**Rite Publishing Presents** 

# 101 7th Jevel Spells



# By Steven D. Russell



Rite Publishing Presents:

# 101 7th Jevel Spells

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Dedication: To Ben McFarland —For his endless enthusiasm, professionalism, talent and friendship.

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### 7th-Jevel Cleric Spells

Analyze Malady: You learn how to remove a curse, affliction, or detrimental effect.

Backbiter: Transforms your foe's weapons into snakes to fight for you.

Bane of the Warlock: You blast and stun arcane spellcasters and creatures that use arcane spell-like abilities.

Bend Fate: Alter the likelihood of an event by changing a d20 roll by 2d10. (Immediate) Bestow Greater Curse: You cause someone to

suffer -10 to an ability; -8 on attacks, saves, and checks; or 75% chance of losing each action.

Blessing of the Spirits: You receive a host of bonuses, movement modes, special defenses and a vulnerability

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Choking Darkness: Creates impenetrable darkness and makes it hard to breathe.

Circle of Condemnation: Magical aura damages three creature types of your choice.

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a target creature per four levels you possess.

Curse of Ineptitude: You become an extremely ungifted combatant.

Death Tolling: Create a magical bell that deals damage.

Deathsnare: Kills helpless subjects in area, empowering caster.

Dragon Summoning: Summon an adult dragon. Enforce Morality: Change a creature's alignment and ideology.

Eyes on the World: You can "keep an eye on" an area, creature or object.

Flames of the Dragon's Fury: Harm your enemies with tendrils of fire.

Fortune's Armor: Zone of good luck grants a +5 bonus to both AC and saves.

Instant Weakness: Subject gains a vulnerability chosen by the caster. (Immediate)

Kismet's Whisper: You may react to one event before it takes place.

Mark of Exile: Force a creature to stay away from an area or suffer 20d6 points of damage per round. Minor Miracle: Alters reality, within spell limits.

Mirror of Chaos: Absorb spells, turning them into chaos spells you control.

Mishap Ray: Ray deals damage and causes the target's spells, spell-like abilities, and magic items to create mishaps.

Monstrous Lore: You learn what abilities a creature possesses.

Nauseating Chaos: Subject is nauseated and spews bizarre objects that deal 1d6 bludgeoning damage per level every 1d4 rounds.

Purge Falsehoods: Removes appearances in the area, reverting creatures to their true forms. Reaper's Scythe: You conjure a scythe-shaped plane of force that acts as a spiritual weapon and can decapitate foes.

Reave Animation: You render corporeal undead and constructs immobile and helpless.

Recreate Construct: You return a destroyed construct to a functional form.

Rust and the Worm: A corporeal dead or undead body, or any object or creature made of iron, instantly turns to dust or rust.

Scourge: You place a curse upon a living subject from a vast distance.

Sign from the Heavens: You can duplicate the effects of a *miracle* spell, although there is a 50% chance that the spell fails.

Steal the Painful Memory: You remove the memory of one event from a community's mind. Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Unmagical Curse: Subject of this curse cannot use or be affected by magic.

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Unravel the Mortal Coil: Target suffers 12d6 points of damage +1 point/caster level; if slain, target's body animates as a corporeal undead creature.

Ur-Animate: You transform and corporeal undead creature into an animated object.

Wall of Divine Light: You erect a wall of sacred light that damages creatures and causes them to glow. Wall of Torment: Creates an invisible wall of pain that inflicts Dexterity and Strength damage and a morale penalty.

Wall of Windshear: You create a dangerously violent wall of wind.

Ward of Vaults: Array of magical effects protect a structure from thievery.

# 7th-Jevel Druid Spells

Armor of Thorns and Vines: You gain a +8 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 2d12 points of damage, and is subject to a grapple attack.

Backbiter: Transforms your foe's weapons into snakes to fight for you.

Blessing of the Spirits: You receive a host of bonuses, movement modes, special defenses and a vulnerability

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Circle of Condemnation: Magical aura damages three creature types of your choice.

Claws of Fury: Your natural weapons gain a host of benefits as you become enraged. (Swift)

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a target creature per four levels you possess.

Dragon Summoning: Summon an adult dragon. Earth and Fire: Intermix earth and fire in a 15-ft.radius emanation to damage creatures and entangles foes.

Fragile Vitrification: You turn a target into a statue of brittle glass.

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Freezing Cloud: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid. Flames of the Dragon's Fury: Harm your enemies with tendrils of fire. **Instant Weakness:** Subject gains a vulnerability chosen by the caster. (Immediate) Mark of Fall: The power of fall grants you abilities and effects. Mark of Spring: The power of spring grants you abilities and effects. Mark of Summer: The power of summer grants you abilities and effects. Mark of Winter: The power of winter grants you abilities and effects. Monstrous Lore: You learn what abilities a creature possesses. Purge Falsehoods: Removes appearances in the area, reverting creatures to their true forms. Pvroclastic Vent: Creates a gevser of pyroclastic material. Rage of the Red Dragon: Subject becomes a red dragon and attacks nearest creature. Reave Animation: You render corporeal undead and constructs immobile and helpless. Rust and the Worm: A corporeal dead or undead

body, or any object or creature made of iron, instantly turns to dust or rust.

Screaming Sandstorm: Sandstorm deals damage and reduces visibility.

Shambling Armor: You summon an animated suit of rotting vegetation

Sylvan Sanctuary: Create an instant sanctuary that suspends all detrimental effects. (Immediate) Unstable Form, Mass: One creature/level is

destabilized into an amorphous mass.

Vitriolic Sphere: Leathery sphere releases acidic vapor and toxic dust as splash weapon. Target of direct hit takes 10d6 damage; those in the area of the dust and vapor are poisoned, suffering Constitution damage and blindness.

Wall of Windshear: You create a dangerously violent wall of wind.

Winter's Teeth: Blast of arctic air deals 1d6/level damage (max. 20d6), chills equipment, and can knock creatures back.

# 7th-Jevel Sorcerer/Wizard Spells

### Abjuration

Caster's Feedback: Causes spells to explode in caster's face. Deals 1d6 per spell level Caster's Vengeance: Attackers suffer 2d6 +1/level points of damage for each attack. Circle of Condemnation: Magical aura damages three creature types of your choice. **Explosive Dispel:** Cancels magic in explosive fashion. Reave Animation: You render corporeal undead and constructs immobile and helpless. Scapegoat, Superior: Transfer your poor luck to any of the target creatures. (Immediate) Steelskin: Gain damage reduction 15/adamantine.

Unmagical Curse: Subject of this curse cannot use or be affected by magic.

Ward of Vaults: Array of magical effects protect a structure from thievery.

### Conjuration

Agony Unseen: You conjure up an invisible bank of acidic and toxic gases.

Freezing Cloud: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid. Nauseating Chaos: Subject is nauseated and spews bizarre objects that deal 1d6 bludgeoning damage per level every 1d4 rounds.

Power Word Fear: Causes creatures to become frightened.

Pursuing Pit: Creates an extradimensional pit that can appear in a different 10' square each round Pyroclastic Vent: Creates a geyser of pyroclastic material.

Recreate Construct: You return a destroyed construct to a functional form.

Vitriolic Sphere: Leathery sphere releases acidic vapor and toxic dust as splash weapon. Target of direct hit takes 10d6 damage; those in the area of the dust and vapor are poisoned, suffering Constitution damage and blindness.

Void Portal: Creates vortex that inexorably draws creatures and objects toward it.

### Divination

Analyze Malady: You learn how to remove a curse, affliction, or detrimental effect.

Darkest Knowing: Subject is the target of the darkest truths of existence.

Eyes on the World: You can "keep an eye on" an area, creature or object.

Kismet's Whisper: You may react to one event before it takes place.

Monstrous Lore: You learn what abilities a creature possesses.

### Enchantment

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies. Ordeal of Loss: Fills subject with terrible regret dealing 10 points of subdual damage/level. Steadfast Friend: As charm person, but permanent. Steal the Painful Memory: You remove the memory of one event from a community's mind. Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Unforgettable: Everyone notices you and remembers every detail about you.

### Evocation

Choking Darkness: Creates impenetrable darkness and makes it hard to breathe. Clear the Field: Flings foes away through the air.

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Immediate Force: Ray deals 1d6 points of force damage damage/2 levels. (Immediate) Lightning Capacitor: Object stores multiple bolts of lightning each dealing 5d6 electrical damage Lightning Cascade: Inflicts 1d6 points of electricity damage/level (20d6 max.) out to 100 feet away. Mishap Ray: Ray deals damage and causes the target's spells, spell-like abilities, and magic items to create mishaps. Provisional Spell: Designated spell triggers stored spell in subject.

Wall of Windshear: You create a dangerously violent wall of wind.

Winter's Teeth: Blast of arctic air deals 1d6/level damage (max. 20d6), chills equipment, and can knock creatures back.

### Illusion

**Deception:** Turns you invisible and creates multiple illusory doubles.

Déjà Vu: A target relives the damage he suffered last round.

Disguise Effects: You cause the subjects to appear immune to all damage, spells and effects.

Dreamtrap: A messenger enters a subject's dream and traps him there.

Eyes of Decay, Mass: Subjects see an apocalyptic nightmare of undeath.

Haunted Grounds: An array of illusionary effects wards an area.

Phantasmal Swarms of Ruin: Fearsome illusion inflicts nauseated or sickened condition on subject. Shadow Sentinels: Shadowy warriors guard, patrol, or attack on your command.

### Necromancy

Consume Item: Absorb a magic item to gain healing effect.

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a target creature per four levels you possess.

Curse of Ineptitude: You become an extremely ungifted combatant.

Death Tolling: Create a magical bell that deals damage.

Explosive Mind: Deal 1d6 damage per level and nauseate your target.

Heart Clutch: Target's heart stops and tears free from its body.

Instant Weakness: Subject gains a vulnerability chosen by the caster. (Immediate)

Scourge: You place a curse upon a living subject from a vast distance.

Transfer Lifespark: You disintegrate your body and transfer your life force into a construct you control.

Wall of Torment: Creates an invisible wall of pain that inflicts Dexterity and Strength damage and a morale penalty.

### Transmutation

Backbiter: Transforms your foe's weapons into snakes to fight for you.

Bend Fate: Alter the likelihood of an event by changing a d20 roll by 2d10. (Immediate)

Blood to Gold: Target suffers Constitution and fire damage each round as blood turns to gold.

Copy Cat: Copy a spell recently cast.

Disintegration Sphere: Create a lesser version of a sphere of annihilation.

Dragon's Teeth Warriors: Planted dragon's teeth grow into fierce warriors.

Earth and Fire: Intermix earth and fire in a 15-ft.radius emanation to damage creatures and entangles foes.

Flames of the Dragon's Fury: Harm your enemies with tendrils of fire.

Fragile Vitrification: You turn a target into a statue of brittle glass.

Inspire True Love: Causes the subject's true love to come to him.

Iron Paper: Paper become as tough as iron. Liquefy: A 120-ft. line of caustic light deals 2d6 damage/level.

Rage of the Red Dragon: Subject becomes a red dragon and attacks nearest creature.

**Sleep of Power:** You fall into a long coma-like sleep; a current ongoing spell remains active throughout the duration.

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Snake Arms: Turns your arms into poisonous snakes with reach.

Spell Dynamo: You take the power from failed and discharged spells to power a 3rd level or lower spell. Unstable Form, Mass: One creature/level is destabilized into an amorphous mass.

Ur-Animate: You transform and corporeal undead creature into an animated object.

Wizard's Replication: You instantly prepare any one spell of 6th level or lower.



Explosive Mind

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### Agony Unseen

School: Conjuration (Creation); Level: Sor/Wiz 7 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) Effect: Invisible cloud spreads in 20-ft. radius, 20 ft. high **Duration:** 1 min./level Saving Throw: Fortitude partial; see text;

### Spell Resistance: No

An invisible bank of acidic and toxic gases billows out from the point you designate. Those exposed to the cloud suffer severe and painful blisters all over their bodies and inside their lungs, suffering wracking pains that impose a -4 circumstance penalty on attack rolls, skill checks, and ability checks. In addition, the subject is nauseated and suffers 1d6 bleed damage each round. These effects last for 1 hour. A successful saving throw reduces the nauseated condition to sickened, reduces the bleed damage by half, and reduces the circumstance penalty to -2. Constructs, undead, and creatures immune to both poison and acid are immune to this spell. Creatures immune to only one of these effects, or resistant to both, receive only a +4 bonus to their saving throw.

The wracking pains and conditions inflicted this spell can only be negated by a 6th level or higher conjuration (healing) spell.

A moderate wind (11+ mph) disperses the gases in 4 rounds; a strong wind (21+ mph) disperses the gases in 1 round. The spell does not function underwater.

### Analyze Malady

School: Divination; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S **Range:** Close (25 ft. + 5 ft./2 levels) Targets: One object or creature per caster level Duration: 1 round/level (D) Saving Throw: None or Will negates; see text;

Spell Resistance: No You discern all curses, afflictions, and detrimental effects present in a number of creatures or objects. Each round, you may examine a single creature or

object and learn, as a free action, how to dispel, remove or negate these effects. In the case of a magic item or artifact, you also learn how to destroy the object. In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze malady spells for 24 hours.

### Armor of Thorns and Wines

School: Conjuration (Creation); Level: Drd 7 Casting Time: 1 standard action Components: V, S, DF Range: Personal

### Target: You

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

For the duration of the spell, your torso grows a weave of green, writhing thorny vines. Creatures striking you with natural weapons or hand-held weapons take 2d12 points of piercing damage each time they hit you. Once per round you make a grapple check (caster level plus relevant caster ability modifier) against such an attacker; while grappled, that creature suffers this damage each round. In addition, the thorns grant the caster a +8 natural armor bonus. The caster may will the thorny vines to move out of the way so he may safely receive beneficial touch-based spells and spelllike effects. As a full-round action (which does not provoke attacks of opportunity), the caster can have the vines strike out from his body, dealing 4d12 points of damage to all creatures within a 15-foot-long, 180degree arc in front of him, or to all creatures within 10 feet of him (Reflex save for half damage).

### **Backbiter**

School: Transmutation; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a serpent's tooth) 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: Fortitude negates;

Spell Resistance: Yes

With a long hissing whisper, you transform all the targeted foe's currently attended weapons into various sorts of snakes that immediately attack your foes. As long as the snakes remain within sight, you can direct their actions telepathically as a free action. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below. Snake statistics can be found in the Pathfinder Bestiary; details on the advanced and giant simple templates can be found within that book as well. Venomous Snake: Counts as 1 snake. Constrictor Snake: Counts as 2 snakes.

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Advanced Venomous Snake: Counts as 2 snakes. Advanced Constrictor Snake: Counts as 3 snakes. Advanced Giant Venomous Snake: Counts as 4 snakes.

Advanced Giant Constrictor Snake: Counts as 5 snakes.

## Bane of the Warlock

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School: Evocation; Level: Clr 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: 20-ft. radius sphere Duration: Instantaneous/1 round. Saving Throw: Will partial; Spell Resistance: Yes

This spell creates a blast of divine energy that causes anyone who can cast an arcane spell or use an arcane spell-like ability to take 1d6 divine damage per 2 levels

### Bend Fate

School: Transmutation; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 immediate action Components: V, S, M (1 platinum piece) Range: Close (25 ft. +5 ft./2 levels) Target: One creature Duration: instantaneous

**Saving Throw:** Will partial; **Spell Resistance:** Yes You can manipulate the probability of an action failing or succeeding. This spell creates a 2d10 luck bonus or penalty (caster's choice) to any one d20 roll made by a single creature. If the subject resists and makes a successful saving throw, this results in the bonus or penalty being reduced by half. This spell cannot affect the same creature more than once per day.

### Bestow Greater Curse

School: Transmutation; Level: Clr 7 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes You place a potent curse on the creature touched, choosing one of the following effects:

- A –10 decrease to an ability score (minimum 1)
- A –8 penalty on attack rolls, saving throws, ability checks, and skill checks
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action

You may also invent your own *greater curse*, but it should be no more powerful than those listed above. The GM has final say on the curse's effect. This curse cannot be dispelled, but it can be removed with a *remove curse* (which grants a second saving throw, but if successful it has no additional effect), *break enchantment, limited wish, miracle*, or *wish* spell.

## Blessing of the Spirits

School: Transmutation; Level: Clr 7, Drd 7 Casting Time: 1 standard action Components: V, S, DF Range: Personal Target: You Duration: 1 min./level When you cast *blessing of the spirits*, you are surrounded by a halo of light (you choose the color). While under the effects of the spell you gain +6 luck bonus to AC, +2 luck bonus to saves, +30 ft. enhancement bonus to land speed, fly 60 feet (perfect), swim 60 feet, darkvision 60 feet, DR 5/magic, regeneration 2 (acid and fire) and low-light vision. You also must choose an element and gain the following listed immunity and vulnerability associated with that element:

Element	Immunity	Vulnerability	
Air	electricity	acid	
Earth	acid	electricity	
Fire	fire	cold	
Water	cold	fire	

# Blood to Gold

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School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (10 gold pieces) Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature; see text Duration: 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes

This spell transforms the blood of a living creature (one that has blood) to molten gold (10 gp worth). The target creature suffers 2 points of Constitution damage and 4d6 fire damage per round. A *heal* spell cast during this time saves the creature's life, healing the damage and negating the spell. Creatures successful in their saving throws suffer only 4d6 points of fire damage and the spell ends.

### Calculated Wrath

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (wolverine's blood) Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which can be more than 50 ft. apart ミュリアタフススペムス シス ムスス マスス てやてん らいやく シュ

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

**Saving Throw:** Will negates; **Spell Resistance:** Yes You inspire a righteous and potent wrath in your allies (including yourself), but cause your enemies to suffer a blinding and detrimental rage. When you cast this spell, a red haze fills the affected area but dissipates quickly, and the eyes of affected creatures momentarily glow with a maniacal red light. Your allies each gain a +2 inherent bonus to Strength and Constitution, and a +2 morale bonus on Will saves. They also suffer a -2 penalty on AC. (This effect is different than a barbarian's rage ability, though, so creatures can still perform actions requiring focus and concentration.) This wrath is focused on enemies at hand.

Your opponents have the same feelings of intense anger and a focused desire to do harm to their enemies. However, unlike the controlled wrath of your allies, this fury impedes opponents' prowess in battle. Opponents under the influence of this spell cannot be compelled to leave combat by any means (including a

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All affected creatures still recognize allies and enemies.

### Caster's Feedback

School: Abjuration [Force]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (paper Mobius strip) Range: Personal

**Area:** 60-ft.-radius emanation centered on you **Duration:** Concentration, up to 1 round/level **Saving Throw:** None; **Spell Resistance:** Yes This spell creates a field that hampers spellcasting (including the spell's caster) for the duration of the spell. Any time a creature (including the caster) tries to cast a spell or use a spell-like ability within the area of the emanation, the spell fails as if countered and explodes in the creature's face, dealing 1d6 points of force damage per spell level of the spell, up to a maximum of 9d6 force damage. Thus a failed attempt to cast *delayed blast fireball* would deal a 7d6 points of force damage to the creature. This field has no effect on *dispel magic, greater dispel magic* or *antimagic field*.

### Caster's Vengeance

School: Abjuration [Force]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Personal Target: You **Duration:** 1 minute/level (D) Saving Throw: None; Spell Resistance: Yes Any creature that attacks you suffers magical feedback that inflicts 2d6 points of force energy damage + 1 point per caster level. For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as a cleric casting a curative spell), no attack roll is needed, and thus the action does not trigger this spell's effect. In addition, any creature against which you make a successful

melee touch attack also suffers the damage.

# Choking Darkness

School: Evocation [Darkness]; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M/DF (garrote covered in pitch) Range: Touch Target: Object touched Duration: 1 minute/level (D) Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell causes the target object to shed darkness in a 60-foot radius so thick that even air has trouble

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passing through it. The darkness is impenetrable to normal vision, lowlight vision, and darkvision. It also stifles sounds, smells, and vibrations, thus blocking abilities (such as scent, tremorsense, and blindsense or blindsight) that rely on any of the five senses (but not those that rely on telepathic powers or other supernatural means such as lifesense). Any creature that cannot see is blinded. A creature that cannot hear is deafened. Additionally, the thickness of the darkness actually makes it hard to breathe. A character must take a standard action each round to focus on breathing, or she does not get enough oxygen. A character can go without proper oxygen a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check in order to continue functioning without breathing. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When a character fails a Constitution check, she begins to suffocate. In the first round, she falls unconscious (o hit points). This spell does not hamper the air enough to make death a possibility. A character who spends a full round doing nothing but breathing refills her lungs enough so that the rounds without oxygen are discounted. A character who breathes and takes a move action does not regain any breath, but is not penalized for that round. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of 6th level of lower. Light spells of 7th level or higher dispel the choking darkness. If choking darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. As a darkness spell, choking darkness dispels or counters any light spell of equal or lower level

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# Circle of Condemnation

School: Abjuration; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Personal Area: 30-ft.-radius emanation centered on you Duration: 1 round/level Source Throws Will partial: Snall Registrance: Y

**Saving Throw:** Will partial; **Spell Resistance:** Yes You radiate a magical aura that damages all creatures of any three creature types (that you choose at the time of casting) that come within 30 feet of you. These creatures take 3d6 points of damage every round they stay within your radius of effect. Additionally, at the time of casting, you choose one of those three types. All creatures of that type must make a second Will save to remain within the radius after taking damage; anyone failing this second Will save is immediately forced out of the radius. (This movement does not provoke opportunity attacks and the target chooses the path; the speed of the target isn't taken into consideration—the spell moves the target to the outer edge of the spell's radius.)



### Claws of Fury

School: Transmutation; Level: Drd 7 Casting Time: 1 swift action **Components:** V, S Range: Personal Target: Self Duration 1 round/level (D) Wild fang gives your natural weapons a + 3enhancement bonus to attack and damage plus the following special qualities: bane (caster's choice), cunning\*, furious\*, keen and wounding. In addition you gain the benefits of the rage spell. \*See the Pathfinder® Roleplaying Game: Advanced Player's Guide™

# Clear the Field

School: Evocation [Force]; Level: Sor/Wiz 7 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:** Instantaneous

Saving Throw: Reflex Partial; Spell Resistance: Yes When you cast this spell, the target creatures are propelled 10 feet per caster level through the air in a single direction you choose and then are forced to land on the ground hard unless the ground is out of range of the effect. The target suffers 1d6 points of damage per 2 caster levels (maximum 10d6) from battering and the hard landing (half damage if the ground is out of range of the effect). At the end of the movement, the creatures are knocked prone. Creatures do not interfere in any way with the target's flight pattern, but solid barriers such as walls and doors might. Should the target encounter a solid barrier, the target deals damage to the barrier equal to the amount of damage dealt to the target by the spell

(minus its hardness). Should the damage be equal to or greater than the barrier's total hit points, the target bursts through the barrier and continues on its path. If the target succeeds on its saving throw, it negates the flung and knocked prone effects but does suffer half damage.

### Consume Item

School: Necromancy; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (one magic item) Range: Touch

Target: Magic item touched **Duration:** Instantaneous

Saving Throw: Will partial; Spell Resistance: Yes Your successful melee touch attack ruins one magic item. You gain temporary hit points equal to 3 points per caster level of the magic item (though you cannot gain more than twice you normal hp total in temporary hit points). The temporary hit points disappear 1 hour later. A successful saving throw results in the item suffering half its hit points in damage and gaining the broken condition (but it cannot be subject to this spell again for 24 hours) and you gain only half the amount of temporary hit points. Artifacts are immune to this spell; it does, however, affect constructs but does not bypass the magic immunity of a golem.

# Copycat

School: Transmutation; Level: Sor/Wiz 7 Casting Time: Full-round action or more; see text **Components:** V, S, see text Range: Special; see text Target: Special; see text **Duration:** Special; see text Save: Special; see text; Spell Resistance: Special; see text You can replicate any spell cast by another spellcaster F F LANLANLAN KANY KANY KANA YA KANA YA ANY KANA 5 7

during this encounter (subject to GM adjudication). The spell must be on a spell list from which you can cast, you must be of sufficient level to cast it, and it must not be higher than 6th level. You must make a Spellcraft check to identify the spell as you cast *copycat* or the spell fails. If there is a costly focus or material component (more than 10 gp) or experience component to the copied spell, you must provide this component or the casting of *copycat* fails. If the replicated spell has a casting time of 1 standard action or less, the casting time for *copycat* is a full-round action, and the imitated spell comes into effect upon completion of the spell. If the replicated spell has a casting time of more than one standard action, the casting time for copycat equals the imitated spell's casting time plus one round.

For the copied version of the spell, you are considered to be the caster of the spell for all purposes. If the spell appears on more than one spell list from which you can cast, you may choose to cast it from any applicable spell list. The base spell is replicated by *copycat*, plus any applied metamagic feats, but its effective spell level still cannot be higher than 6th level.

### Curse Ability, Greater

School: Necromancy; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One creature **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes The target of this curse has one named class ability or named universal monster ability (see Pathfinder Bestiary), that is spoken at the time of casting, per 4

caster levels you possess, rendered non-functional (a rogue cannot sneak attack, a dragon cannot use its breath weapon etc.).

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. A remove curse grants a second saving throw but if this save is unsuccessful the spell has no further effect.

### Curse of Ineptitude

School: Necromancy; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object **Duration:** Permanent

Saving Throw: Will negates; Spell Resistance: Yes You cut off a creature from all knowledge of its gifts and abilities. The subject's Base Attack Bonus changes to a poor progression (as a sorcerer), Base Saves change to a poor progression (as a construct). The subject is no longer proficient with any armor or weapon, gains no benefits from any of its feats, and none of its skills are considered class skills. It also loses the benefit of any extraordinary abilities (such as a rogue's sneak attack) it possess, though it retains its supernatural, spell and spell-like abilities. If you wield or are considered to be attending an item that is subject to this spell you are automatically subject to this spell so long as you are attending the item (some items bear an additional curse such that they cannot be removed or dropped).

The curse bestowed by this spell cannot be dispelled, but it can be removed with break enchantment. limited wish, remove curse, wish, or miracle. Remove *curse* only grants the victim a second saving throw; if this second save is failed, the spell has no further effect.

### Darkest Knowing

School: Divination [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature; see text Duration: Instantaneous/1d4+1 rounds Saving Throw: Will partial; Spell Resistance: Yes While divination spells are powerless to actually inflict any form of compulsion, sometimes the truth



### Darkest Knowing

can be a far more effective weapon than any forced effect. By casting this spell at a target creature, the spellcaster grants it just that: the truth. Darkest knowing calls forth all of the unvarnished truths about the subject, such as its infinitesimal lifespan and its utter insignificance in the grand scheme of the cosmos, and reveals them to it in a single, mindbreaking moment; it is forced to confront these harsh truths in the space of a single heartbeat. The target's mind locks up and the target is stunned for 1d4+1 rounds. A successful save results in the target being staggered for 1 round instead and makes the subject immune to this spell for 24 hours.

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# Death Solling

School: Necromancy [Sonic]; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 hour Components: V, S, F (bell) Range: Special; see text Target: One specially-prepared bell **Duration:** Special; see text Saving Throw: Will partial; Spell Resistance: Yes This spell must be cast on a specially prepared metal bell. Anyone ringing the enspelled bell can then

potentially deal damage to all living creatures within earshot. Each time the bell rings, all living creatures within the area of effect are struck by an audible wave of necromantic energies. The magic creates only one such wave per round; additional ringing attempts cause only normal chiming. On the first round, this sonic attack causes damage equal to one-half the death tolling caster's level in hit points, rounded down (a 17th-level wizard would inflict 8 points of damage). Every successive time the bell is rung, the amount of damage dealt by the wave is reduced by 1 point. Once the damage reaches zero, the spell ends (the bell can ring normally, but it won't deal damage until *death tolling* is cast on it again). The damage occurs in a 50-foot-radius spread/caster level (so the wave produced by a 15th-level sorcerer would have a maximum range of 750 feet). Aside from the bellringer and creatures incapable of hearing (including permanently or temporarily deafened individuals), all living creatures in earshot are affected unless underwater or protected by a building, cave, or some other natural phenomenon (such as the roar of a waterfall) that prevents them from properly hearing the toll of the bell (GM's discretion). Only living creatures able to hear as humans do are affected by this spell; constructs, oozes, plants, and undead of all types are immune.

Every creature within the area of effect may attempt a Will save to avoid damage. Any successful Will save results in half damage but also prevents a creature from suffering additional damage from that particular *death tolling* casting (no matter how often thereafter that creature hears the bell's sonic attack). A caster can only have one *death tolling* spell in effect at a time, a second casting discharges the previous spell.

### Deathsnare

School: Necromancy [Death]; Level: Clr 7, Sor/Wiz 8 Casting Time: 1 standard action

**Components:** V, S Range: 15 ft.

Area: 15-ft.-radius emanation, centered on you **Duration:** 1 minute/level (D)

Saving Throw: Fort negates; Spell Resistance: Yes You draw forth the life force of helpless creatures in the area, using it to empower yourself. Non-helpless creatures are unaffected, but should any creature gain the helpless condition while in the area, or should the area move into a region where creatures are helpless, they die. You gain 1d8 temporary hit points and regain one 4th-level or lower spell slot (if you prepare spells you can prepare that slot with a spell you that you currently have prepared) each time a creature dies as the result of this spell, even if you have cast that spell to your normal daily limit already. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. This effect happens only once. These effects last for the spell's duration.

### Deception

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School: Illusion (Figment, Glamer); Level: Sor/Wiz 7 Casting Time: 1 standard action **Components:** S Range: Close (25 ft. + 5 ft./2 levels) Target/Effect: You/1d4 illusory doubles plus one double per three caster levels **Duration:** 1 round/level (D) see text Saving Throw: None or Will disbelief (if interacted with); see text; Spell Resistance: No You become invisible (as greater invisibility, a glamer), and at the same time, illusory doubles of you (as programed image and mirror image, figments) appears. You are then free to go elsewhere while your doubles move away on a programmed course. The doubles appear within range but thereafter move as you programmed them. You can make a figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figments can then move in different directions. The doubles move at your speed and can talk and gesture as if they were real, but they cannot attack or cast spells, though they can pretend to do so.

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# Déjà Vu

School: Illusion (Shadow); Level: Sor/Wiz 7 Casting Time: 1 standard action **Components:** V, S, M (a broken mirror) **Range:** Close (25 ft. + 5 ft./2 levels)**Duration:** Instantaneous

Saving Throw: Will negates; Spell Resistance: Yes In an instant, the subject of this spell experiences the ravages of the previous round over again. Only forces that directly deal hit point damage are experienced again. The character receives, in an instant, all the damage he received in the previous round. For example, if the character receives 20 points of fire damage after successfully saving from a fireball and 8 points from a dagger attack, he receives 20 points of fire damage and 8 points of dagger damage when this spell is cast.

### **Disguise** Effects

School: Illusion (Glamer); Level: Sor/Wiz 7 Casting Time: 1 standard action

Components: V, S, M (an eyelash encased in gum acacia)

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 (D)

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

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

### **Disintegration** Sphere

School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: 40 ft. +10 ft. per caster level Area: 2-foot-diameter sphere Duration: 1 minute Saving Throw: Fortitude partial; Spell Resistance: Yes Vou create what appears to be a sphere of

You create what appears to be *a sphere of annihilation* except any matter that comes in contact with a sphere suffers 100 hp of damage; only if this damage is enough to kill/destroy the creature/object, is it instantly sucked into the void and utterly destroyed. A successful Fortitude save results in 15 points of damage. A successful save that kills/destroys the creature or object still results in utter destruction. In all other ways it functions like a *sphere of annihilation*. (For example: you still must make control checks to move it.) This sphere affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force* (creating a 2 ft. diameter hole), but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

### Dragon Summoning

School: Conjuration (Summoning); Level: Clr 7, Drd 7, Sor/Wiz 8 Casting Time: 1 minute Components: V, S, M (a dragon scale and treasure worth 15,000 gp which appears in the dragon's hoard) Range: See text

**Target:** A single adult dragon **Duration:** 1 hour (D)

**Saving Throw:** None; **Spell Resistance:** No When you cast this spell, you summon an adult dragon of the same type as the dragon scale you used in the casting.

The moment the casting is complete, a lone dragon appears high in the sky above you. It is not under your direct control, but it will accept your commands and aid you to the best of its abilities for the spell's duration. Regardless of the commands you give it, the dragon will not deliberately injure itself or engage in combat with opponents whose Challenge Rating exceeds its own by 8 or more.

You may dismiss the dragon from serving you at any time, but it then becomes free to stay or depart, as it desires; you may then find that you must negotiate for its services or forbearance, requiring more than the initial tribute offered during casting. If you fail to reach an agreement with the dragon, you may well face its wrath (often it will simply wait and return when you are in a weakened state).

### Dragon's Jeeth Warriors

School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 minute Components: V, S, M (one dragon's tooth worth 50 gp per warrior) Range: Touch



### Dragon Summoning

Targets: Dragon's teeth; see text Duration: 10 minutes/level Saving Throw: Will negates (object); Spell Resistance: Yes (object)

In the process of casting the spell, you plant a number of dragon's teeth in the soil. At the end of the spell's casting, these teeth change into clay golems who spring to the ground and serve you unquestionably. You can affect one dragon's tooth at 13th level and an additional tooth every 2 levels after that, to a maximum of four teeth at 19th level. They cannot speak but they understand any language you speak. They can follow only basic commands, such as attack, guard, or lift. If you are unable to command them, they follow your last command as best they can, if possible, though there is still a chance they can go berserk (note this spell is not dismissible and is not subject to being automatically dispelled). If left without a command, they stand inactive. They defend themselves if attacked. You can only have one active dragon's teeth warriors spell at a time, a second casting fails until the pervious warriors have been destroyed or the duration of the spell has expired.

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### Dreamtrap

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 minute Components: V, S Range: Unlimited; see text Target: One living creature touched; see text Duration: Permanent Saving Throw: Will Partial; Spell Resistance: Yes

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You, or a messenger touched by you, sends a phantasmal message and a trap to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to the person's identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is two-way. The recipient can ask questions or offer information, though the messenger cannot gain any information by observing the dreams of the recipient. In addition the subject is trapped in a permanent dream of a perfect idyllic world from which he cannot awake. A successful save prevents the trap, though it still results in the message being delivered. A successful save against this spell makes the target immune to further castings of this spell from the same caster.

Once the message is delivered, the messenger's mind returns instantly to its body. If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger can enter the trance at any time during its duration and visit with the recipient. Creatures that don't sleep (such as elves, but not halfelves) or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance. This spell cannot be dispelled, but it can be removed with a remove curse, break enchantment, limited wish, miracle, or wish spell. Remove curse only grants a second saving throw, if unsuccessful, subsequent castings have no effect. Removal of the spell in this manner results in the

subject suffering a -4 morale penalty to all d20 rolls for 24 hours.

### Earth and Fire

School: Transmutation [Earth, Fire]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M/DF (sealed vial, half-filled with earth and ashes)

Range: Touch

Target: Creature, object, or point in space touched Duration: 1 round/level (D)

Saving Throw: Reflex partial; Spell Resistance: Yes You create a 15-foot-radius emanation centered on the target, which can move if placed on a creature or a movable object. The emanation acts on both earth and fire, creating an area where the two mix in roughly equal portions. Earth within the emanation becomes heated, causing all creatures touching the ground to suffer 6d6 fire damage each round they are in contact with the earth. Fire within the emanation becomes infused with molten lava; damage dealt with the fire

descriptor (excluding this spell) deals an additional 2d6 bludgeoning damage and entangles the foe as it rapidly cools, hardening to rock, anchoring a foe to its current location (as entangle).

A successful Reflex save results in half damage and negates the entangled condition.

# Enforce Morality

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School: Enchantment (Charm) [Mind-Affecting]; Level: Clr 7

Casting Time: 1 standard action Components: V, M (a bead of mercury) Range: Touch

Target: Touched living creature

Duration: 1 day/level

Saving Throw: Will negates; Spell Resistance: Yes You fill the target with your morality and ideologythe creature gains your alignment and outlook. This feeling extends down to the core of the target's being, making him or her a true convert and your friend as if affected by charm monster, as well as stripping away his or her own personality (though not his or her memories). Those affected often show extreme mood swings, episodes of maniacal laughter and a very strong feeling of contempt for your enemies. Often, this spell's effects will be manifested when normal deeds become twisted perversions of the original intent. For example, a noble knight afflicted by this spell by a chaotic evil cleric may deem it just not only to eliminate his opponent on the honorable field of battle, but also to purify him through pain and so torture him to death. This spell might also manifest its effects in other ways, such as subtle smirks in response to grisly things.

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Those who know the target well can make a Sense Motive check (DC 40) to determine that the target is under the effect of a spell. Characters or creatures that already share your alignment are unaffected by this spell.

This spell is most often used by evil clerics to cause paladins and good clerics to fall from grace, at least during the duration of the spell, if not longer. When the spell expires, the target retains all of the feelings and actions while under the influence of the spell.

## Explosive Dispel

School: Abjuration [Force]; Level: Sor/Wiz 7 Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level) Target or Area: One spellcaster, creature, or object **Duration:** Instantaneous

Saving Throw: None, or Reflex half; see text: Spell Resistance: Yes

Explosive dispel not only cancels magical effects just like greater dispel magic, but it also does so violently, releasing a burst of magical energy. Explosive dispel can accomplish one of the following: end ongoing spells that have been cast on a creature or object, end ongoing spells (or at least their effects) within an area, or counter another spell caster's spell. A dispelled

spell ends as if its duration had expired and deals 1d6 points of force damage per spell level to the target of the spell (or the caster in the case of a counterspell attempt). Thus, if *explosive dispel* successfully dispelled *bull's strength*, the target of that spell would suffer 2d6 points of force damage. Area effects that are dispelled deal the damage to all creatures in the area but allow a Reflex save for half damage. Any spell that cannot be defeated by *greater dispel magic* also cannot be defeated by *explosive dispel. Explosive dispel* can dispel (but not counter) spell-like effects just as it does spells.

Unlike *greater dispel magic* you cannot use *explosive dispel* to suppress the abilities of a magic item. You automatically succeed on your dispel check against any spell that you cast yourself. Even your own spells explode when dispelled by *explosive dispel*.

### Explosive Mind

School: Necromancy; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. + 40 ft./level) Target: One living creature Duration: Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes

You cause the brain and cranial fluids of the subject to expand very rapidly, causing its head to explode. Creatures suffer 1d6 points of damage per caster level (maximum 20d6) and suffer from the nauseated condition until the damage is healed. If the target's Fortitude saving throw succeeds, it instead takes 6d6 points of damage and suffers from the sickened condition until the damage is healed.

*Special Note:* for ease of record keeping inform the PC or GM to mark this damage as special, this damage is always the first damage healed by any and all effects.

# Eyes of Decay, Mass

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 round **Components:** V, S Range: Close (25 ft. +5 ft./2 levels) Target: One creature/level, no two of which can be more than 30ft. apart Duration: 1 round/level Saving Throw: Will disbelief; Spell Resistance: Yes With this spell, the caster causes the creatures targeted to see their world as a dead and horrific place. The affected targets see all living creatures surrounding themselves as hideous undead zombies, and the rest of their surroundings as a hellish nightmare. Buildings looked burned and ruined; food looks spoiled; even the sky appears black and ominous. This apocalyptic nightmare is so terrifying that the targets are cowered. A successful disbelief results in the creatures just being shaken for 1 round.



### Eyes on the World

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School: Divination; Level: Clr 7, Sor/Wiz 7 Casting Time: 10 minutes Components: V, S, M/DF (a lens) Range: Anywhere within the affected area or touch; see text

Area: Up to 200 sq. ft./level (S) Duration: 2 hours/level (D) Saving Throw: Will negates; see text;

Spell Resistance: Yes This spell grants you immediate mental awareness whenever trespassers violate the warded area or when a warded object or creature is being threatened. The spell provides a clear, mental picture of what is transpiring. For instance, if a thief has broken into your protected stronghold, you receive a clear image of the interloper as he moves through the protected area. Similarly if a creature or object is threatened by a horde of trolls, you would also see the trolls. If you cast the spell on an area, you can be anywhere within the affected area when you cast the spell. If you cast the spell on a creature or object, you must touch the target during casting. Although it is fairly simple to adjudicate when a trespasser has violated a particular area, a threat to a particular creature or object is more difficult to define. In broad terms, whenever the spell's target is within the line of sight of any creature, entity or being intent on doing it imminent harm, it is being threatened. You receive the mental images for as long as the threat or transgression lasts. The act of receiving and interpreting these mental images requires concentration. If you cease concentrating and focus your attention elsewhere, the transmission of the images stops until you resume concentrating on the spell. The spell also ends if the trespasser leaves the warded area, the threat to the creature or object has been eliminated or the creature or object has been killed or destroyed. You can only protect one area, creature or object at any given time. If detected, the protected area, object or creature radiates a strong aura of abjuration magic.

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## Flames of the Dragon's Fury

School: Transmutation [Fear, Fire, Mind-Affecting]; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 10 min./level

The caster gains the frightful presence supernatural ability with a range of 30 feet. This ability is triggered when the caster charges, and only affects creatures that have fewer Hit Dice than the spell's caster level. Creatures that are subject to this effect must make a Will save or be shaken for 5d6 rounds. Creatures that make their saves are immune to this effect for 24 hours. This is a mind-affecting, fear effect. Furthermore, your manufactured and natural weapons are enhanced, gaining the flaming and flaming burst special qualities. You gain a +4 enhancement bonus to your existing natural armor bonus (if you have no natural armor you gain natural armor +4). This bonus increases by +1 for every three caster levels above 11th, to a maximum of +7 at 20th level.

Additionally, you gain the supernatural breath weapon special attack. The breath weapon is a 50 ft. cone of fire, dealing 1d6 points of fire damage per caster level (maximum 20d6). Creatures caught within the blast get a Reflex save for half damage. Once the caster has breathed the fire, which is a standard action, he may not do so again for 1d4+1 rounds. Finally, each use of this breath reduces the remaining duration of the spell by 30 minutes. If there are fewer than 30 minutes remaining on the duration, the caster may still breathe but the spell expires immediately afterwards, and the caster is helpless for the following round.

### Fortune's Armor

School: Conjuration (Creation); Level: Clr 7 Casting Time: 1 standard action Components: V, S, M/DF (100 gp gem) Range: Touch Target: One creature touched Duration: 1 min./level (D)

Saving Throw: Will negates (harmless);

Spell Resistance: Yes (harmless) You create a zone of good luck around the target creature; he always knows where to step to avoid a trap, when to duck to miss an attack, and how to parry the swiftest of blows. As a result, the creature enjoys a +5 luck bonus to Armor Class, CMD, and all saving throws for the duration of the spell. The Armor Class bonus applies even when the target is flat-footed or subject to touch attacks.

Unlike mundane armor, fortune's armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *fortune's armor* is a property of good luck and timing, incorporeal creatures can't bypass it the way they do normal armor.

# Fragile Vitrification

School: Transmutation (Polymorph) [Earth]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous Saving Throw: Fortitude negates; Spell Resistance: Yes The target of this spell turns into glass, as if it were a mindless, inert statue. (The target's possessions do not transform.) The glass statue shatters 1 round after it forms. Before it shatters, should the glass get broken or damaged, the target has similar damage or deformities if ever returned to its original state. The target is not dead (its soul doesn't pass on), but

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when viewed with spells that detect life, it does not seem to be alive either. A heal spell cast before the statue shatters will restore the creature. A regenerate spell, cast on the shattered glass, will restore the shattered target. A creature restored by regenerate may be slightly altered if any of the shattered fragments were missing (GM discretion). If such missing fragments can be found, another regenerate spell will properly restore those bits to the whole creature.

# Freezing Cloud

School: Conjuration (Creation) [Cold]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (chunk of ice) Range: Close (25 ft. + 5 ft./2 levels) Effect: A small cloud of ice Duration: 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes

You create a 2-ft.-diameter, ice-blue cloud that floats in the air. You direct the cloud as a free action to move anywhere within range, making one ranged touch attack each round with your own attack bonus. Those touched by the cloud suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid (rendering the victim helpless). Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the cloud suffers 10 points of fire damage, the spell ends (the cloud has AC 12).

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### Haunted Grounds

School: Illusion (Glamer, Figment, Shadow) [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 30 minutes Components: V, S, F (a small pyrite rod) Range: Anywhere within the area to be warded Area: Up to 200 sq. ft./level (S) Duration: 2 hours/level (D) Saving Throw: Will disbelief (if interacted with); Spell Resistance: Yes This powerful spell is primarily used to frighten trespassers away from your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area, these illusionary effects are defended against divinations (such as clairvoyance, detect spells, true seeing and see *invisibility*) unless the caster makes a successful caster level check (DC 15 plus your caster level).

- *Ghostly Sounds:* This can be the sound of a rattling chain, a low moan, the sound of a breaking branch, a creaking door, someone whispering their name.
- *Glimpse of Something:* You catch a momentary glimpse of something: an object moved, the eyes of a painting followed you, a secret door closed, a vague form outside a window, a monster under a bed.
- *Monster of Shadow:* You can create a specific guardian monster as a *shadow conjuration* spell, this monster can appear and disappear as per the vanishing effect at will; the effect generates the creature again in 12 hours.
- *Vanishing:* One creature per caster level selected by you at the time of casting can become invisible and inaudible as an immediate action so long as they remain within the wards, if the creature attacks, this ability is negated for 1 hour.



### Haunted Grounds

• Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall.

In addition, you can place your choice of one of the following five magical effects.

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- 1. *Phantom trap* on four doors.
- 2. A magic mouth in two places.
- 3. Major image in two places.
- 4. *Illusionary script* in one corridor or room (usually blood on a wall).
- 5. A zone of silence in one place.

The whole warded area radiates strong magic of the illusion school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *mage's disjunction* destroys the entire haunted grounds effect.

### Heart Clutch

School: Necromancy [Death]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft/2 levels) Target: One living creature Duration: Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes The caster extends a hand toward the target, pronouncing his doom, and then clutches his hand as if grasping and squeezing the target's heart. This spell deals 3d6 points of Constitution damage on a failed

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### Immediate Force

School: Evocation [Force]; Level: Sor/Wiz 7 Casting Time: 1 immediate action Components: V Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

**Duration:** Instantaneous

**Saving throw:** None; **Spell Resistance:** Yes With a single utterance, you can shoot a ray of force at a selected target. To hit you must make a ranged touch attack. If it is successful, you deal 1d6 points of force damage to the target per two caster levels (maximum 10d6).

You can cast this spell and interrupt another's actions (such as casting a spell). Casting *immediate force* counts toward the normal limit of one quickened spell per round.

### Inspire True Love

School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 minute Components: V Range: Touch Target: Creature touched Duration: 7 days Saving Throw: None; Spell Resistance: No

When this spell is cast, the target becomes destined to encounter within a week's time his true love, the one person in the world with whom he would achieve his greatest happiness. It does not mean he will *recognize* that person when he encounters her; if the target takes special precautions to isolate himself to ensure he knows who his true love *must* be, something will inevitably thwart the plan.

### Instant Weakness

School: Necromancy; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 immediate action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: Permanent; see text Saving Throw: Will negates; Spell Resistance: Yes

The subject of the spell gains one vulnerability special quality of your choice, it cannot possess more than one such vulnerability at a time, and so if the creature already possesses one, this spell fails. This spell cannot be dispelled, but it can be removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle*, or *wish* spell.



### Inspire True Love

### **Iron Paper**

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School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, F (paper to be affected) Range: Touch

**Target:** Paper, parchment, or similar substance, up to 1 square foot/level

Duration: 1 day/level (D)

Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object) You cause paper, parchment, or similar materials to become as strong and resistant to heat and stress as steel, while retaining most of their other traits, including weight. Such paper can either be shaped before using the spell with a Craft (origami) check, or can be shaped afterwards with smith equipment and the appropriate Craft skills. イススト シュンシンシンシン

Furthermore, if you choose to target only half as much paper as could otherwise be affected, armor, shields, or weapons you create gain an enhancement bonus equal to one-fourth your caster level (maximum +5).

### Kişmet's Whisper

School: Divination; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (powdered silver worth 500 gp) Range: Personal Target: You

**Duration:** 1 hour/level or until discharged The caster gains a brief glimpse into the future and sees where the strands of fate draw him. At any one

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time during the spell's duration, the caster may react to an event before it happens. The instant someone declares an action the character wishes to prevent, or a die roll comes up in a way the player doesn't like, he may declare it as the event he foresaw, and may take a single standard action just *before* it happens. This works like a readied action, in that it may interrupt or prevent the action triggering it. He may make an attack, cast a spell, move out of the way, or simply shout a warning. Of course, the character must still make any applicable rolls to see if his preemptive action worked. Further, if the action does not work, any relevant rolls stand - they need not be rerolled. For instance, during combat, a giant scorpion stings the caster's ally, a rogue, poisoning him. The caster had kismet's whisper cast, and so declares he saw the sting coming and uses his extra action to disintegrate the scorpion before the attack lands. Should the scorpion makes its save against the spell, and the resulting damage does not kill it, it will sting the rogue anyway, as the dice already indicated its attack hit and the rogue failed his save.

When the caster declares the use of this ability, the spell is ended and only one event may be foreseen per casting.

### **Lightning** Capacitor

School: Evocation [Electricity]; Level: Sor/Wiz 7 Casting Time: 10 minutes Components: V, S, M Range: Touch Target: Object touched Duration: Permanent until discharged Saving Throw: Will negates (object) or Reflex half; see text; **Spell Resistance:** Yes (object) or yes; see

text *Lightning capacitor* causes the touched object to store a vast charge of electrical energy. When a creature approaches within 15 feet of the target object, it releases the electricity as a bolt of lightning dealing

5d6 points of damage (Reflex save for half). For every three caster levels, the object will hold an additional bolt (to a maximum of 7 bolts).

The bolts discharge at a rate of one per creature each round, so each creature in the area can only be struck by a bolt once each round, but multiple creatures within the area can be stuck the same round by different bolts. For example, *lightning capacitor* cast by a 13th level caster would originally contain four bolts. If two creatures approached the object in the same round they would both be stuck by separate bolts, draining two from the object, which would leave it with two bolts. If the creatures did not move away from the warded object, they would get struck again next round on their turn. If the object holding the charges is destroyed while it still has bolts remaining, the bolts are instantly released, all striking the nearest creature. When cast, you may designate specific creatures that can come near the object without being stuck by its lightning bolts. The caster can also designate whether the object targeted appears as normal or if it crackles with a visible charge of electricity.

### **Lightning** Cascade

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School: Evocation [Electricity]; Level: Sor/Wiz 7 Casting Time: 1 standard action

Components: V, S, M (square plate of iron) Range: 100 ft.

Area: A spread centered on you, 5 ft. high and 200 ft. across

**Duration:** Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes As lightning bolt, except lightning arcs from you in all directions in a single plane out to 100 feet, 5 feet high. The effect inflicts 1d6 points of electricity damage per level of the caster (maximum 20d6) to all within the area except you.

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School: Transmutation; Level: Drd 8, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a pinch of lye) Range: 120 ft. Area: 120-ft. line **Duration:** Instantaneous Saving Throw: Reflex negates: Spell Resistance: Yes You unleash a horrific beam of caustic green light that

deals 2d6 points of damage per caster level (maximum 20d6) to each creature within its area. The line begins at your fingertips. If a creature in the area is reduced to 0 hp or less, it dissolves into a sticky mess of bloody fluid. Liquefied creatures can only be restored to life by a miracle, resurrection, true resurrection, or wish spell.

# Mark of Exile

School: Abjuration; Level: Clr 7, Drd 8 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: Permanent; see text Saving Throw: None; see text; Spell Resistance: Yes

You draw an indelible mark on the subject and declare some area or named location taboo. If the subject subsequently enters the specified area, it suffers 20d6 points of damage per round it remains in that area (no save). The specified area can be no larger than 1 square mile per caster level. If the target is already in the specified area when the spell is cast, nothing happens, but if the target leaves the area and attempts to return, the baneful effects of mark of exile are triggered. Only one mark of exile can affect a creature at any given time.

The spell leaves an invisible mark upon the target. The target can always sense when it is within 100 feet of the borders of the forbidden area.

Mark of exile cannot be dispelled, but it can be removed with a remove curse, break enchantment, limited wish, miracle, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of exile caster level.

# Mark of Fall

School: Transmutation; Level: Drd 7 Casting Time: 1 standard action Components: V, S, F (a fallen leaf) **Range:** Personal Target: You Duration: 1 min./level

Calling upon the blessings of the season of fall, this spell gifts you with a +2 inherent bonus to Charisma. You also gain the benefits of the pass without trace and freedom of movement spells. Finally, you may, as a standard action, cast the wall of thorns spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

### Mark of Spring

School: Transmutation [Air]; Level: Drd 7 Casting Time: 1 standard action Components: V, S, F (a spring wildflower) Range: Personal Target: You

Duration: 1 min./level

Calling upon the blessings of the season of spring, this spell gifts you with a +2 inherent bonus to Dexterity as well giving you the benefits of *overland flight* and pass without trace. Finally, you may, as a standard action, cast the lightning storm spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

## Mark of Summer

School: Transmutation [Fire]; Level: Drd 7 Casting Time: 1 standard action Components: V, S, F (a stone from a dry riverbed) Range: Personal Target: Self

Duration: 1 min./level Saving Throw: Will negates (harmless); Spell **Resistance:** Yes

Calling upon the blessings of the season of winter, this spell gifts you with a +2 inherent bonus to Strength as well as immunity to fire. The spell also grants you a +1 enhancement bonus to caster level when casting any fire-based spells. Finally, you may, as a standard action, cast the wall of fire spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

## Mark of Winter

School: Transmutation [Cold]; Level: Drd 7 Casting Time: 1 standard action Components: V, S, F (a leafless twig picked during winter) Range: Personal Target: You Duration: 1 min./level

This spell gifts you with a +2 inherent bonus to Constitution as well as immunity to cold. The spell also grants you a +1 enhancement bonus to your caster level when casting any cold-based spells.

Finally, you may, as a standard action, cast the cone of cold spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

### Minor Miracle

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School: Universal; Level: Clr 7 Casting Time: 1 standard action Components: V, S, DF; see text Range: See text Target, Effect or Area: See text **Duration:** See text

Saving Throw: See text; Spell Resistance: Yes A less powerful version of the spell *miracle*, this spell allows you to request a boon from the gods in the form of a single magical invocation or intervention. You state what you would like to have happen and request your deity to intercede. If it is within the spell's power to fulfill, the request will be granted. A minor miracle can do any of the following things.

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- Duplicate any priest spell of 6th level or lower (including spells to which you have access due to vour domains).
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th level spell. When a minor miracle spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide the component (although a second minor miracle may be invoked beforehand as a means of acquiring said component). If a spell or effect can be overcome with a limited wish (such as bestow curse) it can also be overcome by minor miracle.

## Mirror of Chaos

School: Transmutation [Chaos]; Level: Clr 7 Casting Time: 1 action Components: V, S, F (a small distorted mirror) Range: Personal Target: You

Duration: 1 round/level

You absorb spell energy directly and convert it to raw chaotic energy, then reshape it into a magical effect. For the duration of the spell you are allowed a Will save against any spell that targets you individually (the DC is the same that the spell normally has). If the save fails, the spell affects you normally. Otherwise, you absorb the spell energy, negating the spell. On your next turn you may, as a free action, attempt to use the absorbed spell's energy to cast another spell with the chaos descriptor on your spell list. This spell must be of a spell level lower than the original spell, and must normally have a casting time of 1 standard action (though you cast it as a free action).

You may not use metamagic feats to enhance the spell you wish to emulate. You must have any appropriate spell components. Shaping a spell from the absorbed energies does not use any of your spell slots or prepared spells, but if you fail to use the spell energy on the round after you absorb it, you take 1 point of damage per level of the spell absorbed. You can only cast one spell per round from absorbed spell energy. Throughout the entire duration of this spell, you can absorb a total number of spell levels equal to your caster level. Spells that you absorb but do not shape count toward this limit, but spells you do not absorb do not. If a spell that targets you is of higher level than the remaining levels of absorption, the spell affects you normally, and mirror of chaos ends with no further effect.

### Mishap Ray

School: Evocation [Chaos]; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action **Components:** V, S, M (1 gp flipped) Range: Medium (100 ft. + 10 ft./level) Effect: Ray

Duration: Special; see text

Saving Throw: None; Spell Resistance: Yes A bolt of chaos energy blasts from you into another creature, dealing damage and disrupting their spell casting and spell like abilities. You must succeed at a ranged touch attack to strike a target. A hit deals 1d6 points of damage per 2 levels (maximum 10d6) from chaotic energy. Thereafter, for one round per level, unless the subject makes a Wisdom check (DC 10 + your relevant caster ability modifier) the spells, spelllike abilities, and magic items the subject actives cause a mishap (see Scroll Mishaps). A subject could take a 10 or a 20 on this check if conditions made this possible.

### Monstrous Jore

School: Divination; Level: Clr 7, Drd 7, Sor/Wiz 7 **Casting Time:** 1 minute

Components: V, S, M (a piece of the monster's body or scat)

Range: Touch

**Target:** One creature

**Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes You learn the names of all the creature's extraordinary, supernatural, and spell-like abilities, including but not limited to Special Defenses, Special Attacks, and Special Qualities. You can cast this spell on a piece of the creature or the creature's scat. You can cast the spell on decayed, desiccated or fresh parts of a creature. Once you cast the spell you gain the knowledge (the names), but you do not learn the details of what those abilities do.

### Nauseating Chaos

School: Conjuration (Creation) [Chaos]; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action

Components: V, M (piece of rancid meat) Range: Close (25 ft. +5 ft./2 levels) Target: One living creature Duration: 1 round/level Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

This spell causes the target creature to vomit forth bizarre objects. On the first round and every 1d4 rounds after that, the subject must make a Fortitude save or be nauseated and spew forth a magically conjured bizarre object (a couch, a dead bull, an anvil, a wagon wheel, etc.) of the caster's choice into a random adjacent square, dealing 1d6 points of bludgeoning damage per caster level divided between the subject and the creatures in the affected square. Creatures that possess damage reduction 5 or greater that is not overcome by bludgeoning damage are immune to this spell and its effects. In addition, all creatures in other adjacent squares take 1 point of splash damage per caster levels as the object shatters on impact and then disappears. A successful save negates the nauseated condition and the spewing until the spell triggers again. The objects that are spewed forth possess no special properties.

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# Ordeal of Joss

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School: Enchantment [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a pearl worth 100 gp) Range: Close (25 ft. +5 ft./2 levels) Target: One living creature Duration: Until discharged; see text Saving Throw: Will negates; Spell Resistance: Yes

Ordeal of loss has no effect until a charm spell discharges on the target creature or until the caster wills it so (free action). The target creature becomes filled with terrible regret and depression. These dark feelings can overwhelm the subject; if it fails a Will save, it suffers 10 points of subdual damage per caster level (to a maximum of 200). This damage can carry over, becoming lethal damage. Only one ordeal of loss per level can affect any creature at any one time, a second casting negates the first. This spell is often cast upon creatures that are charmed by the caster (and hence are considered willing when the spell is cast, granting no saving throw against the effect).

### Phantasmal Swarms of Ruin

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: Any number of creatures, no two of which can be more than 30 ft. apart Duration: 1 round/level or 1 round Saving Throw: Will disbelief, then Will partial; Spell Resistance: Yes



Phantasmal Swarms of Ruin

You create a phantasmal image of multiple swarms simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: these swarms. Only the spell's subjects can see the *phantasmal swarms of ruin*. You see only vague shapes. Each target first gets a Will save to recognize the images as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on a second Will save or is afflicted with the nauseated condition from fear and suffers 3d6 points of damage. If the second Will save is successful, the subject suffers the sickened condition for the duration of the spell but the damage is negated.

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

### Power Word Fear

School: Conjuration (Creation); Level: Sor/Wiz 7 Casting Time: 1 standard action **Components:** V Range: Close (25 ft. + 5 ft./2 levels)

Targets: Creatures with up to 200 total hit points within a 15-ft.-radius sphere

**Duration:** See text

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Saving Throw: None; Spell Resistance: Yes This spell creates a wave of magical energy that terrifies one or more creatures, inflicting the frightened condition. It affects the creatures with the lowest hit point totals first, selecting subjects one at a time until the next target would put it over the limit of 200. (Creatures with negative hit points count as having o hit points.) The duration of the spell depends on the total hit points of the affected creatures:

Hit Points	Duration
Up to 50	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

### Provisional Spell

School: Evocation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature or object Duration: Until discharged

Saving Throw: Will negates; Spell Resistance: Yes You cast this spell as well as another spell of 4th level or lower to be "stored." When a specific spell you name (of any level) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round

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A target and his gear may have only one provisional spell active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian's axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the provisional spell still triggers. If the stored spell cannot be cast as designated by the caster (due to range, line of sight, etc.), the spell has no effect and the provisional spell is lost.

# Purge Falsehoods

School: Abjuration; Level: Clr 7, Drd 7 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 min./level You surround yourself with a sphere of power with a radius of 5 feet per caster level that removes

polymorph and glamer effects from creatures in the area, returning them to their true forms, even against their will. Against creatures affected by polymorph or glamer spell effects (such as *baleful polymorph* or invisibility), you must make a caster level check (1d20 + caster level, maximum +20) against a DC of 11 + caster level of each effect. Success means that the polymorph or glamer effect immediately ends. A creature with the supernatural ability to change shape (such as a lycanthrope) or become glamered

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must make a Will saving throw or immediately revert to its true form or become visible. If it fails this first saving throw, the creature can attempt another Will saving throw to overcome the spell as a full-round action that does not provoke attacks of opportunity. If this save succeeds, this casting of the spell no longer affects the creature and the creature is capable of changing shape or becoming glamered once again. If the second save fails, the creature is locked in its true form or visible for the duration of the spell, preventing any further polymorph or glamer effects from changing its shape or altering its appearance. Each creature in the sphere of *purge falsehoods* is subject to having all glamers and all polymorph effects on it affected. Caster level checks must be made against each effect for each target, and any successful checks are then met with saving throws. So it's possible, for instance, for an invisible werewolf in the area of effect to end up being a visible werewolf, an invisible man, a visible man, or, in the case of two failed caster level checks, to remain an invisible werewolf.

### **Pursuing** Pit

School: Conjuration (Creation); Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, F (miniature shovel costing 35 gp) Range: Medium (100 ft. + 10 ft./level) Effect: One 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels **Duration:** 1 round + 1 round/level Saving Throw: Reflex special; see text; Spell Resistance: No You create a 10-foot-by-10-foot extradimensional hole

with a depth of 10 feet per two caster levels (maximum 100 feet). The pit has the ability to squeeze and crush any creature trapped within it. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage).

You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. You can, as a free action once per round, cause the pit to appear anywhere else within range of the spell. Any creature standing in the area where you first conjure the pit or where you conjure it again with this free action must make a Reflex saving throw to avoid falling into it.

In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal.

The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

# **Pyroclastic Vent**

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School: Conjuration (Creation) [Fire, Earth]; Level: Drd 7, Sor/Wiz 7

Casting Time: 1 standard action Components: V, S, M/DF (a piece of lava rock) **Range:** Long (400 ft. + 40 ft./level) Effect: Spout of pyroclastic material filling a 5 ft. square and spraying upward 10 ft./level Duration: Concentration + 1 round/level Saving Throw: Reflex partial (see below); Spell Resistance: Yes

You cause a column of pyroclastic material to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to the flow as its spray falls back to the ground.

Any creature entering the *pyroclastic vent*, or occupying the square it appears in, must make a Reflex saving throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its saving throw, it takes 6d6 points of damage (half bludgeoning, half fire) from the pyroclastic flow and also takes falling damage based upon the height of the vent (e.g., if the geyser is 130 feet tall, the creature takes 13d6 falling damage), landing prone in a random square adjacent to the vent. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the pyroclastic vent (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it).

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This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the *geyser* sprays pyroclastic material in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the pyroclastic vent's height (e.g., a 130-foot geyser has a 65-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of fire damage and 1d6 bludgeoning damage each round as burning rocks cascade on them.

You can choose to make a smaller vent than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of pyroclastic rain that's smaller than what would be created by a full-height pyroclastic vent spell.

## Rage of the Red Dragon

School: Transmutation; Level Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a red dragon's scale)

Range: Medium (100 ft. + 10 ft./level) Target: One creature Duration: 1 round/level Saving Throw: Fortitude negates; Spell **Resistance:** Yes

You invoke the mystical power of the red dragon to transform a creature into a red dragon (as form of the dragon I) and to drive the target into a mad, bestial frenzy. For the remainder of the spell's duration, the target behaves as if under a rage spell and attacks the nearest creature with its natural weapons or breath weapon in preference to other actions. Also for the duration, if it is attacked, it automatically attacks its closest attacker(s) on its next turn. Once the spell ends, the target is dazed for 1 round as it returns to its normal state.

### Reaper's Scythe

School: Evocation [Force]; Level: Clr 7 Casting Time: 1 standard action Components: V, S, M/DF (a small silver scythe) Range: Medium (100 ft. + 10 ft./level) Effect: One scythe Duration: 1 round/level (D) Saving Throw: Special; see text; Spell **Resistance:** Yes

This spell functions like spiritual weapon except it creates a black, scythe-shaped force that deals 2d8 force damage per hit, + 1 point per two caster levels (maximum +10 at 20th level). If the weapon scores a critical hit, it does quadruple damage, and, if the critical was caused by a natural 20, the target must also make a Fortitude save or suffer an additional 10 damage per caster level. If the total damage from this strike is enough to kill or destroy the target, the weapon severs the target's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads.

### Reave Animation

School: Abjuration; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Component: V Range: Close (25 ft. + 5 ft./2 levels) Target: One construct or corporeal undead **Duration:** Instantaneous

Saving Throw: Will partial; Spell Resistance: No A single construct or corporeal undead creature is reaved of its animating magic rendering it permanently inert and helpless if a successful Will save is not made. A construct or corporeal undead under another creature's direct control can use its own Will save bonus or its master's Will save bonus, whichever is higher. A successful Will save results in 5d6 points of damage to the target creature.



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Recreate Construct School: Conjuration (Creation); Level: Clr 7, Sor/Wiz 7 Casting Time: 8 hours Components: V, S, M/DF (1/25th the construct's creation cost) Range: Touch Target: Destroyed construct touched

**Duration:** Instantaneous

Saving Throw: None; see text; Spell Resistance: Yes (harmless)

You restore a destroyed construct to 1 hit point (plus its bonus hit points), and bring it under your control. You can recreate a construct that has been destroyed for no longer than one day per caster level. In addition, if the construct was intelligent then the subject's spirit must be free and willing to return. If the subject's spirit is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. You cannot control multiple constructs with this spell unless you created

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them, if you cast it again you lose control of the previous construct (the one you did not create). Being recreated lessens the structural integrity of any construct. The subject of the spell loses 1 HD when it is recreated. If the subject is 1 HD, it cannot be recreated. This HD loss cannot be repaired by any means. A construct with spellcasting ability that was destroyed loses all spell slots and prepared spells upon being recreated and cannot use spell-like or supernatural abilities for 24 hours.

No curses affecting the construct are undone by this spell. While the spell repairs lethal damage of most kinds, the body of the construct to be recreated must be whole. Otherwise, missing parts are still missing when the creature is recreated. Only equipment that is part of the construct is repaired by this spell.

### Rust and the Worm

School: Transmutation; Level: Drd 7 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which can be

more than 30 ft. apart; see text **Duration:** See text

**Saving Throw:** Will negates; **Spell Resistance:** No Any corporeal dead, undead, iron or iron alloy item or creature you target crumbles into rust or dust. If the item is so large that it cannot fit within a 5-foot radius, a 5-foot-radius volume of the iron or organic material is destroyed.

This spell instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion. A metal weapon that is targeted is destroyed. Against an organic or ferrous creature, *rust and the worm* instantaneously deals 1d6 points of damage per caster level (maximum 20d6).

## Scapegoat, Superior

School: Abjuration; Level: Sor/Wiz 7 Casting Time: 1 immediate action Components: V, S, M (the hair of a goat) 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 or until discharged Saving Throw: Will negates; Spell Resistance: Y

**Saving Throw:** Will negates; **Spell Resistance:** Yes This spell transfers your bad luck to another creature. You nominate creatures within range each time you transfer a roll to be the scapegoat, or recipient. While the spell is in effect, if you fail an attack roll, saving throw, or skill check, you may transfer that failed roll to a chosen scapegoat that has failed its save and roll again. You cannot transfer more than four rolls, must accept the results of your second roll and cannot transfer more than one roll each round. Once you have successfully transferred the four rolls, the spell discharges. If a target has yet to take an action that would use the transferred rolls (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him and much choose another target to be your new scapegoat.

### Scourge

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School: Necromancy; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 hour Components: V, S Range: 4 miles/level Target: One living creature Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes

A scourge is an extremely powerful curse. It can be cast over a vast distance; as a result, it is often used to punish heretics and criminals who cannot be brought to face justice. When you cast *scourge* you can choose to duplicate any of the effects of a curse of lower level (curse spells are those that cannot be dispelled but can only be affected by *break enchantment*, *limited wish*, *miracle*, *remove curse*, and/or *wish*) or you can select one of the following effects: **シャンスエクシスエル** 

- Acrimony People can't explain why they don't like the victim; he just seems suspicious and hateful. NPC allies and friends can resist this somewhat, but will still find the character strangely repellent; they may suspect that he has been replaced by a doppelganger. In addition, any sort of spell used to detect alignment will always respond with the alignment most hostile to the caster, and discern lies will always show the victim as lying.
- Aging The victim ages one age category at the start of each day.
- Barren Touch Any food or drink touched by the victim spoils. Any plants he tills die. Any Heal checks he makes automatically fail, and any cure spells he casts have a 50% chance of becoming inflict spells of the same level.
- Ignominy Anyone who comes into contact with the victim will forget any noble or valorous deeds she has done, while clearly remembering any crimes she has committed or mistakes she has made. People will attribute the character's greatest achievements to other people (other party members, for example, or legendary heroes). If the curse is lifted, these memories will return.
- *Ostracism* The victim is surrounded by an aura that causes all NPCs to have a hostile attitude toward him. This also results in a permanent –6 penalty to the victim's Charisma score, to a minimum score of 1.
- *Poverty* Any precious metal that the victim touches turns to lead.
- Prohibition You specify a specific action that the victim cannot take. "Do not lie" or "Do not physically hurt humans" will work; impossible or broad requests like "Do not breathe" or "Never hurt anyone in any way" will not. Any time that the victim attempts the prohibited action, she must make a Will save (using the DC of the

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scourge). If she succeeds, she can perform the action unhindered; otherwise she is wracked with extreme pain suffering a -4 penalty on attack rolls, skill checks, and ability checks (these penalties last for 1 hour); in addition she suffers from the Stunned condition for 1d4+1 rounds.

You can come up with similar effects with your GM's permission.

When you cast the spell you must declare a set of circumstances that will cause the curse to be broken. Depending on the reasons for inflicting the scourge, this could range from "Save an innocent man from death" or "Submit to Kheshite justice," to "Defeat the demon lord Xarglbarg" or even "Find true love." The subject is automatically made aware of this escape clause and the clause is subject to GM approval. This curse cannot be dispelled, and it can only be removed with a remove curse (which only grants a second saving throw, but if unsuccessful it has no additional effect), break enchantment (as remove curse), limited wish, miracle, or wish spell.

### Screaming Sandstorm

School: Evocation [Air, Earth]; Level: Clr 8, Drd 7 Casting Time: 1 standard action Components: V, S, DF Range: Long (400 ft. + 40 ft./level) Effect: Cylinder 30 ft. radius, 30 ft. high Duration: 1 round/level (D) Saving Throw: Reflex half or none; see text; Spell Resistance: Yes

This spell creates a sandstorm – a whirling, blowing mass of wind and sand particles - to spring up in the targeted area. The sandstorm imposes a –4 penalty on all Perception checks and reduces visibility to 20 feet. The blasting sands of the screaming sandstorm deal 5d6 points of damage per round to all in the area of effect.

The caster may move the screaming sandstorm at a speed of 30 feet per round; doing so is considered a swift action.

### Shadow Sentinels

School: Illusion (Shadow): Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, F (a tiny replica sword made of onyx worth 50 gp) Range: Close (25 ft. + 5 ft./2 levels) Effect: One shadowy guard/level; see text Duration: 1 hour/level or until discharged Saving Throw: None; Spell Resistance: No Shadow sentinels creates the illusion of faceless Medium-sized warriors (AC 20) under your command. The sentinels may be commanded to "guard," where they shouts an alarm if they notice anyone approach within 30 ft. (using the caster's Perception score); "patrol," where they follow a route first walked by the caster and calls an alarm if they notice anyone approach within 30 feet; and "attack," where they attack with their physical attacks (2d6

damage + 1 point /2 levels). The sentinels have a BAB equal to the caster's level and add the caster's associated stat bonus (a 14th level sorcerer with a Charisma of 17 creates a sentinel with a BAB of +14, and an attack of +17). They inflict 1d8+1 damage. The sentinels may provide allies a flanking bonus, but do not benefit from one. The sentinels are discharged after being successfully struck for 30 points of damage (they use the caster's saving throws).

### Shambling Armor

School: Abjuration; Level: Drd 7 Casting Time: 1 standard action Components: V, S, M (a vine from a shambling mound)

Range: Personal

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Target: You

Duration: 1 min./level (D)

This spell creates a massive animated suit of rotting vegetation, which grants you several powerful resistances and abilities while this spell is in effect. You gain 60 temporary hit points. You are immune to electricity, have a 50% chance to negate all mindaffecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun spells or effects; you gain resist 10 fire. However you become vulnerable to all spells and effects that affect plants. You gain a +8 size bonus to your Strength score, but you take a -8 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal though you gain a 20 ft. swim speed. You have an arcane spell failure chance of 20% and a -3 armor check penalty, just as if you were clad in hide armor. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attack deals 2d6 damage; you have a 15 ft. reach, with grab (+4 to CMB) and constrict (unarmed), and you are considered armed when

## Sign from the Heavens

making unarmed attacks.

School: Universal; Level: Clr 7 Casting Time: 1 standard action **Components:** V, S, M (5,000 gp) 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 miracle in all respects including any required gp costs, provided that you succeed at a caster level check (DC = 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. No matter the outcome of the spell, the 5,000 gp is consumed in the casting.

### Sleep of Power

School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S; see text Range: Personal Target: You Duration: Special; see text

This spell must be cast in the round directly after you have cast another spell with a non-permanent and noninstantaneous duration. At the completion of the spell, you fall into a deep coma-like sleep. Your body functions cease and you do not grow older. You are unaware of your surroundings and devoid of your senses. You are considered helpless while under the effects of this spell. The purpose of this sleep is to extend the duration of the spell cast directly before *sleep of power*. The first spell lasts as long as you remain in the coma. You set the conditions for when you want to wake up; the first spell then ends.

The conditions you set must be clear, although they can be general. If you describe complicated or convoluted conditions, you may miscast the spell and never wake up again. The first spell is empowered by the slow leeching of your own life force (represented by Constitution drain). For example, you cast a *prismatic wall*, which normally lasts for 10 minutes per caster level. In the following round, you cast *sleep of power* with the condition to wake up when the seventh wall of the *prismatic wall* is destroyed. You fall into a coma for days, years or even centuries. When the seventh *prismatic wall* is destroyed, you wake up.

If you are successfully attacked, you wake up, and the associated spell ends immediately.

After one month, you lose 1 point of Constitution. Thereafter, the rate slows, requiring an additional month for each point loss (i.e. 1 point the first month, a second point after two more months, a third point after three more months, etc.) If your Constitution score falls to 0 as a result of this spell, you die, and the associated spell ends. These lost ability score points can only be restored by a caster of higher level than you were at the time you cast *sleep of power*.

### Snake Arms

School: Transmutation; Level: Drd 6, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (snake skin of a poisonous snake) Range: Personal

Target: You

Duration: 1 round/level (D)

You transform two of your arms into slithering snakes. You control these snakes and may use them to bite your opponents. When using the snake arms, your natural reach increases by 5 ft. You make attacks with the snake arms with an attack bonus equal to your caster level plus your relevant caster ability modifier plus an enhancement bonus equal to onefourth your caster level (maximum +5). A successful hit with a snake bite deals 1d6 points of damage plus your relevant caster ability modifier plus its enhancement bonus, plus poison.

**Poison (Ex)** Bite—injury; *save* Fort DC (10 + ½ your caster level + your relevant caster ability modifier); *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Attacking with the snakes is a similar to attacking with natural weapons. You can attack with one snakehead as a standard action, or you can make multiple attacks, using the snakeheads as part of a full attack action. You cannot wield weapons while under the effects of the spell, though you can use other natural attacks (such as a bite or a monk's unarmed attacks) if you possess these.

The snake arms are much more unwieldy than normal hands, and while you can use the snakes' mouths to grasp objects; you lose any sense of fine motor control. You suffer a -4 circumstance penalty to any skills that involve digital precision.

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## Spell Dynamo

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School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Personal Target: Self Duration: 1 min./level

You can "siphon" off the power of any failed or discharged spell within 100 ft. to power a 3rd level spell or lower that you know or is in your spellbook. This 3rd level or lower spell is stored for 1 round/level and requires a move action to direct. You cannot "power" more than two spells per round (taking two move actions) and the failed or discharged spell must at least be of equal or greater level than the one being "powered." This spell does not count against the number of quickened spells you can use in a round. A failed spell is a spell that is failed due to a failed concentration check, caster level check (failing to overcome spell resistance), or a successful save that negates a spell's effect (partial effects do not provide enough power). Discharged spells are spells that list "until discharged" in their duration and have met the requirement for that discharge, for example see the spell guidance.

### Steadfast Friend

School: Enchantment (Charm) [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One humanoid creature Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

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The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Steal the Painful Memory

School: Enchantment (Compulsion) [Mind-affecting]; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 hour Components: V, S, F (accurate written record of the event) Range: 1 mile/level

Target: See text

**Duration:** Permanent

Saving Throw: Will negates; Spell Resistance: Yes Sometimes a trial reveals information best left unknown. Perhaps a village doesn't want to remember a particularly horrible murder, or the shameful act of one of its members. In this case, a powerful cleric can use steal the painful memory to remove all recollection of the event from the minds of the community. Steal the painful memory allows you to strip away all memories of a particular event. You must be able to describe the event in approximately 12 words or less. For example, any of the following would work: "Forget that Shaeryn ever existed"; "Forget that Shaeryn was murdered"; or "Forget that Prince Korrin murdered Shaeryn." The gap in memory will be filled in by the simplest solution, and all people affected by the spell will share this memory. Told to forget a murder, they will believe that the victim moved away; told to forget the identity of the murderer, they will believe that the crime was never solved or that the murderer was a stranger who escaped. The targets of steal the painful memory must be linked in some way. They could be members of the same community, the same guild, the same religion, or the same party of adventurers. The power of the spell spreads out in a radius from your location until it reaches the maximum range. A successful dispelling restores the memories of a single individual; it requires a *limited wish*, *miracle* or *wish* to restore all the memories of those affected. Touching the spell focus restores your memories as well. Destroying the spell focus restores the memories of all the affected creatures.

## Steelskin

School: Abjuration; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a mixture of steel and diamond dust worth 100 gp) Range: Touch

### Target: Creature touched

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Duration: 10 min./level or until discharged Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless) The warded creature gains skin the color and consistency of hardened bronze. The creature gains damage reduction 15/adamantine. Once the spell has prevented a total of 15 points of damage per caster level (to a total of 225 points of damage), it is discharged.

### Sylvan Sanctuary

School: Conjuration (Teleportation); Level: Drd 7 Casting Time: 1 immediate action Components: V, S Range: Medium (100 ft. + 10 ft./level)

**Target:** One willing or helpless creature **Duration:** Instantaneous (D)

**Saving Throw:** Will negates; **Spell Resistance:** Yes You transfer one willing or helpless target into a private sanctuary in the fey realm, where he remains (with all of his equipment). While held entombed in this special stasis, the target is protected from any detrimental spell or effect that is afflicting the target, but can receive all beneficial spells and effects normally. No force or effect can harm him while he is within the sanctuary. The subject remains there until you dismiss the spell or die, whereupon the subject reappears next to the caster.

### Symbol of Discord

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 7, Sor/Wiz 7 Casting Time: 10 minutes Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal, with a total value of at least 5,000 gp) デベルシスァクラススベムスシス メスト やえスマケッド ムバッズ シ

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Will negates; Spell Resistance: Yes

This spell functions like *symbol of death*, except that all creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

### Symbol of Hopelessness

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 7, Sor/Wiz 7 Casting Time: 10 minutes

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Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal, with a total value of at least 5,000 gp) Range: 0 ft.; see text Effect: One symbol **Duration:** See text

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

This spell functions like symbol of death, except that all creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked.

Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

### **Transfer Tifespark**

School: Necromancy; Level: Clr 8, Sor/Wiz 7 Casting Time: 8 hours Components: V, S, F (a construct you control) **Range:** Personal

Target: You

**Duration:** Instantaneous

You transfer your essence into a single non-intelligent construct over which you have control that is on the same plane as you. This act disintegrates your previous body. You now possess the construct's body with all of its physical properties as per the *magic jar* spell. You lose all benefits of certain abilities if the construct's body does not meet the prerequisites for them (for example the Dodge feat requires a Dexterity of 13). You suffer the loss of four character levels due to the stress of the transformation; these cannot be regained except by normal advancement. If the construct possesses magic immunity you lose an additional level. Unlike normal constructs, you are not immune to mind-affecting spells or effects. You are also not immune to all necromantic spells and effects. Spells that rely on the existence of a creature's soul, but not "life force," namely astral projection, clone, magic jar, and soul bind, can affect you, but you are still immune to death effects. You cannot be raised or resurrected, even by miracle, wish or true resurrection. If you possess the magic immunity special ability these spells now ignore that ability.

### Unforgettable

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: One creature and everyone he meets

### **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes

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The subject of this spell becomes easily noticed (-20 to Stealth checks). People meeting him will unconsciously remember everything about him. When interrogated, anyone who met the subject of the spell must make a Will save against the spell or be unable to hold anything back from the interrogation. If they make the save, normal Diplomacy and Intimidation DCs apply. Friends of the subject may notice that he is doing small things to make himself noticed if they make a Sense Motive check against a DC of 25. If they point this out to him, he gets one additional saving throw against this spell.

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### Unmagical Curse

School: Abjuration; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One corporeal creature or object **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes

You cut off a creature from all magic; magical effects that would affect the subject (including enhancement bonuses to attack or damage the subject) are suppressed as if the subject were in an antimagic field. Magical items do not function for the caster, creatures lose all spell casting abilities, their supernatural abilities do not function, nor do their spell-like abilities (see below for certain spells and effects to which this does not apply). If you wield or are considered to be attending an item that is subject to this spell you are automatically subject to this spell so long as you are attending the item. This spell can be beneficial as your mundane and extraordinary abilities would ignore any magical defenses (though your ranged attacks would not since you are no longer attending the ammunition).

The curse bestowed by this spell cannot be dispelled, but it can be removed with *break enchantment*, limited wish, remove curse, wish, or miracle. Remove *curse* only grants the victim a second saving throw; if this second save is failed, the spell has no further effect. The spells listed above when being used to remove this curse are not suppressed by *unmagical* curse, this allows for a subject of the spell to remove the spell by casting *remove curse* on herself.

## Unravel the Mortal Coil

School: Abjuration; Level: Clr 7, Drd 8 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Living creature touched **Duration:** Permanent; see text Saving Throw: None; see text; Spell Resistance: Yes

You can attempt to slay any one living creature and animate it. When you cast this spell, your hand seethes with eerie bright emerald fire. You must succeed on a melee touch attack against the target. The target takes 12d6 points of damage + 1 point per caster level; if the target is slain it gains the corporeal undead simple template (see below) and is under your control as per animate dead. If the target's Fortitude saving throw succeeds, it instead takes 5d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw and still become the caster's undead servant. If you create a second undead servant with this spell, the other servant becomes either free willed upon a successful Will saving throw (same DC as the spell) or becomes a normal corpse.

### Corporeal Undead Creature (CR +1)

"Corporeal undead" is a template you can add to any nonundead, corporeal creature. The creature's type changes to Undead. It retains all type modifiers. The undead creature uses all the base creature's statistics and special abilities except as noted here.

A corporeal creature's quick and rebuild rules are the same.

Rebuild Rules: Senses gains darkvision 60 ft.; AC Natural armor changes to a value based on the creature's size (see chart below); hp HD changes to d8, loses Con bonus, gains Cha bonus; Defensive Abilities undead qualities; Speed winged undead creature's flight is magical, as the flight special quality (use the creature's original flying speed); Melee gains one claw attack, damage appropriate for its size (if it does not possess a claw attack); Ability Scores +2 Str +2 Dex, Con -.

Size	Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

### Unstable Form, Mass

School: Transmutation (Polymorph) [Chaos]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a small ball of clay) Range: Medium (100 ft. + 10 ft./level) Target: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 min./level Saving Throw: Fortitude negates; see text; Spell Resistance: Yes Unstable form, mass causes the targets' bodies to destabilize into amorphous, ever-shifting masses. The

creatures' bodies melt, flow, writhe and boil. The affected creatures are unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items-armor, backpacks, even



### Mass Unstable Form

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

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### Ur-Animate

School: Transmutation; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (a pearl worth at least 25 gp per HD of the undead) Range: Close (25 ft. +5ft./2 levels) Targets: One corporeal undead creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance:

Yes

This spell transforms a corporeal undead creature into a construct (animated object) that follows your commands. The undead creature loses its undead type and gains the construct type. It also loses all abilities based on negative energy (e.g. energy drain, fear aura, etc.). The construct can follow you, or remain in an area and attack any creature (or just a specific kind of

creature) entering the place. They remain animated until they are destroyed. (A destroyed construct cannot be animated as undead again, though it could be resurrected.)

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For the purpose of an undead creature's special qualities, the undead creature is considered destroyed (for example: rejuvenation, gaseous form, and phylacteries).

You cannot transform more HD of undead than twice your caster level with a single casting of ur-animate. The construct you create remains under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of constructs per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess constructs from previous castings become uncontrolled. (You choose which creatures are released.) Any constructs you might command by virtue of the Craft Construct feat or by control devices do not count toward this limit.

### Vitriolic Sphere

School: Conjuration (Creation) [Acid]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action

Components: V, S, M/DF (dried puff ball mushroom)

Range: 0 ft.

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

A leathery sphere about the size of a grapefruit appears in your palm, and can be thrown as a ranged touch attack with a maximum range of 120 feet. If the sphere is wielded by any other creature, the spell automatically discharges. When the sphere hits, it breaks with an audible pop and releases a cloud of splinters, acidic vapor, and toxic dust. The target struck takes 10d6 points of damage, with no save (half piercing damage, half acid damage). In addition to damage, the burst fills a 15-foot radius with a toxic cloud poisoning all creatures within it (you are immune to this poison). Vitriolic dust-contact; save DC 10 +  $\frac{1}{2}$  your caster level + your relevant caster ability modifier; *frequency* 1/round for 6 rounds; effect 1d4 Constitution damage and blindness; cure 3 consecutive saves.

### Void Portal

School: Conjuration (Teleportation); Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M (magnet wrapped in silk worth 300gp) Range: Medium (100 ft. + 10 ft./level) Target: One unoccupied 5 ft. square Duration: 1 round/level Saving Throw: Fortitude partial; Spell Resistance: Yes



### Void Portal

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The target designated by this spell, which must be unoccupied by creature or object, becomes a vortex and inexorably draws creatures and objects into its grasp. At the end of the round in which the spell is cast, all creatures and objects within 20 feet of the target who fail their save are moved via the force of gravity 10 feet closer to the target. At the end of the round after the spell is cast, all creatures and objects within 30 feet of the target (including those in the original area of effect) who fail their save are moved 20 feet closer to the target. At the end of every subsequent round, the affected area expands by 10 feet and the distance moved increases by 10 feet (on the fourth round, all creatures and objects within 50 feet who fail their saving throw are moved 40 feet toward the target, etc.). This movement provokes attacks of opportunity. Unlike normal circumstances, allies can use this attack of opportunity to grab and hold an ally, which grants an additional save (with a +2 bonus from aid another); failure by 5 or more results in the ally doing the holding also being forced to make a second save.

Any creature or object that enters the target area immediately takes 10d6 hit points of damage and is plane shifted to a plane of absolute void (no air, gravity, heat etc.). There is no save against the effects of entering the target area.

# Wall of Divine Tight

School: Evocation [Light]; Level: Clr 7 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 min./level

Saving Throw: None; Spell Resistance: Yes This spell creates a 5-foot wide immobile wall of brilliant golden light, illuminating the area within 60 ft. Creatures that pass through or occupy the space where if forms take 1d8 points of sacred damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of sacred damage per caster level

(maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of sacred damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of sacred damage per two caster levels (maximum 5d6). Any creature that walks through the wall is illuminated as if by a *faerie fire* spell for the duration of the spell. Wall of divine light counters or dispels any darkness spell of equal or lower level, but is only dispelled by darkness spells or effects of 7th level or higher.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *walls of divine light* to enclose specific points.

### Wall of Torment

School: Necromancy; Level: Clr 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S

Range: Medium (100 ft. + 10 ft./level) Effect: An invisible plane up to 20 ft. long/caster level or a ring with a radius of up to 5 ft./2 caster levels; either form 40 ft. high

Duration: Concentration + 1 round/level Saving Throw: Fortitude partial; see text; Spell **Resistance:** Yes

An immobile, invisible, intangible plane of pure pain springs into existence. The wall of torment deals 2d6 points of Dexterity damage and 2d6 points of Strength damage to any creature passing through it, and such creatures additionally take a -4 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for the duration of the spell (or until the effect is dispelled). If you create the wall in a creature's space, the creature takes damage as if it passed through the wall. A successful save negates the damage and reduces the morale penalties to -2. See invisibility and similar effects reveal the wall to be composed of turbulent energy.

### Wall of Windshear

School: Evocation [Air]; Level: Clr 7, Drd 7, Sor/Wiz 7

Casting Time: 1 standard action Components: V, S, M/F (a handheld fan and silver filings)

Range: Medium (100 ft. + 10 ft./level) Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

**Duration:** Special; see text Saving Throw: Reflex special; see text; Spell **Resistance:** Yes

An invisible shrieking vertical curtain of wind appears. It is 5 feet thick and of considerable strength. It throws any non-prone creature caught in its area of effect or that attempts to cross its area of effect 1d10 x 10 ft. directly away from the wall. Creatures who make a make a Reflex save throw themselves prone in the area of the spell. Creatures thrown in this way suffer 1d6 hit points of damage per 10 feet thrown and land

prone. They also lose their grip on any handheld objects, which are blown away to the limit of the spell's range. Should the creature or object encounter a solid barrier (such as another creature, wall or door), the target deals damage to the barrier equal to the amount of damage dealt to the creature by the spell (minus its damage reduction or hardness). Should the damage be equal to or greater than the barrier's total hit points, the target bursts through the barrier and continues on its path.

Flying creatures caught by this spell, or who cross through the spell's area of effect, are allowed a Reflex save to avoid being thrown to the ground. If unsuccessful, they suffer 1d6 hit points of damage per 10 ft. they are thrown when they hit the ground (the floor though a barrier suffers no damage) and are struck prone. They must make a successful fly check (DC equal to the spells DC) before they can begin flying normally

Any ranged weapon passing through the wall are automatically deflected upward and miss (this effects even a giant-thrown boulder, a siege engine projectile, and other massive ranged weapons). Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square walls of windshear to enclose specific points.

### Ward of Vaults

School: Abjuration; Level: Clr 7, Sor/Wiz 7 Casting Time: 30 minutes

Components: V, S, F (accurate map of the warded location, with all secret doors and traps marked) Range: Anywhere within the area to be warded Area: Any enclosed structure (such as a building, vault, or chest) up to 200 sq. ft./level (S) Duration: 2 hours/level (D)

Saving Throw: None; Spell Resistance: Yes First used to protect the tombs of the wealthy, this spell renders a building or other structure resistant to thievery. Within the structure so warded (or part of the structure, if the area of the spell is insufficient to encompass the whole thing), the following modifications are in effect:

- Disable Device and Perception skill checks suffer a -15 circumstance penalty.
- Spells and spell-like effects of Conjuration (Teleportation), other magical transportation into or out of the building, spell effects that unlock or otherwise open portals and doors, and spells permitting movement through walls or solid objects must make a caster level check to function (DC equal to 15 + your caster level).
- All save DCs for any traps built in the structure before the spell increase by +4.

### Winter's Jeeth

School: Evocation [Air, Cold]; Level: Drd 7, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S, M/DF (branch broken by winter

wind) Range: 120 ft.

Area: 120-ft. line

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Duration: Instantaneous

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

A blast of arctic wind erupts from your hand, dealing 1d6 points of damage per caster level (maximum 2od6) to all creatures within its area (half bludgeoning damage, half cold damage, Reflex save for half). In addition, the blast chills their equipment, dealing an additional 1d6 points of cold damage per two caster levels (max 1od6) the following round to any creatures that fail their Reflex saves. Any fire effects operating in the area that are intense enough to deal damage negate the extra cold damage from the spell (and vice versa) on a point-for-point basis. Creatures in the area may be knocked down or pushed back if they fail their saves. Medium or smaller creatures are knocked down and rolled to the end of the blast plus 1d4 x 10 feet if standing on the ground, or are blown back to the end of the blast plus 2d6 x 10 feet if flying. If flying, Medium or smaller creatures are knocked down and rolled to the end of the area plus 1d3 x 10 feet by the force of the wind, or are blown to the end of the effect plus 2d4 x 10 feet. Large creatures are knocked prone by the force of the wind or, if flying, are blown to the end of the area plus 1d4 x 10 feet. Huge creatures are knocked prone if standing, or are blown to the end of the area plus 1d3 x 10 feet if flying. Gargantuan or larger creatures aren't moved or knocked down by the spell.

## Wizard's Replication

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School: Transmutation; Level: Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: Instantaneous Vou instantly propose any one spall of 6th law

You instantly prepare any one spell of 6th level or lower that you have successfully identified (Spellcraft check DC 15+ spell level) during the past 24 hours and is part of your class spell list. The chosen spell is stored in your mind as through prepared in the normal fashion (if you cannot prepare spells the spell fails). If the recalled spell requires material components, you must provide them. The replicated spell is not usable until the material components are available.

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### Gygax and Dave Arneson

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