical darkness that obscures sight, granting total concealment (50% miss chance) if line of sight between an attacker and a target passes through at least part of the barrier's minimum 10-foot width. Enemies which enter the area of the barrier (or are inside when you create it) must make a successful Will save or become shaken for as long as they remain inside and for 1 round thereafter. A creature that makes a successful save cannot be affected again by this particular casting of the spell.

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The second version of this spell provides concealment for all creatures within the area of effect (even from you), but your allies are not subject to the either version's fear effects.

# Contingent Serious Healing

School: Conjuration (Healing); Level: Brd 5, Clr 5, Drd 5 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 16 or more points of damage, the spell discharges, suffusing the creature with positive energy that cures 4d8 points of damage. If used against undead, this spell is triggered in one of two ways, dealing 4d8 points of additional damage either the next time the undead target takes normal damage, or the next time the undead target is 'healed'

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### Crystal Probe

**School:** Divination [Mind-Affecting]; **Level:** Sor/Wiz 5

**Casting Time:** 1 standard action **Components:** V, S, F (1 gem worth 1,000 gp) **Range:** Close (25 ft. + 5 ft./2 levels) **Duration:** Concentration, up to 1 minute/level (D) **Saving Throw:** Will negates (see text); **Spell Resistance:** Yes

Not only can the spellcaster detect the surface thoughts of individuals through this spell, but he can also discern information on thoughts that the target has on specific subjects. The amount of information gathered on the thoughts of a target depends on how long the particular subject is studied under this spell.

- *1st Round:* Information on the surface thoughts of the target. The target must have an Intelligence score of 1 or greater for this spell to work. A Will save by the target prevents you from reading its thoughts, and prevents you from gaining any information with this casting of *crystal probe*. If the Will save is successful, the target has felt the presence of something looking into its mind and will act appropriately. If this save is not successful the caster of *crystal probe* can continue looking for thoughts.
- *2nd Round:* The caster can find thoughts on any one subject matter the target has had within the last month. A Will save is no longer possible.
- *3rd Round*: The caster can find thoughts on any one subject matter the target has had within the last year. This does not have to be the same subject as in the 2nd round. A Will save is no longer possible
- *4th and every round after:* The caster can find thoughts on any one subject matter the target has had in its lifetime. This does not have to be the same subject as in previous rounds. A Will save is no longer possible. All thoughts that are found show themselves inside the gem, which the caster can see.

*Note*: Each round, the caster can choose to probe a new target. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Crystal Spray

School: Evocation; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, F (piece of diamond worth 2 gp) Range: Close (25 ft. + 5 ft/2 levels Area: Cone Duration: Instantaneous

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### Saving Throw: Will negates; Spell Resistance: Yes

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A cone of light of all colors of the rainbow shines out from the piece of diamond used as the arcane focus of the spell. Any creature within the area of effect must make a Will save or be sent to another plane at random.

## Cure Far Wounds

School: Conjuration (Healing); Level: Clr 5, Drd 5 Casting Time: l standard action Components: V, S Range: Close (25 ft. + 5ft./2 levels) Target: One creature Duration: Instantaneous Saving Throw: Will half (harmless); see text; Spell Resistance: yes (harmless); see text By means of this remarkable spell, you deliver healing magic to any creature within range. *Cure far wounds* 

duplicates the effects of any Conjuration (Healing) spell of 3rd level or lower, but without requiring the caster to touch the target. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. ド ド ア ふ と とん 」 ト ん と ふ く

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### Curse of Narcissism

School: Necromancy; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 action Components: V, S, DF Range: Close (25 ft. + 5 ft./level) Target: One creature Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes The subject is consumed with self-love. The

The subject is consumed with self-love. The ramifications of his new outlook vary depending upon the circumstances. In combat situations, the affected creature does everything possible to avoid injury. Flight is his first choice, although he can make ranged attacks if he perceives that he can do so from a position of relative safety. If he is forced to engage to melee combat, he always fights defensively, suffering a -4 penalty to attack rolls but gaining a +2 dodge bonus to AC.

Under non-stressful situations, the creature incessantly brags about his attributes including his physical appearance, intelligence, valorous deeds, romantic conquests and any other subject that casts him in the most favorable light. His endless boasting and self-aggrandizement cause him to suffer a -4 penalty to ability and skill checks with Charisma as the key ability. If the narcissistic creature sees his reflection in a mirror or another suitable surface, he spends the next 1d6 rounds admiring his beauty to the exclusion of all external events except for those that could cause him potential harm, such as combat. 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.

# ダッズシュアウフェッマ ムシン ニマショッシュ ゴンシンマファアマシン Saving Throw: Will disbelief; Spell Resistance: No The character makes natural terrain look, sound, and

smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. The area also has the effect of a misdirection spell upon it. Anyone attempting to divine the location of anything within the area will only find trees.

# Dazing Shield

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a nymph's tear worth 100 gp)

Range: Personal

Target: You

Duration: 1 min./level (D)

A flaring aura of pale white energy surrounds you. Any creature making contact with this aura by means of a melee attack (though only if the attack comes from a target in your threatened area) must make a Will save or be dazed for 1 round. If the creature fails its save, the melee attack that prompted the Will save is negated. The aura can also ward off a spell attack or spell-like effect that specifically targets you. If the attacker fails his Will save, his spell is wasted and he is dazed. In addition, if the *dazing shield* successfully wards off a spell, it instantly ends as well.

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# Deliver Message

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

You tell the subject to deliver a message to a third person. The subject is compelled to say exactly what you tell him to say the next time he encounters the other person. Until the message is delivered, the subject is compelled to find the person as if under the effect of a lesser geas spell. Although the subject knows he must fulfill his geas, he cannot actually recall the message until he has delivered it. Creatures often use this spell to deliver secret messages to their followers. All of the effects listed in lesser geas involving the prevention of the target's fulfillment of the geas apply to *deliver message*.

# **Dissonant** Chorus

School: Evocation; Level: Brd 5 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Area: 60-ft.-radius emanation

# Curse of Wounding

School: Necromancy; Level: Clr 5, 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 opponent you touch gains a 50 percent hit chance: 50 percent of the attacks targeting the creature that normally would miss it now hit. This curse negates the effect of any other miss chances, whether it comes from incorporeality, concealment, or a similar source. In such a condition, however, the effects of the curse are also negated. 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.

# Darkside of the Moon

School: Illusion (Glamer); Level: Sor/Wiz 5 Casting Time: 10 min **Components:** V, S, F (moonstone 50 gp) **Range:** Long (400 ft. + 40 ft./level) Area: One 40 ft. cube/level **Duration:** 1 hour/level

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

**Saving Throw:** Will partial; **Spell Resistance:** Yes You create powerful strains of music from thin air that interfere with conversation. Nothing less than a shout can be heard over the power of the music. It is impossible to cast any spells that require verbal spell components within the area of effect; the power of the music interferes with the magical harmonies embedded in the incantation. Finally, targets in the area that do not succeed at a Will save take 1d4 points of temporary Wisdom damage each round they remain in the spell's area of effect.

### Divine Ray

School: Evocation; Level: Clr 5 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Effect: Ray

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes You release a powerful channel of concentrated divine energy from either your eyes or open palm that deals 1d8 points of damage per two caster levels (maximum 1od8) if you succeed at a ranged touch attack against your target. The energy unleashed by this spell is divine in nature and most normal energy resistances and immunities do not protect against it, unless specifically noted.

### Dominate Magic Item

School: Enchantment (Compulsion); Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One magic item or construct Duration: One day/level (D) Saving Throw: Will negates; Spell Resistance: Yes

You can control the actions of any magic item (including constructs). Through this spell you establish a mental link with the item, forcing the item to perform as you desire, within the limits of its abilities. If you don't know what the magic item can do, you can communicate only basic commands, such as "come here," "go there," "fight"," "stay still," etc. You receive no direct sensory input from it. Attended and Intelligent subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Attended and Intelligent subjects do not carry out obviously selfdestructive orders. Once you establish control, there is no limit to the range at which you can exercise it, as long as you and the subject are on the same plane. You need not see the subject to control it. Magic circle against evil or a similar spell can prevent you from exercising control or using the link while the subject remains so warded, but it does not prevent the establishment of dominate magic item or dispel it.

Golems still gain the benefit of their magic immunity special defense against this spell.

### Earth Barrier

School: Abjuration; Level: Clr 6, Drd 5 Casting Time: 1 standard action Components: V, S, F (necklace of ten stone beads) Range: Personal

Target: You

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**Duration:** 1 min./level or until discharged A whirling barrier of earth and rocks spins rapidly around you. The *earth barrier* gives you cover and absorbs damage directed at you, effectively giving you DR 8/–. The *earth barrier* lasts until it has absorbed a total of 10 points of damage per caster level (maximum 150 points).

The barrier also deals damage to any creatures that make melee attacks against you, even with a reach weapon. Such attacks deal damage normally (adjusted by the DR), but the attacker takes 1d6 points of bludgeoning damage from the whirling stones at the same time. Creatures that move into your square (most commonly opponents attempting to grapple you, or Tiny and smaller creatures), or creatures that pull you into their space, instead take 2d6 points of bludgeoning damage each round. If the attacker has spell resistance, it applies to this effect. Creatures take this damage only once per round, regardless of how many melee attacks they make against you. The second s

### Elfhome

School: Transmutation; Level: Drd 5 Casting Time: 1 minute Components: V, S, M (tiny silver leaf) Range: Close (25 ft. + 5 ft./2 levels) Area: 40-ft./level-radius emanation Duration: 1 day/level Saving Throw: None; Spell Resistance: No You harness the power of the woodlands, attuning it to the presence of elves and natural creatures. While in the spell's area, all elves, gnomes, fey, and animals gain a climb speed of 20 feet, and their base land speed increases by 10 feet.

Creatures that already have a climb speed use the new speed or their original climb speed plus 10 feet, whichever is greater.

### Enchanting Flames

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (pinch of saltpeter) Range: Close (25 ft. + 5 ft./2 levels) Area: 15-foot-radius emanation, centered on a nonmagical fire source Duration: 1 min./level (D) Saving Throw: Will negates; Spell Resistance: Yes You cause a fire source to generate an aura that causes

creatures within the area of effect to become fascinated unless they succeed on a Will save. Any

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attack against the fascinated target automatically breaks the effect. An ally of the fascinated creature may shake it free of the spell as a standard action. In addition to the fascination effect, once per round as a standard action, you can make a *suggestion* (as the spell) to one fascinated creature, which gets a new saving throw against the *suggestion* (but not the fascination). A creature must be able to see the fire source to be affected by this spell, and anything that blocks a fascinated creature's line of sight breaks the effect. If the fire source you chose as the center of the emanation is mobile, fascinated creatures try to follow it to the best of their ability as it moves (but note that the fascinate effect is lost if such movement breaks line of sight). When the source moves, a fascinated creature moves at one-half speed toward it, even if the source's movement leaves the creature temporarily outside the area of effect. The creature takes the most direct route available, but if that route leads into a dangerous area (through fire, off a cliff, or the like), that creature gets a second saving throw. If the creature cannot re-enter the emanation at the end of its movement, the fascination effect is broken. A creature that makes a successful save or has had line of sight to the fire source broken cannot be affected again by this particular casting of the spell.

### Environment Prison

School: Transmutation; Level: Brd 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Touch Target: One helpless or willing creature **Duration:** Permanent (D) Saving Throw: None; Spell Resistance: Yes You create a cocoon-like prison out of surrounding environment, hidden among the natural setting, to hold a subject motionless. While so imprisoned, the target grows no older and its body functions virtually cease. It cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing (often, when granted the option of this type of imprisonment or death, a target submits to the spell). For up to one hour per day, you can mentally communicate with it, although it is in no way compelled to answer any questions or even respond. Only locate creature or similar divinations can find an imprisoned target. A dispel magic or break enchantment effect can free it.

### Eternal Charm

School: Enchantment (Charm) [Mind-Affecting]; Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: Permanent (see text) Saving Throw: Will negates; Spell Resistance: Yes

You charm the target, convincing him that you are a good friend and trusted ally. If the target is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw. The spell does not enable you to control the charmed creature as if it were an automaton, but the target perceives your words and actions in the most favorable way. You can try to give the target orders, but you must win an opposed Charisma check to convince it to do anything one wouldn't ordinarily do (retries not allowed.) A charmed creature never obevs suicidal or obviously harmful orders. Any act by you or your apparent allies that threaten the charmed creature breaks the spell. Note also that you must speak the creature's language to communicate commands, or else be good at pantomiming. Once affected, it does not matter how far the target moves from the caster.

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# Fell Tree

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School: Transmutation; Level: Sor/Wiz 5 Components: V, S, DF Casting Time: 1 standard action Target: One tree; see text Duration: Instantaneous; 1 day Saving Throw: Reflex negates; Spell Resistance: None

You summon a single tree with a height no greater than 10 ft. per caster level (max 150 ft.) to appear uprooted and falling in a designated direction. Creatures and objects in the path of the falling tree suffer 1d6 points of bludgeoning damage per ten foot increment of the tree's height (max 15d6). If a creature has DR 5 (or better) takes no damage if the bludgeoning damage from the tree is 5 or fewer points. The tree affects a line equal to its height with a width equal to one-quarter its height. Therefore, a 100 ft. tree affects an area 100 ft. long and 25 ft. wide and deals 10d6 points of damage to creatures and objects that fail a Reflex saving throw. Naturally, the surrounding terrain and intervening natural obstacles, such as other trees and dense underbrush, lessen the tree's impact so that it only deals 1d4 points of damager per 10 foot increment of the tree's height (max 15d4).

Creatures that fail their saving throw not only take damage, but may also find themselves pinned beneath the tree. If the character rolls a natural "1" on his Reflex saving throw, the character is pinned beneath the tree. He remains pinned until help arrives or he extricates himself by making a Strength check (DC 25) or an Escape Artist check (DC 30). While pinned, he takes 1d6 points of nonlethal damage per minute until he falls unconscious. Once unconscious, he must make a Constitution check (DC 15) every minute. If he fails, he takes 1d6 points of lethal damage per minute until the character is freed, dies, or the summoned tree disappears after 24 hours.

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### Flatten

School: Transmutation; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (piece of parchment) 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 min./level Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) Flatten causes the targets and their equipment to flatten, such that they are effectively two-dimensional, having only height and width. This enables them to fit under doors or through any opening as long as it gives them sufficient width. Despite the change, the targets still have the same weight and ability to manipulate objects that they normally would. The lack of depth makes the targets harder to see at certain angles. They gain a +8 circumstance bonus to AC and Stealth checks and lose all size penalties to AC and Stealth as well. All of the subject's weapon attacks, including natural weapons, are considered slashing weapons with a threat range of  $18-20/x^2$ .

## Forbidden Script

School: Necromancy [Language-Dependent]; Level: Brd 5, Sor/Wiz 5 Casting Time: 10 minutes Components: V, S, M (a prism and rare poison worth 250 gp) Range: Touch Target: 1 oz. vial of ink Duration: 1 hour/level; see text Saving Throw: None; see text; Spell Resistance: No You imbue the target ink with powerfully poisonous

energy. If used during the duration, the ink produces writing permeated with the energy. This effect becomes permanent once the ink of the writing has dried. At the time of casting, you may designate up to one unique creature per caster level as immune to the script's effects. Anything written with the ink after the duration expires is normal script. Once the ink dries, anyone reading the text other than you or a designated creature is immediately exposed to the poison similar to the green effect of a *prismatic spray*. The poison has a Fortitude save DC equal to  $10 + \frac{1}{2}$ your caster level + your key ability modifier; frequency 1/round for 6 rounds; initial effect death; secondary effect 1 Constitution damage/round; cure 2 consecutive saves. Merely looking at the text does not trigger the effect. It is only triggered if the creature actually reads the writing. Some shady spellcasters have been known to write their spellbooks entirely in forbidden script.

### Force Ram

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

**Saving Throw:** none; **Spell Resistance:** Yes This spell fires a battering ram of magical force that unerringly strikes any creature or object within range, dealing

1d4 points of damage per caster level (maximum 15d4). The *force ram* always hits, even if the targeted object is being used in melee. Nothing less than total cover protects the target.

# Furious Assault

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School: Transmutation; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2levels) Targets: One creature/3 levels, no two of which can be more than 30 ft. apart **Duration:** 1 round/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) You imbue the recipients with improved combat abilities, allowing each creature using the full attack action to make an extra attack with any weapon it holds. The attack is made using the recipient's full base attack bonus plus any appropriate modifiers, but this effect is not cumulative with similar effects (such as that provided by a *weapon of speed* or a *haste* spell), nor does it actually grant an extra action (and so can't be used to cast a second spell, take an additional move action, and so on.) All recipients gain +2 dodge bonus to Armor Class and a +2 competence bonus on attack rolls, weapon damage rolls, and Reflex saves. Any condition that would make a creature lose its Dexterity bonus to AC (if any) also makes it lose these bonuses.

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# Ghost Blast

School: Evocation [Force]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (phase spider silk) Range: Medium (100 ft. + 10 ft./level) Area: 30-ft.-radius spread Duration: Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes *Ghost blast* sets off an explosion on the Ethereal Plane

*Ghost blast* sets off an explosion on the Ethereal Plane at any location you choose within range. This explosion deals 1d6 points of damage per level (maximum 15d6) to any creatures on the Ethereal Plane or incorporeal creatures within the area. This blast does not affect most creatures dwelling on the Material Plane, but, unlike most spells, it does deal damage to incorporeal creatures on the Material Plane and because it is a force effect, it does not suffer a miss chance. If a creature is both Ethereal and incorporeal, such as a ghost, it does not take damage twice. *Ghost blast* can be cast on the Ethereal Plane, but it does not work in reverse, meaning that if cast on the Ethereal Plane, it still affects the Ethereal Plane.

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### Guard Dog

### Glimpse of the Reaper

School: Necromancy [Fear, Mind-Affecting]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature Duration: 1 min./level Saving Throw: Will negates; Spell Resistance: Yes The target of this spell witnesses brief but cloudy visions of its own death. Disturbing thoughts and graphic

images coupled with an intense feeling of dread dominate the subject's thoughts. The visions are so upsetting that the subject becomes cowered. The glimpses of the future are quick, vague, somewhat distorted, and cloaked in shadows, so they are of no help if the victim tries to use them to avoid the inevitable.

# Guard Dog

School: Conjuration (Summoning); Level: Clr 5 Casting Time: 10 min. Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: One summoned guard dog Duration: 1 hour/level or until dismissed Saving Throw: None; Spell Resistance: No

You must possess the protection domain to cast this spell. This spell summons a guard dog that guards an area measuring 100 ft. by 100 ft. Within this area, the dog protects any creature the caster names during casting. The dog summoned is a monstrous shepherd that viciously attacks any intruder; any creature not specified as "friend" during casting is an intruder. The guard dog has the following statistics:

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## Guard Dog

N Large animal Init +2; Senses low-light vision, scent; Perception +8

### Defense

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) **hp** 45 (6d8+18) Fort +8, Ref +7, Will +6

### Offense

Speed 50 ft. Melee bite +10 (1d8+7 plus trip)

### Statistics

Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10 Base Atk +4; CMB +10; CMD 22 (26 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +6 (+10 scent tracking);

**Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

### Ecology

**Environment** any **Organization** solitary, pair, or pack (3–12) **Treasure** none

# Impede Magic

School: Abjuration; Level: Brd 6, Clr 7, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (golden bell worth 100 gp) Range: 30 ft.

Area: 30-ft.-radius emanation centered on you **Duration:** 10 minutes/level (D)

Saving Throw: None; Spell Resistance: No An invisible harmonic vibration emanates from you when you cast this spell. The emanation protects you from a spell school of your choice, impeding all spells and spell-like abilities of the selected school. To target you (or the area in which you reside) with a spell from the impeded school, the caster must make a Spellcraft check (DC 11 + your caster level). If the check fails, the spell does not function but is lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. Against pre-existing continuous spells in the area of effect, *impede magic* functions like *dispel magic*. For each creature within the area that is the subject of one or more spells, you make a dispel check (1d20 + your caster level, maximum +10) against each ongoing spell currently in the area of effect. The DC for this dispel check is 11 + the spell's caster level. Regardless of whether you fail a check or not, make dispel checks against every ongoing spell in the area of *impede magic*. Magic items are not affected. If you selected conjuration as the impeded school, existing summoned monsters are subject to the dispel check. You may choose to succeed automatically on dispel checks against a spell you cast.

### Inner Blast

School: Evocation; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. + 40 ft./level) Target: One nonmagical object or portion of a nonmagical object up to 1 cu. ft./level (see text) Duration: Instantaneous Saving Throw: Fortitude partial (object) or Reflex half; see text;

**Spell Resistance:** Yes (object); see text You cause one object to explode, potentially destroying the object and spraying debris into those nearby. The explosion deals 1d6 points of damage per level (maximum 15d6) to the target object. A successful Fortitude save reduces the damage to half, cannot reduce the object below 1 hp, and prevents the explosion from injuring bystanders. If the object fails its save, the explosion caused by the object deals 1d6 points of damage for every two caster levels (maximum 10d6) to all within a 10-ft. radius (Reflex save for half). Because the magic of the spell is affecting the object and not those caught in the blast, spell resistance does not apply to those nearby.



### Keepsake

School: Transmutation; Level: Sor/Wiz 5 Casting Time: 1 hour Components: V, S, M (a drop of your blood) Range: Touch Target: One item (up to 10 pounds weight) Duration: Permanent (D) Saving Throw: None; Spell Resistance: No You bind a particular item to you. The item affected by this spell cannot be lost, and cannot be separated from you by more than ten feet; if you move farther than ten feet from the item, it will reappear within 10 feet of you within 24 hours. The item can become broken but cannot be ruined. If it would be ruined or destroyed it simply appears 24 hours later with half its

hit points and the broken condition. This spell can

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# Kinetic Force

School: Evocation; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: 1 force bolt/level Duration: Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes

only affect one item per person at a time.

This spell creates a number of force bolts, similar to the magic missile spell. However, these bolts deal 1d6+1 damage (maximum 15d6+15). In addition it pushes the target back as per a bull rush (but 10 ft.) for each bolt that strikes the target. If the save is failed by 5 or more, the target falls prone as well. A successful save results in half damage and negates the bull rush effect. The caster need only see some portion of an individual to target him. If the target hits another individual, wall, or other obstacle when pushed back, he automatically falls prone and is considered to have initiated a bull rush against any creature struck.

# Kiss of the Nereid

School: Conjuration (Creation) [Water];

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Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a drop of water) Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** 1 round/level

Saving Throw: Fortitude negates; see text; Spell Resistance: Yes

You conjure water in the form of a Nereid that seems to kiss the target and force itself into the target's lungs. Onlookers see the brief watery form of the Nereid as it appears to dive inside the victim. Since the target's lungs fill rapidly with water holding, its breath does no good. The character must make a DC 10 Constitution to avoid drowning. Each round, the DC increases by 1. When the subject finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dving. In the third round, it drowns. Creatures that can breathe water or do not breathe are immune to this spell.

### Knave Purge

School: Abjuration [Acid]; Level: Sor/Wiz 5 Casting Time: 10 minutes Components: V, S Range: Touch Target: One object/level **Duration:** 1 day/level (D) Saving Throw: Reflex half; Spell Resistance: Yes

A particularly useful foil for thieves, knave purge allows you to designate one object per level (maximum 10). You must touch the object(s) at the time of casting, and again once per day to maintain the spell. If anyone intentionally touches any of these objects without your spoken permission, this spell causes it to spray corrosive energy at the creature, dealing 1d6 points of acid damage per caster level (maximum 10d6). After this discharge, the object becomes safe for anyone to handle. The other objects retain the same protection.

### **Jocate** Individual

School: Divination; Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M **Range:** Long (400 ft. + 40 ft./level) Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level (D)

Saving Throw: None; Spell Resistance: No This spell functions as locate creature (see Pathfinder Roleplaying Game), except you can attempt to locate an individual not known to you. You can locate any individual within range, provided you have seen the subject at least once and studied him for at least 1 minute, or have a detailed description supplied by someone who knows the subject or has studied him. Your visualization is limited to the subject's appearance at the time you made the study (or as it's described to you), so if the subject you seek has

changed his appearance, the spell locates the closest individual that fits the description from which you are working.

### Magnetic Sphere

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School: Conjuration (Creation) [Earth]; Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M Range: 0 ft. Effect: One iron sphere in your palm Duration: 1 min./level or until discharged (D) Saving Throw: Reflex partial; see text;

Spell Resistance: Yes You create a sphere of iron, about the size of a walnut in your hand, which you can use to make a melee touch attack or throw as a splash weapon, making a ranged touch attack with a maximum range of 120

feet. If the sphere is wielded by any other creature, treat it as an improvised melee weapon (-4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. When the sphere hits (either as a ranged or melee attack), it breaks and discharges a flash of iron splinters and magical force. The flash deals 1d6 points of magical cold iron piercing damage per caster level to the target struck (creatures with damage reduction not overcome by magic, cold iron, piercing damage, reduce the damage by their listed amount per die). All creatures and objects in adjacent squares (including the target and the wielder if the wielder isn't you) take 1 point of splash damage per die. All the metal possessions and objects they carry (whether ferrous or not) become magnetized for 2d4 rounds. A creature wearing metal armor is entangled while the effect lasts, while a creature using metal weapons takes a -2penalty on attack and damage rolls so long as there is at least 10 lb. of metal on its person or within 5 feet of it (these penalties stack). A successful saving through negates the magnetism effect and reduces the damage by half.

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# Manyeyes

School: Divination; Level: Brd 5, Sor/Wiz 5 **Casting Time:** 1 standard action Components: V, S, F (a circlet or collar adorned with eyelike beads or patterns) Range: Personal Target: You Duration: 10 min./level (D) This spell enables you to see in all directions at once,

granting you 60-foot darkvision and the ability to see invisibility (as the spell) within 60 feet. You gain a +10 competence bonus on Perception checks, you retain your Dexterity bonus to Armor Class even when flat-footed, and you can't be flanked. However, you cannot avert your gaze or close your eyes when confronted by a creature with a gaze attack.



### Megalomania

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 5 **Components:** V, S Casting Time: 1 standard action 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 Saving Throw: Will negates; Spell Resistance: Yes

You force creatures to believe that their skills are so much better than they really are that their overconfidence causes them to act rashly and without forethought. The targets begin to make wild swings, confident in their ability to overwhelm an opponent. Spell casters confidently step into battle believing they can't be struck before completing a spell. Creatures failing their Will saves gain a -4 morale penalty on attack rolls, saves, and skill checks, and will not retreat; they also believe they are much tougher than they actually are (treat the creatures as believing they have extra hit points equal to your caster level (maximum of 20) even though they do not possess them).

### Mark of Insight

School: Divination; Level: Sor/Wiz 5 Casting Time: 1 round Components: V, S

### Range: Touch

Target: Creature touched Duration: 10 minutes/level or until discharged Saving Throw: Will negates (harmless); Spell Resistance: Yes

This spell creates a mark of a gold-colored eye on the forehead (or other prominent feature) of any creature, living or undead. Those bearing this mark gain a +2 insight bonus to a single saving throw (Fortitude, Reflex or Will) chosen at the time of casting. They also possess the ability to grant themselves a single +12 insight boost to one saving throw (the same saving throw chosen at the time of casting). Using this boost ability is an immediate action that instantly dismisses the mark of insight. You cannot possess more than one mark of insight at a time.

# Mark of Secrets

School: Divination; Level: Sor/Wiz 5 Casting Time: 1 round Components: V, S Range: Touch Target: Creature touched Duration: 10 minutes/level or until discharged Saving Throw: Will negates (harmless); Spell Resistance: Yes

This spell creates a mark of a blue-colored eye on the forehead (or other prominent feature) of any creature, living or undead. Those bearing this mark gain a +2 insight bonus to a single skill chosen at the time of casting. They also possess the ability to grant themselves a single +12 insight boost to one skill check roll (the same skill chosen at the time of casting). Using this boost ability is an immediate action that instantly dismisses the mark of secrets. You cannot possess more than one *mark of secrets* at a time.

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# Meteorite, Jesser

School: Evocation [Fire]; Level: Clr 5, Drd 5, Sor/Wiz 5

Casting Time: 1 standard action Components: V, S, F (meteorite worth 1,000 gp) Range: Long (400 feet + 40 feet/level) **Target:** One creature or object (see text) Area: 20-foot-radius spread from target (see text) **Duration:** Instantaneous

### Saving Throw: None or Reflex half (see text); Spell Resistance: Yes

Lesser meteorite evokes a piece of celestial matter and rains it down upon a foe. When you cast it, the lesser meteorite appears as high above the target as the immediate environment allows (raining down from the sky if no ceiling). The mundane meteorite streaks down with an orange glow, leaving a visible tail and audible thunder in its wake. Make a ranged touch attack to strike the target with the meteorite. Any creature struck by the meteorite receives no saving throw and takes 12d6 points of damage from the impact. If a targeted *meteorite* misses its target, it simply explodes at that point. Once a meteorite

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### Moonbright

School: Evocation [Light]; Level: Brd 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (piece of moonstone) **Range:** Long (400 ft. + 40 ft./level) Area: 20-ft.-radius burst **Duration:** Instantaneous Saving Throw: Reflex partial; see text;

Spell Resistance: Yes This spell causes a globe of light about as bright as a

full moon to explode silently from a point you select. All creatures except undead within the area of the globe are dazzled for 1d6 rounds and take 4d4 points of damage, while an undead creature caught within the globe takes 1d4 points of damage per caster level (maximum 15d4), or half damage on a successful Reflex save. In addition, any undead creature with an aversion to daylight is destroyed by the burst if it fails its save. Moonbright dispels any darkness spells of 6th level or lower within its area. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures, and lycanthropes caught within the globe are sickened rather than dazzled.

# Necromantic Sphere

School: Necromancy; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a wight's skull) Range: Medium (100 ft. + 10 ft./level) Effect: 5-ft.-diameter sphere Duration: 1 round/level Saving Throw: Fort negates: Spell Resistance: Yes

A black globe of negative energy rolls in whichever direction you point and affects those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and inflicts a negative level upon that creature, though a successful Fortitude save negates that damage. The caster gains 5 temporary hit points for each negative level the spell inflicts; they remain for 1 hour. A necromantic sphere rolls over barriers less than 4 feet tall.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. It can be negated by any conjuration (healing) spell of 5th level or higher. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its negative level. It cannot push aside unwilling creatures or batter down large obstacles. A necromantic sphere winks out if it exceeds the spell's range.

### Opaque Haze

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School: Illusion (Glamer); Level: Sor/Wiz 5 Casting Time: 1 standard action Component: V 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 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The outline of the target of this spell becomes blurred as though seen through a thick and opaque glass. This distortion grants the subject total concealment (50% miss chance). A true seeing spell counters the effects of opaque haze, although see invisibility does not. This spell has no effect on creatures that cannot see the recipient of this spell.

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## Pain Circuit

School: Necromancy; Level: Clr 5 Casting Time: 1 standard action Components: V, S, M (forked copper rod) Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes

You create a one-way conduit between yourself and a target living creature, such that any damage or harmful effects that are redirected to you are instead directed from you to the subject. Whenever you would take hit point damage or ability damage from an attack, or would suffer the effects of ability score drain, death attacks, disease, energy drain, petrification, poison, or polymorphing, the subject of this spell is treated as the target of the attack or effect. The subject is entitled to a saving throw if the effect allows one, and can apply spell resistance and other resistances as normal. For example, fire damage dealt to you would be redirected to a target creature with fire immunity (or under the effect of an appropriate protection from energy spell), but the creature would take none of the redirected damage. Pain circuit redirects damage and effects whether from a targeted spell (such as *scorching ray*) or an area effect (such as being caught in the area of a cone of cold). However, the spell has no effect on effects that do not fit into one of the above categories (including mind-affecting or enchantment spells or effects, or possession by a magic jar spell). You can intentionally target yourself with an attack (magical or otherwise) in order to affect the target. However, whenever you are subjected to an effect that allows a saving throw, you must attempt your saving throw before the effect is passed on to the spell's subject. You are not allowed to voluntarily fail your saving throw or lower your spell resistance against any harmful effects while pain circuit is active. If the spell's subject is slain, the spell ends. If a

spellcaster casts pain circuit on another spellcaster who has pain circuit already active, both spells end

### immediately and both casters take 6d6 points of damage from magical feedback.

### Path of Stone

School: Transmutation; Level: Drd 5 Casting Time: 1 standard action Components: V, S, F (a carved stone ring worth 1,000 gp) Range: Personal Target: You Duration: 2 rounds/level This spell allows the caster to travel through stone. The caster can move and breathe within stone and earth as though they were air. He cannot see and can

become disoriented if he strays from the edge of the stone. While in this form, the caster may place some or all of his body in the stone. He may keep his face outside to see where he is going. Without some form of magical compensation, the caster will neither hear nor see anything while he is embedded in the stone. The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals you 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

# Petrify

School: Transmutation; Level: Clr 5, Drd 4, Sor/Wiz 5

Casting Time: 1 standard action Components: V, S, M/DF (shaving of petrified wood)

Range: Touch

Effect: Non-living, non-magical object or creature crafted from organic material such as wood, flesh or bone weighing no more than 50 lb./level.

### **Duration:** Permanent

Saving Throw: Fortitude negates (object): Spell Resistance: Yes

You instantaneously fossilize any organic matter that you touch. Wood, flesh, bone and any other dead material is turned into roughhewn stone, gaining the hardness and hit points of this material; therefore a wooden door or a bone scroll case can be petrified. Unattended objects do not receive saving throws: however, objects worn or carried by another creature, as well as undead and creatures built from any of the aforementioned materials, are entitled to a saving throw. If a creature fails its saving throw, it is turned into stone as if it were affected by a *flesh to stone* spell. Although this spell can affect constructs, it does not circumvent a golem's immunity to magic extraordinary ability.

### Phantasmal Tich

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous/permanent Saving Throw: Will disbelief, then Fortitude partial; see text; Spell Resistance: Yes

You create a phantasmal image of a lich into the subject's mind. Only the spell's subject can see the phantasmal lich. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm lich touches the subject, and the subject must succeed on a Fortitude save or become permanently paralyzed. *Remove paralysis*, or any spell that can remove a curse, can free the victim with a DC equal to this spell's DC. Otherwise, the effect cannot be dispelled. Anyone paralyzed by phantasmal lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. Even if the Fortitude save is successful, the subject takes 4d6 points of damage. If the subject of a phantasmal lich attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the lich can be turned upon you. You must then disbelieve it or become subject to its fear attack.

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### Phantasmal Nymph

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous; permanent Saving Throw: Will disbelief, then Fortitude partial; see text; Spell Resistance: Yes

You create a phantasmal image of a nude nymph into the subject's mind. Only the spell's subject can see the phantasmal nymph. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm nymph touches the subject, and the subject must succeed on a Fortitude save or become permanently blinded and stunned for 2d4 rounds. Remove blindness, or any spell that can remove a curse, can free the victim with a DC equal to this spell's DC. Otherwise, the effect cannot be dispelled. Even if the Fortitude save is successful, the subject takes 4d6 points of damage. If the subject of a phantasmal nymph attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the lich can be turned upon you. You must then disbelieve it or become subject to its fear attack.

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# Phantasmal Swarm

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level Sor/Wiz 5 Casting Time: 1 standard action Components: V. S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous; permanent Saving Throw: Will disbelief, then Fortitude partial; see text;

### Spell Resistance: Yes

You create a phantasmal image of a swarm into the subject's mind. Only the spell's subject can see the phantasmal swarm. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm swarm touches the subject, and the subject must succeed on a Fortitude save or become nauseated from fear permanently. Even if the Fortitude save is successful, the subject takes 4d6 points of damage. If the subject of a *phantasmal swarm* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the swarm can be turned upon you. You must then disbelieve it or become subject to its fear attack.

# Phasing Ray

School: Evocation [Electricity]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray **Duration:** Instantaneous Saving Throw: None; Spell Resistance: Yes

You shoot a ray of energy at the intended target. This ray passes through walls, doors, or any other solid object in the path to the target, thus negating any cover. Unlike most spells, you do not need a line of

sight for the spell to be cast. To hit the target, you must succeed at a ranged touch attack. If you are successful, you deal 1d6 points of electrical damage per caster level (maximum 15d6). Undead and constructs are immune to this spell. This spell does not make it any easier to locate the target, (remember that, unlike a targeted spell, when using ray spells you do not have to be able to see your target) thus you may have to guess the location of the target. Even if you hit the target's square, it may still benefit from total concealment (causing a 50% miss chance).

### Phobia

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School: Enchantment (Compulsion) [Fear, Mind-Affecting]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft. / 2 levels) Target: One creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance: Yes The affected creature develops an irrational fear of something of the caster's choosing. When in the presence of his phobia, the affected creature becomes panicked. If the saving throw is made, the affected

creature still becomes frightened. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the phobia.

# Pyroclastic Blast

School: Evocation [Earth, Fire]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (charcoal and bat guano) **Range:** Long (400 ft. + 40 ft./level) Area: 30-ft.-radius spread **Duration:** Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes This spell functions as *fireball*, except that you create burning chunks of earth that deal 1d8 points of

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damage per caster level (maximum 15d8) to all those in the area. Half of this damage is fire damage, while the other half is bludgeoning damage (and is therefore not reduced by fire resistance, but is affected by damage reduction).

# Ray of Desiccation

School: Necromancy; Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a sponge) Range: Close (25 ft. + 5 ft. /2 levels) Effect: One or more rays **Duration:** 1 min./level Saving Throw: Fortitude half; Spell Resistance: Yes You fire a desiccating ray that drains the water from a

target on a successful ranged touch attack roll. You may fire one ray, plus one additional ray for every four levels beyond 9th (to a maximum of three rays at 17th level). Each ray requires a ranged touch attack to hit.

The rays must be fired at different targets and are fired simultaneously. The target suffers 1d6+1/2 levels (max 1d6+5) damage to its Constitution score. The subject's Constitution score cannot drop below 1. Oozes and creatures with the aquatic or water subtype are particularly susceptible, suffering 1d6+1/level (max. 1d6+10) damage to their Constitution score and their Constitution score can drop below 1 (resulting in death). Creatures with the fire subtype are immune to this spell. Redefine the Tools of War School: Transmutation; Level: Clr 6, Sor/Wiz 5 Casting Time: 1 hour

Components: V, S Range: Touch

Target: One weapon, shield, or suit of armor **Duration:** Permanent (D) Saving Throw: Fortitude Negates (harmless, object);

Spell Resistance: Yes (harmless, object) You transform a single weapon, shield, or suit of armor into any other type of weapon, shield, or armor. The new form's size must be within one size category of the original item, it must fall into the same general category (weapons can be turned into other weapons, but not armor), and it must be possible to make the new form from the same material as the original armor (mithral full plate cannot be turned into leather armor).

The item adopts all the base qualities of its new form, such as damage, weight, or armor class; however, it is made from the same material as the original item, gains any bonuses granted from special craftsmanship (such as the masterwork quality) and retains all of its magical properties.

If the item changes into a form that is incompatible with one of its magical abilities, such as if a keen weapon were transformed into a bludgeoning weapon, that ability is suppressed as long as redefine the tools of war is in effect. If a non-double weapon is transformed into a double weapon, then only one head gains the benefits of special craftsmanship, materials, or magical enhancement. If a double weapon is transformed into a non-double weapon, you select one head's special properties to transfer to the new form, and the other head's properties are suppressed while the spell remains in effect. If you transform one double weapon into another double weapon, you may freely choose which head of the old weapon corresponds to the new weapon.

### **Remove** Condition

School: Abjuration [Sonic]; Level: Brd 5 Casting Time: 1 move action Components: V Range: Touch Target: One creature **Duration:** Instantaneous Saving Throw: See text; Spell Resistance: No This soothing melody frees a creature from enchantments, transmutations, curses, and petrification (as well as other magical transformations). You can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, you make a check of  $1d_{20}$  + the bard's appropriate Perform skill (maximum +20) against DC 11 + the effect's caster level. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

Some spells have a special property that makes them impervious to *dispel magic*; in such cases, *remove* condition will work, but only on spells of 5th level or lower. For instance, *bestow curse* cannot be dispelled by dispel magic, but remove condition can get rid of it.

If the effect comes from some permanent magic item, such as a cursed sword, this spell does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item still cursed. For example, a cursed *sword of berserking* not only causes the wielder to become berserk but always returns to the wielder's hand if discarded. Remove condition allows the victim to be rid of the sword (and the berserking effect), but the sword's curse remains intact and affects the next person to pick it up (even if it's the remove condition recipient again).

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# Sacrifice, Mortal

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School: Necromancy [Evil]; Level: Clr 5, Drd 5 Casting Time: 1 round Components: V, S, M, DF (sacrificial humanoid) Range: Close (25 feet + 5 ft./2 levels) Target: One person **Duration:** 1 min./level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) This ritual requires the death of a sentient being. The dead person's energies are conferred upon the subject, who gains temporary hit points equal to half the victim's hit points, a +5 profane bonus to AC, and a profane bonus on attack rolls equal to half the victim's base attack bonus. A person can draw benefits from only one *mortal sacrifice* spell at a time.

## Scoundrel's Guidance

School: Necromancy; Level: Clr 5, Sor/Wiz 3 Casting Time: 1 standard action Components: V, S, M/DF (three teeth from a dead rogue)

Range: Personal

Target: You

**Duration:** 1 minute/level

You open a portion of your spirit to possession by the soul of a dead rogue. You gain proficiency with all simple weapons and deal +1d6 points of sneak attack damage per three caster levels when striking a target which you flank, or which is denied dodge bonuses to Armor Class. You remain lucid and able to choose your actions, but the strain of sharing your mind with another spirit is taxing; you suffer 1d4+1 points of

temporary ability damage to your spellcasting key ability score. A Will save reduces this to half.

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### Scourge Foes

School: Evocation [Sonic]; Level: Drd 5, Clr 5 Casting Time: 1 standard action Components: V, S, DF Range: 60 ft. Area: Cone-shaped burst Duration: Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes

You channel a blast of divine energy that explodes with a thunderclap and leaves foes reeling. Creatures and objects in the spell's area of effect take 1d8 points of damage per two caster levels (maximum 10d8). Half this damage is sonic, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic attacks. Living creatures in the area are treated as staggered for 1 round and are deafened for 2d4 rounds. A successful Fortitude save reduces damage by half and negates the deafness and staggered effects.

## Scry Reverse

School: Divination; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a silver mirror worth 50 gp) Range: See text Target: Magical sensor Duration: 1 min./level (D) Saving Throw: None; Spell Resistance: No If you become aware that you are being scried and cast this spell, you immediately begin scrying the scrier as if you had successfully cast *scrying* to find the scrier. This spell functions even if you know nothing about the scrier, and you can continue to scry him even if he ends his own scry. This reversal does not end the original scry.

# Shared Fate

School: Necromancy; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (set of golden manacles 100gp)

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 min./level Saving Throw: Will negates; Spell Resistance: Yes

This spell generates an effect similar to a weapon enchanted with the *vicious* special ability. If any creature affected by this spell suffers damage (hit point or ability), every other creature affected by this spell suffers damage as well, although the amount of damage dealt to these creatures is reduced in half. Only injuries are shared in this manner, thus magical and non-magical effects that do not deal damage, such as paralysis, blindness and death effects are not shared. Self-inflicted damage is also not shared.



# Shield of the Demiurge

School: Abjuration; Level: Cr 5, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, F Range: Personal Target: You Duration: One minute/level (D)

You wrap yourself in a shimmering shield at the cost of being able to cast other spells. While in effect, *shield of the demiurge* provides a + 10 deflection bonus to Armor Class as well as spell resistance 11 plus caster level. However, during this time you cannot cast spells, use spell-like abilities, or use spell completion or spell trigger magical items. The shield's power simply absorbs and negates any such attempts (spells cast or charges used while the shield remains active are lost as if used). ムス シス スストウン ス ス ム ス ス ス ス ス ス

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# Shooting Star

School: Evocation [Fire, Sonic]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (bit of iron) Range: 120 ft. Effect: 120-ft. line, plus 15-foot radius burst Duration: Instantaneous

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

A fist-sized chunk of superheated rock shoots from your hand toward a creature, object, or point in space you target, trailing fire and emitting an ear-splitting scream as it goes. The *shooting star* deals 1d6 points of damage per two caster levels (maximum 15d6) to all creatures and objects along the line of its path (half fire damage, half sonic damage). When it then reaches its target, it explodes in a 15-foot-radius burst, dealing

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1d6 points of damage per two caster levels (maximum 15d6, half fire, half sonic). A successful Reflex save reduces damage by half for creatures in the spell's path, for the target, and for all creatures and objects within the burst, but if a target creature or object fails its save, the *shooting star* deals it an additional 1d6 points of bludgeoning and piercing damage per two caster levels (maximum 15d6).

# Shredding Spheres

School: Conjuration (Creation); Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (small cold iron sphere 500 gp)

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** 2 flying metal spheres **Duration:** 1 round/level (D) **Saving Throw:** None; **Spell Resistance:** Yes When this spell is cast, two hovering spheres made entirely of spinning blades come into being in a space you occupy. Each sphere can be directed to attack a target within the spell's range as a move action. If you

target within the spell's range as a move action. If you direct both spheres at the same target, you may control them both with a single move action. The spheres have a fly speed of 30 feet with perfect maneuverability and automatically succeed on all Fly skill checks. You make a melee touch attack against each target using your base attack bonus, dealing 2d6 points of slashing damage on a successful hit. The spheres' attacks are treated as magic and cold iron for the purpose of overcoming damage reduction. Whenever a sphere moves outside of the spell's range, it flies back toward you at 30 feet per round until it is once more within range, where it can be controlled normally. Each sphere is AC 15, has a hardness of 10, and has 30 hit points.

# Song of Binding

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Area: Circle with a radius of up to 5 ft./level Duration: One min./level (D) Saving Throw: Will negates; Spell Resistance: Yes

When you cast this spell, energy lances from your hands and traces a circle on the ground. Anyone within the circle and who can hear the song at the time of casting is trapped within it and suffers 1d6 points of nonlethal damage per round that they are trapped within the circle (this spell cannot deal lethal damage). Trapped individuals can take any sort of normal action, but they cannot leave the circle (even spells such as *teleport* and *plane shift* fail). Those making their saving throw, or those entering the circle later, can leave the circle and suffer no damage. If the caster enters the circle, the spell ends.

# Song of Sanctuary

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School: Abjuration; Level: Brd 5 Casting Time: 1 standard action Components: V, S 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 Saving Throw: Will negates; Spell Resistance: No This spell wards allies from direct attack. Any

opponent attempting to strike or otherwise directly attack the warded creatures, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of his action is lost, and he can't directly attack the warded creatures for the duration of the spell. Those not attempting to attack the subjects remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subjects cannot attack without breaking the spell but may use nonattack spells or otherwise act.

# Song of Suppression

School: Enchantment (Compulsion) [Mind-Affecting] Level: Brd 5 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes The affected target cannot cast spells, use spell-like abilities or use spell completion or spell-trigger magic items. It can use other magic items. デベルシリアタフススペムスシス メスト ツススペゲマ にんいやう シ

# Song of Vengeance

School: Abjuration; Level: Brd 5 Casting Time: 1 move action Components: V, M (gemstone worth 50 gp) Range: Personal Area: 30 ft. radius Duration: 1 round/level Saving Throw: None; Spell Resistance: Yes You sing a song that expresses the pain you feel in a very potent fashion. For the duration of this spell, whenever an enemy deals damage to you, all enemies

within 30 feet of you take the same amount of sonic

### Sonic Weapon

damage.

School: Evocation [Sonic]; Level: Brd 5 Casting Time: 1 move action Components: V Range: Touch Effect: Sonic weapon

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You shape a melody into an appropriately sized weapon of sonic energy that you can wield onehanded. You are proficient with this weapon, which inflicts 1d6 points of sonic damage per two levels (maximum 10d6), plus any normal damage modifier (such as your Strength modifier); and any foe it strikes at least once per round must make a Fortitude saving throw or be stunned for 1 round. If an attacked creature has spell resistance, check for resistance the first time the *sonic weapon* strikes it. Successfully resisting the weapon means it has no effect against that creature for its duration.

### Sonic Wall

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School: Evocation [Sonic]; Level: Brd 5 Casting Time: 1 move action Components: V Range: 50 feet Effect: An anchored plane of solid sound of up to one

10-foot square/level

Duration: One min./level

**Saving Throw:** None; **Spell Resistance:** Yes You create a plane of solid sonic energy. The wall cannot move. It has no hardness but can absorb up to 100 points of damage per caster level before being destroyed. *Silence* immediately destroys it. Creatures, breath weapons, and spells cannot pass through the wall in either direction, although teleportation spells and effects can bypass the barrier. It blocks incorporeal creatures 50% of the time (though incorporeal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall.

A *sonic wall* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The wall is 1 inch thick. It covers up to a 10-foot-square area per caster level. The plane can be oriented in any fashion as long as it is "anchored." A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

# Spell Grounding

School: Abjuration; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (an iron nail) Range: Personal Target: You Duration: 1 min/level (D)

This spell creates an invisible aura around you that attracts rays and chain-type spells, such as *scorching ray* and *chain lightning*. Any time you are within range of an effect from such a spell, it automatically arcs to you and is negated.

# Spell Jegs

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School: Universal; Level: Brd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area/Effect: Spell effect already created Duration: Concentration up to 1 round/level Saving Throw: Special, see text; Spell Resistance: Special, see text You usurp control of a spell with an ongoing effect such as a *fog cloud, stinking cloud* or *darkness* and can move it at a rate of 20 ft. round as a move

can move it at a rate of 20 ft. round as a move equivalent action. Spell effects that cannot be cast into certain areas or locations cannot be moved into those locations with *spell legs*. If the spell is under control of a spell caster already, such as a *flaming sphere*, you must make a Concentration check opposed by the Concentration check of the caster presently in control of the spell. If both checks succeed you wrest control of the spell away from the original caster and can turn the spell against the original caster.

When the spell effect is moved over a target creature, that creature must make any saving throws the spell effect permits to avoid its effects. The saving throw, and spell effects, are those of the originally cast spell. If the creature has spell resistance a caster level check is made using the original caster's level. You can't usurp control of any spell effect above 3rd-level and the original caster can still dismiss any spell that can be dismissed.

# Spellsnare

School: Abjuration [Force]; Level: Sor/Wiz 5 Casting Time: 1 round Components: V, S, F (a gem worth 100 gp) Range: Touch Target: One gem **Duration:** Until triggered; permanent Saving Throw: None; see text; Spell Resistance: Yes (object) Spellsnare imbues a gem with the power to absorb a spell, and then to later release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-footcube of space, designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot. The gem stays dormant until someone casts a particular spell (which can be of any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible and tangible. An active gem no longer moves, even if it had been tied to a moving creature or object. The triggered gem floats right where it is, defying gravity. If anything or anyone touches the gem after it has become active, it explodes, ruining the gem and inflicting 2d6 points of force damage for each level of the spell it absorbed to all within a 20-foot spread (Reflex save for half damage). Only one spellsnare can be tied to a specific

creature, object, or 10-footcube or space (neither gem

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### Striking Tikeness

School: Illusion [Shadow]; Level: Brd 5 Casting Time: See text Components: V, S, F (painting supplies worth 2,000 gp) Range: 0 ft. Effect: One semi-real object Duration: 1 week/level Saving Throw: None; Spell Resistance: No

Casting the spell takes as long as it does to craft the painting, determined per the normal rules for the Craft skill, except that the goal is the price of the item being painted (not the painting), raw materials costs are replaced with the material components, each check is DC 20 and represents one minute's work instead of one week's, and each check gives progress in gold pieces as opposed to silver pieces. For example, Leonard wishes to use this spell to produce a painting from his sketch. The painting's final value would be 4,000 gp, and he has a Craft (painting) modifier of +15. Taking 10, he 'produces' 500 gp of progress per minute, and thus finishes the painting (and casting the spell) in 8 minutes, using 40 gp worth of paints and pigments in the process. Once the painting is completed, the object springs into being from the canvas. For its duration, it functions as though it really were what it represents (except for a curious tendency to leave paint stains on anything it touches), but then it molders into formless shadows and color and is no more once the spell ends. This spell cannot create magic items. Items created by this spell cannot be used as spell components or spell foci.

### **Tangled** Script

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (rare ink worth 50 gp)

Range: Touch

**Effect:** Up to 1 page (or 1 square foot) of magical writing/level

**Duration:** 1 day/level or until triggered (D) **Saving Throw:** Will negates; see text; **Spell Resistance:** Yes

You create a piece of text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, "reading" the script means any attempt to study it, identify it, or fathom its meaning.

On a successful Will save, the reader of the *tangled script* is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer a phantasmal assault that wreaks havoc on the

mind, dealing 1d4 points of Intelligence damage and causing the victim to become fascinated for 2d4 rounds. The victim suffers the Intelligence damage each round it continues to read (this damage does not break the Fascinated condition). If the fascinate effect is broken early, the reader is left *confused* (as the spell) for 1d4 rounds.

*Tangled script* vanishes if even one creature reads it; but several different creatures can begin reading in the same round and all be affected.

You can follow a *secret page* spell immediately by *tangled script*, so only creatures that discover the *secret page* are subject to the effects of this spell.

### Transmute Water to Acid

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School: Transmutation [Acid]; Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, DF/M (a drop of acid) Range: Close (25 ft. + 5 ft./2 levels) Effect: Up to 2 gallons of water/level Duration: Instantaneous Saving Throw: None and Will negates and Fortitude half; see text; で たんじアルムシンビンバアバアバン ひととん エレビン ひとろん ドイル う

Spell Resistance: No and Yes; see text This spell transforms a volume of normal or magical water into an equal volume of highly corrosive acid. Any creature touching this acid suffers 1d6 points of damage per round of exposure except in the case of total immersion (such as in a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure. The fumes from most acids are inhaled poisons. Those who are adjacent to a large body of acid must make a DC 13 Fortitude save or take 1 point of Constitution damage each round. This poison does not have a frequency; a creature is safe as soon as it moves away from the acid. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning in the Pathfinder Roleplaying Game). If the acid is consumed, the victim takes 10d6 points of damage and must make a successful Fortitude save (DC 15 + your relevant ability score modifier) or take 1d2 points of Constitution damage each round for 6 rounds. Magical liquids (including potions) can be affected by this spell and lose their magical properties if transmuted. Potions and other magical waters receive a save against this spell's effect. Artifacts cannot be affected. This spell cannot be used to change water that a creature has already consumed or ingested. If targeted against a water-based creature (one with the water subtype), the creature takes 1d6 points of damage per caster level (maximum 15d6). A successful Fortitude save halves the damage. Only break enchantment, limited wish, miracle, polymorph any object, wish, or similar magic can restore waters transmuted by this spell.

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# Troglodyte's Curse

School: Necromancy; Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M 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:** Permanent (D) Saving Throw: Will negates; Spell Resistance: Yes

When the victims of troglodyte's curse are angry or frightened, including any combat situation, they secrete an oily, musk-like chemical that nearly every form of life finds offensive. All living creatures (except troglodytes, but not those affected by this spell) within 30 feet must succeed on a Fortitude save (same DC as the original spell), or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same victim's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

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

### Trollskin

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School: Transmutation; Level: Drd 5 Casting Time: 1 standard action Components: V, S, M (heart of troll) Range: Touch Target: Living creature touched **Duration:** 1 round/level Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) The target creature gains regeneration 5 for the duration of the spell. Fire and acid deal normal damage to the target, but if it loses a limb or body part, the creature can reattach the severed member instantly by holding it to the stump. This spell does not allow targets to regrow limbs or body parts lost before the spell was cast. If the target creature would otherwise have resistance or immunity to fire or acid, then those resistances or immunities remain.

# Dacuum Ball

School: Conjuration (Creation); Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Effect: Line up to 25 ft. +5 ft./2 levels, 20-ft. radius implosion; see text **Duration:** Instantaneous Saving Throw: Fortitude negates and Reflex half; see text:

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Spell Resistance: Yes

When this spell is cast, a sound of rushing air surrounds a 1-foot-diameter sphere of nothingness that appears above your outstretched hands. Once created, you determine range and height for the vacuum ball's implosion, hurling it along a line between you and the target point. Within 15 feet of the line between you and the point of implosion, all creatures and unattended objects are pulled inward 5 feet. If any creature so moved is pulled into a space adjacent to the path of the vacuum ball, the ball implodes there. Unattended objects pulled adjacent to the path of the ball do not cause it to implode, but are sucked into the vacuum and forever lost. A successful Fortitude save negates this effect. When the ball implodes, all creatures within 20 feet are pulled 5 feet toward the center of the implosion. All those in the area, including objects, take 1d8 points of bludgeoning damage per caster level (maximum 15d8). A successful Reflex save halves the damage.



## **Wampiric Drain**

School: Necromancy; Level: Sor/Wiz 5 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous/1 hour Saving Throw: None; Spell Resistance: Yes This spell deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage the spell deals. You can't gain more than the subject's current hit points plus the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

# **Woice of Memories**

School: Enchantment [Language-Dependent, Mind-Affecting]: Level: Brd 5 Casting Time: 1 round Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature **Duration:** Special Saving Throw: Will negates;

### Spell Resistance: Yes

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You weave magic into your voice or music as you begin hypnotizing your target. If the target fails its Will save, its subconscious mind comes under your influence. You have a period of three minutes to instill false memories or to cause the target to forget painful experiences. New memories are somewhat fragmented, yet the target's own mind fills them in actually making the spell more effective over time. New memories that go far against anything the target has ever experienced allow a second Will save to reject the "memory" as nothing but a dream. This spell can be used to set up a "patsy" to take the blame for a crime, or it can be used to help erase and ease painful memories to help an individual begin to move back into normal life after a horrible trauma. You receive no information about memories already contained in the target's mind; you need to be familiar with the character's background already before attempting to erase memories or add new memories. A special trauma or careful examination of one's past can offer another Will save to reject new memories or overcome a block to recalling erased memories. Normal healing spells cannot overcome the memories created by this spell but a break enchantment, limited wish, miracle, remove curse, wish or similar magic can instantly return the target to normal. Hypnosis or other spells of the mind also stand a chance of identifying the changed memories (at the GM's option).

# Wall of Shields

School: Abjuration [Force]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels) Effect: One immobile invisible shield per two caster levels

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**Duration:** 1 round/level

Saving Throw: None; Spell Resistance: No You create a number of immobile and invisible shields that float above the floor, each occupying a 5-foot space. You may place these shields anywhere within range, and they need not be in adjacent spaces. Any creature who occupies a space also containing a shield gains a +4 shield bonus to AC. This bonus applies to incorporeal touch attacks, as it is a force effect. Creatures cannot not use these shields for cover.

## Washout

School: Evocation [Water]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a vial of water) **Range:** Long (400 ft. + 40 ft./level) Area: A path 40 ft. wide, extending up to the end of the spell's range **Duration:** Instantaneous Saving Throw: Reflex half and Fortitude partial; Spell Resistance: Yes Washout creates a massive wave (even on dry land)

that sweeps through the area washing away everything in its path. The wave deals 1d6 points of

nonlethal damage per level (maximum 15d6) to all creatures within the area. Large and Huge creatures are knocked prone by the wave, while Medium or smaller creatures are carried to the end of the wave's path (usually the maximum range of the spell from you) and are knocked prone. A successful Reflex save reduces the nonlethal damage by half, and a successful Fortitude save negates the knock down effect.

The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magic fires can also be extinguished, but to do so requires a successful caster level check (DC 11 + caster level of magical fire) against each spell to extinguish it.

Elemental (fire) creatures or other creatures that are vulnerable to water take regular damage instead of nonlethal damage.

# Watery Membrane

School: Transmutation; Level: Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M/DF (handful of fish entrails) Range: Touch Target: Living creatures touched

Duration: 2 hours/level; see text Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)

You alter a target's body so that it exudes a thick pink gel, forming a layer over its skin and clothing. Target creatures gain the ability to breathe water freely, as if under the effects of a water breathing spell (but are not prevented from breathing air). In addition, each target creature gains a 30 foot swim speed and a +8 bonus on all Swim checks made to resist hazards. While under the effects of this spell, a target creature can take a run action while swimming, so long as it swims in a straight line. When you cast this spell, you may affect several creatures, dividing the spell's duration evenly among all the creatures you touch.

# Weight of the Ages

School: Necromancy; Level: Sor/Wiz 5 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:** Permanent (D)

Saving Throw: Will negates; Spell Resistance: Yes

This curse causes the targets to become old and decrepit. The targets age one age category per five caster levels (maximum three categories) and incur the physical penalties associated with old age (middle aged characters suffer a -1 penalty to Strength, Dexterity and Constitution, old an additional -2, and venerable an additional -3). For each category the targets age past venerable, they gain a negative level (same DC).

If the target makes its initial saving throw, it ages only one age category.

This curse only affects the physical bodies of the creatures, not their minds. Therefore it does not grant the bonuses to Intelligence, Wisdom, or Charisma that age normally confers. It also does not affect creatures that gain benefits from aging such as true dragons. 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.

# Wildblast

School: Evocation [Chaos]; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, F (a set of dice) Range: Medium (100 ft. + 10 ft./level) Area: 4d10-ft.-area spread

**Duration:** Instantaneous

Saving Throw: See text; Spell Resistance: Yes Wildblast is an unpredictable spell. When cast, you simply choose a point of origin within range. Then the spell explodes in a spread with a radius of 4d10 feet, rolled randomly each time (round to the nearest five feet for tactical purposes). The type of energy dealt by the spell is one or two of the five energies as determined by rolling 1d6 and consulting the table below.

### Jable: Wildblast Energy Type

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D20	Energy Type
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Roll again twice. (Damage is split between
	elements, not doubled; ignore further rolls
	of a six.)

Determining the number of damage dice is done by rolling 1d20 and adding your caster level (maximum +15) to the roll, then consulting the following table.

### Jahle Wildhlast Dice Damage

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D20	Die Dmg	D20	Die Dmg	
10	1d6	23	13d6	
11	2d6	24	14d6	
12	3d6	25	15d6	
13	4d6	26	16d6	
14	5d6	27	16d6	
15	6d6	28	17d6	
16	6d6	29	17d6	
17	7d6	30	18d6	
18	8d6	31	18d6	
19	9d6	32	19d6	
20	10d6	33	19d6	
21	11d6	34	20d6	
22	12d6	35	25d6	

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# Will of the Body

School: Transmutation; Level: Clr 5 Casting Time: 1 immediate action Components: V, S, DF Range: Close (25 ft. +5 ft./2 levels) **Target:** One creature or object **Duration:** Instantaneous Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

When the subject of the spell is required to make a Reflex or Will save, it can make a Fortitude save instead, applying all the usual modifiers. Abilities that depend on the result of a particular kind of saving throw (such as evasion requiring a Reflex save) cannot be used if the subject opts to make a Fortitude saving throw instead. The subject must choose whether to substitute the saving throw before rolling the save.

### Wishful Shinking

School: Universal; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, XP; see text Range: See text Target, Effect or Area: See text

**Duration:** See text

Saving Throw: None; see text; Spell Resistance: Yes This spell duplicates the effects of a *limited wish* in all respects including its XP cost, if you succeed at a caster level check (the DC is your caster level + d20). You cannot influence the outcome of your caster level check by using an effect that generates automatic success, changes the results of a die roll or allows you to roll again. If the caster level check is unsuccessful, the limited wish spell backfires (subject to DM adjudication), but you don't lose any XP.

# Woodland Sanctuary

School: Abjuration; Level: Drd 5

Casting Time: 24 hours

Components: V, S, M (herbs worth at least 500 gp, plus 1,000 gp per level of spell included in casting) Range: Touch

Area: 100-ft./level radius emanating from the touched point

**Duration:** Instantaneous

Saving Throw: See text; Spell Resistance: No Woodland sanctuary infuses a large region of wilderness terrain with the raw power of nature. Elves, fey, gnomes, and animals within the woodland sanctuary gain a + 2resistance bonus on all saving throws and a + 4enhancement bonus on Perception, Stealth, and Survival checks. As well, elves, fey, gnomes, and animals gain an increase of 10 feet to base speed for all their natural movement modes (but not those granted by spell or effect, such as *fly*).

In addition, you may choose to fix a single spell effect to the *woodland sanctuary*, much as you can fix a single spell to a hallowed site. The spell effect lasts for one year and functions throughout the region, regardless of the spell's normal duration and area. You may designate whether the effect applies to all creatures or only to elves, fey, gnomes, and animals. At the end of the year, the

chosen effect lapses, but it can be renewed or replaced simply by casting woodland sanctuary again. Spell effects that may be tied to a woodland sanctuary include aid, bless, delay poison, detect evil, detect magic, detect poison, dimensional anchor, discern lies, dispel magic, endure elements, entangle, faerie fire, fog cloud, freedom of movement, invisibility purge, magic fang, obscuring mist, protection from energy, purify food and drink, silence, speak with animals, speak with plants, tongues, and zone of truth.

# Wrath of the Demiurge

School: Evocation [Force]; Level: Clr 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, F Range: Close (25 ft. + 5 ft./2 levels) Area: Cone **Duration:** Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes You call upon the power of the demiurge to blast an enemy with divine energy. Starting from the focus in your hand and spreading out in a cone of raw power, this spell inflicts 1d6 points of force damage per caster level to all within the cone (maximum 15d6).

# X-Ray Vision

School: Divination; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a piece of glass) Range Touch Target Creature touched Duration 1 min./level **Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless) The subject can see into and through solid matter. At a range of 20 feet, the subject can see as if it were looking at something in normal light-even if there is none. For example, if the subject looks into a locked chest, it can see inside even if there's no light within.

<i>X-ray vision</i> can penetrate matter based on the type of material and the caster's level:					
Substance	*Thickness	Maximum			
Scanned	Per Round	Thickness			
Organic matter	2 feet/5 levels	2 feet/level			
(animal)					
Organic matter	1 foot/5 levels	2 feet/level			
(vegetable)					
Stone	6 inches/5 levels	1 foot/level			
Iron, steel, and	Half-inch/5	1 inch/level			

Cannot platinum penetrate \* Thickness penetrated per round of X-raying

levels

It's possible to scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternatively, you could scan an area 5 feet wide and 20 feet high. You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using Xray vision scanning.

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