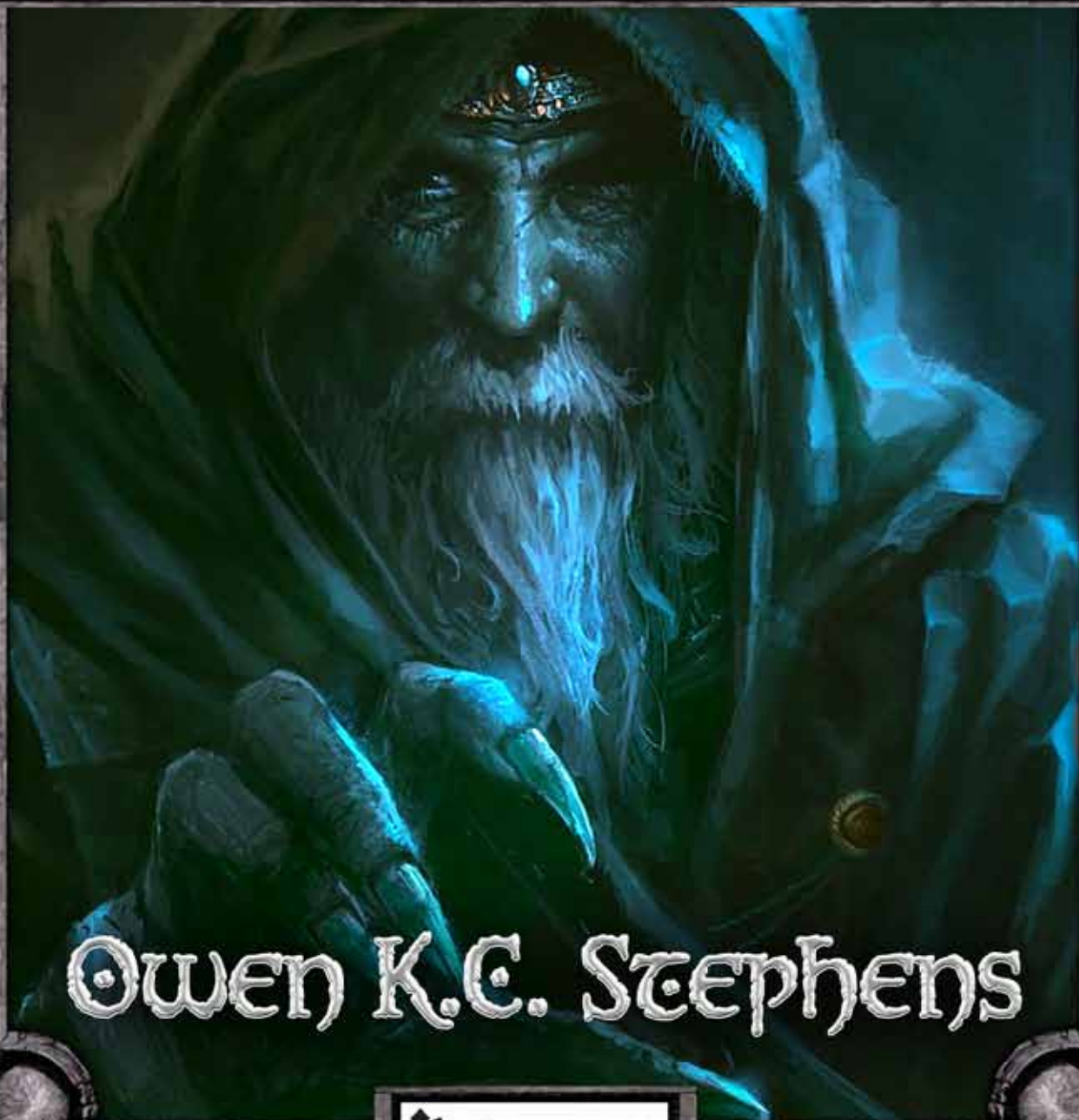


SUPER GENIUS PRESENTS

POWER WORD SPELLS LORE OF THE FIRST LANGUAGE



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Power word spells are one of the most interesting elements of the “assumed setting” described by the rules of the *Pathfinder Roleplaying Game Core Rulebook*. Though the power word spells do not have any description of how and why they are different from other spells, both their naming convention (each being “power word” and then a single action or condition) and their unique game mechanics make it clear they are a different kind of magic.

It’s also clear that while power words are enchantment (compulsion) [mind-affecting], they aren’t limited to forcing a target to do something normally within the power of its conscious mind. There’s no rule to suggest that characters can willingly go blind, become stunned, or kill themselves by will alone, yet the power word spells produce those effects. These are, on the other hand, the kinds of things that adventure fiction suggests that a creature’s mind can do to itself subconsciously, either as a hypnotic suggestion or as result of trauma. Much as a creature can faint if sufficiently surprised or suffer hysterical blindness if subject to sufficient trauma, power words seem to be able to call upon the powers of the mind to do things beyond conscious control.

When considered from the perspective of adventure and fantasy fiction, it becomes reasonable to wonder what else power words can do. In the expanded spells below, the power of the mind to control the body is expanded to include spontaneous combustion, loss of senses, and potentially permanent changes of alignment and memory. While these are beyond the scope of most enchantment spells, they are certainly no less reasonable than suggesting a creature can will itself to drop dead, as *power word kill* does.

So, what makes power words different from other spells? Why do they focus their power into a single word that affects the minds of their targets, but don’t even need to be heard to be effective? To answer those questions we first take an in-depth look at what we can learn from power word spells’ unique rules, then present a new game element – the First Language.

WHAT MAKES POWER WORDS DIFFERENT?

In the core rules there are three power word spells: *blind* (sorcerer/wizard 7, witch 7), *kill* (sorcerer/wizard 9, witch 9), and *stun* (sorcerer/wizard 8, witch 8). The spells are all enchantment (compulsion) [mind-affecting], and *power word kill* is also [death]. There are also four other “word” spells, *holy word* (cleric/oracle 7, inquisitor 6; evocation [good, sonic]), *word of chaos* (cleric/oracle 7, inquisitor 6; evocation [chaotic, sonic]), *word of recall* (cleric/oracle 6, druid 8; conjuration (teleportation)), and *word of resolve* (paladin 1; abjuration, found in Ultimate Magic).

All the word spells have a few things in common. They all have a casting time of 1 standard action or less, and none have any somatic components. Most have nothing but a verbal component, though *word of resolve* also requires a divine focus, and it’s also the only spell with a casting time of 1 immediate action. However, the power word spells are clearly and quantifiably different from other “word” spells, in both access and function. All three of the known power words are available only to arcane spellcasters, and rather than requiring attack rolls or allowing saving throws, they simply function against one or more foes who are under a set hit point limit. Combined with the fact that all the power words are enchantment (compulsion) [mind-affecting] (and that they are *not* language-dependent – targets don’t even have to hear the words), a picture develops of power words as potent mental commands to the life force of their targets. While they are mind-affecting enchantments, they do not allow Will saves. Creatures totally immune to mind-affecting spells are unaffected, but the normal mental defenses of creature that have minds are irrelevant. Even the otherwise amazingly potent *mind blank* is of no use against power words, which can permanently blind or kill their targets. What matters is not how smart or cunning a target is, but how much life energy (in the form of hit points) it possesses.

The effects the power word spells create are also surprisingly low-key for their spell level. *Power word blind* is 7th level, and at best duplicates the effect of *blindness/deafness*, a 2nd level spell that isn’t mind-affecting, has greater range, and possesses a second possible effect. Similarly, *power word kill* isn’t that impressive when you consider the level of *slay living*,

and *power word stun* isn’t much more effective than *hold person*. Why, then, are power word spells 4 levels higher than typical spells that do roughly the same thing?

From the point of view of game mechanics, it’s clear that the lack of a saving throw is a huge factor. While spell resistance, counterspelling, and *anti-magic fields* apply normally, there are no other defenses against power word spells. Further, the spells work off a creature’s current hp total, rather than its maximum. This means that even if a creature is immune to a power word spell at full health, it’s likely to become vulnerable at some point during a fight.

From an in-character point of view, the power words are potent for reasons beyond their lack of normal defenses. Power words require no somatic or material components, and have no limitation as to what kind of creatures they can target. Compare this to spells such as *charm person*, which requires complex gestures to function and only works on humanoids. A wizard can even use power word spells in full plate with no fear of arcane spell failure. These spells call upon powerful forces that apply to a wide range of targets, and they do so with the utterance of a single word. While they function as spells, it is clear power word spells draw on and channel mystic forces in a way very different from most spells.

So, we are left with power word spells as spells accessed only by arcane spellcasters, which affect a target’s deepest subconscious mind, are resisted only by the level of a target’s life force, and are literally a single word each.

Such words are clearly more than just simple components of spells. It seems likely that power words come from some kind of language, a language that only arcane spellcasters normally dare use (perhaps because no god can truly claim these words as their own?) that has such power to describe actions and conditions that their use changes the status of any thinking creature that lacks the lifeforce to resist. While now used only as spells, such a language might once have existed in a pure form, with every word spoken impacting the minds of those near the utterances.

We call this language of pure power words the First Language.

THE FIRST LANGUAGE

The First Language has no name for itself, as when it was in common use, there was no other language in existence and no need to differentiate it from other forms of communication. The First Language was created at a time when mortals had not come to exist, no angel had yet fallen, and neither the gods nor the titans knew which would ultimately rule the cosmos. Outsiders communicated with telepathy, and the idea of symbols that would define individual things was new.

The First Language may have been a tool of the gods themselves, or it may have been created by lesser creatures to allow for the manipulation of ideas. However it came about, it was quickly ceased upon by the titans, who saw there was power in defining things. Indeed, the First Language was in many ways the god of concepts, the ur-language from which all other efforts to use noises or symbols to represent other things descended. Because the First Language defined things before anyone had ever done so, its definitions were perfect, and with perfection came power.



The First Language was a powerful tool in the war to define the cosmos, to separate the outer planes from the material planes, and to divide the elements into component parts. The First Language allowed titans to manipulate ideas without fully understanding them, for early telepathy was limited by the concepts a creature's mind could wrap itself around. It allowed for lies, as well, and legend says the first angels fell from grace because they were fooled by half-truths laid out in the First Language. The ability to see and manipulate ideas led to new ideas, and the many plans of reality exploded into new forms and contents.

In time, however, the great power of the first language was also its downfall. As different creatures made changes to the First Language to make it better for expressing their favorite ideas, the language itself morphed into new forms of communication. The languages of the outer planes came first, Abyssal, Celestial, and Infernal being adopted by those outsiders with a need to define more than one kind of evil or express hope for things that had not yet existed

in any form. Shortly thereafter, the elemental tongues came into being (Aquan, Auran, Ignan, and Terran), each filtering the words of the First Language through the experiences and biases of one element. Suddenly the first language was not the only set of definitions and words in existence, and much of its power faded.

By the time mortal races arose, the First Language was largely forgotten. Lacking pure power gained by being the only language, it was not as useful to each group of entities as their own forms of speech. But the most powerful mortals discovered that though the First Language was no longer powerful in its own right, it still described basic concepts in a more pure, unadulterated form than the languages that came after it. And with those descriptions, magic power could be shaped and molded.

Dragons may have been the first creatures to understand the power of the First Language, for their Draconic tongue borrows much of its syntax from the First, though filtered through mortal ears and uncounted generations of evolution from the original. The second clue that dragons were the first to see the utility of even a weakened First Language is that many spells are recorded in Draconic. Indeed, the magic language used to scribe scrolls and

record spells into a wizard's spellbook is a form of the First Language mixed with Draconic, which is why a spell (*read magic*) is required to understand it.

While most spellcasters deal with the First Language in this form when learning or recording spells, there is a second way to combine magic and the First Language. While the language no longer has much power by itself, its words can still be imbued with mystic energy from other sources to give them the impact they once had. This is the true nature of power word spells, utterances of the First Language given back their eldritch impact by channeling spell-magic into them.

This is also why power word spells work differently than other magics – only a limited amount of mystic power can be channeled into power words, making them less potent than the original words of the First Language when it was the only language. Originally, words of the First language could not be resisted – what was spoken was an irresistible command to all minds able to comprehend the concept of a word. Since the First Language no longer has that absolute power, when a power word spell is used, it can only overpower the minds of those with a limited amount of life-force, as defined by their hit points.

While the First Language is no longer an absolute codification of reality, scholars and linguists who manage to learn more of its lost syntax and morphemes also gain insights into all the languages that came after it, and have the potential for discovering more words than can be turned into power word spells.

NEW FEATS

Scholars who seek to understand power word spells and the lost secrets of the First Language may choose to take one or more of the following feats dedicated to the First Language and its spin-off, power word spells.

FIRST LANGUAGE SYNTAX

You have learned enough of the basic structure of the First Language to channel more spell energy into power word spells.

Prerequisites: Linguistics 5 ranks.

Benefit: Increase the hit point maximums in each category of effect of power word spells you cast by +10%. You also gain a +2 bonus to all Bluff, Diplomacy, and Intimidate checks made by speaking.

For example, Xasha is a cleric with the Logos domain (see below) and First Language Syntax. She casts *power word daze**, which normally has three categories of effect

Feat	Prerequisites	Benefit
First Language Syntax	Linguistics 5 ranks	Increase the hp categories of your power words by 10%
Greater First Language Syntax	First Language Syntax, Linguistics 9 ranks	Power words now gain a 20% hp increase
Heighten Power Word	-	Cast power words as higher level spells, with greater hp maximums
Lore of the First Language	Skill Focus (Linguistics), able to speak Abyssal, Celestial, and Infernal	You can read magic at will and make yourself understood in any language
Master of the First Language	Lore of the First Language, Skill Focus (Linguistics), Linguistics 3 ranks, able to speak Abyssal, Celestial, and Infernal, caster level 3.	Swap prepared spells for power word spells.
Speaker of the First Language	Lore of the First Language, Skill Focus (Linguistics), Linguistics ranks equal to triple power word level (see text), able to speak Abyssal, Celestial, and Infernal.	You gain a power word spell as a spell-like ability
Split Word	Lore of the First Language, Skill Focus (Linguistics), Linguistics 3 ranks, able to speak Abyssal, Celestial, and Infernal, caster level 3	Divide the effect of a power word spell over two targets.

based on the target's hit points: a target creature with 45 or fewer hp is dazed for 4d4 rounds, one with 46-90hp is dazed for 2d4 rounds, and one with 91-135 hp is dazed for 1d4 rounds. Because Xasha has the First language Syntax feat each of those hit point ranges is increased by 10%, such that a target with 49 or fewer hp is dazed for 4d4 rounds, one with 50-99 hp is dazed for 2d4 rounds, and one with 100-148 is dazed for 1d4 rounds.

*Indicates a new spell found in this product.

GREATER FIRST LANGUAGE SYNTAX

Your mastery of the First Language significantly increases your power word spells.

Prerequisites: First Language Syntax, Linguistics 9 ranks.

Benefit: As First Language Syntax, but the skill bonuses increase to +4 and the increase in each hit point range is now 20%. These benefits do not stack with the increases from First Language Syntax.

HEIGHTEN POWER WORD (METAMAGIC)

You can cast power word spells as if they were a higher level.

Benefit: A heightened power word spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as the ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level.

Additionally, increasing the spell level of a power word spell increases the maximum hit points it can affect. For every level increase, the hit point maximum of each effect of the spell increases by +10.

For example, Davor is a wizard with Heighten Power Word, who casts *power word burden** as a 6th level spell. When determining the hp maximum of its effect categories, its duration becomes permanent for creatures with 50 hp or less, 1d4+1 minutes for creatures with 51 to 80 hp, and 1d4+1 rounds for creatures with 81 to 140 hp.

Level Increase: The heightened spell is as difficult to prepare and cast as a spell of its effective level.

*Indicates a new spell found in this product.

LORE OF THE FIRST LANGUAGE

You know enough of the First Language to make yourself understood to any speaking creature.

Prerequisites: Skill Focus (Linguistics), able to speak Abyssal, Celestial, and Infernal.

Benefit: You can make a DC 15 Linguistics check as a free action once per round to communicate a simple

concept to a creature that speaks a language without sharing a language with that creature. More complex concepts require a DC 20 or DC 25 Linguistics check (at the GM's discretion), and generally require a move action to express.

You can also make a DC 15 to DC 25 Linguistics check as a free action to get the general gist of the meaning of any spoken statement, regardless of what language it is in.

Two creatures that both have this feat can communicate freely with each other even if they do not share a common language, though their meaning is impossible for anyone without this feat to understand without the aid of magic.

You can also cast *read magic*, as a spell-like ability using your total hit dice as your caster level, at will.

MASTER OF THE FIRST LANGUAGE

You know enough of the First Language to call upon its power spontaneously when spellcasting.

Prerequisites: Lore of the First Language, Skill Focus (Linguistics), Linguistics 3 ranks, able to speak Abyssal, Celestial, and Infernal, caster level 3.

Benefit: You can channel stored spell energy into power word spells you know that you haven't prepared ahead of time. If you are a preparation spellcaster (such as clerics and wizards) you can "lose" a prepared spell in order to cast any power word spell of the same level or lower. If you are a spontaneous spellcaster (such as a sorcerer), you can apply metamagic feats to power word spells without increasing the spell's casting time.

SPEAKER OF THE FIRST LANGUAGE

You can imbue one of the words of the First Language with some of its original power.

Prerequisites: Lore of the First Language, Skill Focus (Linguistics), Linguistics ranks equal to triple power word level (see text), able to speak Abyssal, Celestial, and Infernal.

Benefit: Select a power word spell. You must have ranks in Linguistics equal to triple the level of the spell you select. The first time you select this feat you must choose a 1st level power word spell (but see Special, below). You may use this spell once per day as a spell-like ability, using your character level as its caster level.

Special: You may select this spell more than once. Each time you may select a power word spell one level higher than the highest level you have already selected with this feat, gaining the ability to use that spell once per day as a spell-like ability.

SPLIT WORD

You can divide the effect of a power word spell among multiple targets.

Prerequisites: Lore of the First Language, Skill Focus (Linguistics), Linguistics 3 ranks, able to speak Abyssal, Celestial, and Infernal, caster level 3.

Benefit: When you cast a power word spell, you may divide its effect between two targets within its range. You reduce the hit point maximum of every effect category of the power word spell by 50%, and apply it separately to the hp totals of the two targets.

For example, Eliana is a sorcerer with Split Word who casts *power word stun* at two targets, one with 28 hp and one with 70 hp. She divides the hps of the effect categories of her spell by 50%, so the target with 28 hp is affected for 2d4 rounds, and the target with 70 hp is affected for 1d4 rounds.

NEW POWER WORD SPELLS

To expand the options available to scholars of the first Language, below we present 20 new power word spells.

Bard Spells

1st-Level Spells

Power Word Fascinate: Cause one creature with 20 hp or less to be fascinated.

2nd-Level Spells

Power Word Trip: Cause one creature with 30 hp or less to fall prone.

3rd-Level Spells

Power Word Inspire: Cause one creature with 60 hp or less to gain a +1 morale bonus.

4th-Level Spells

Power Word Mute: Cause one creature with 75 hp or less to become mute.

5th-Level Spells

Power Word Beguile: Cause one creature with 60 hp or less to be unable to save against an illusion.

6th-Level Spells

Power Word Surprise: Cause one creature with 70 hp or less to become flat-footed.

Magus Spells

1st-Level Spells

Power Word Dazzle: Dazzle one creature with 30 hp or less.

2nd-Level Spells

Power Word Combust: Cause one creature with 30 hp or less to spontaneously combust.

3rd-Level Spells

Power Word Bleed: Cause one creature with 40 hp or less to begin bleeding.

4th-Level Spells

Power Word Burden: Cause one creature with 120 hp or less to become entangled.

5th-Level Spells

Power Word Deafen: Deafen one creature with 150 hp or less.

6th-Level Spells

Power Word Stagger: Cause one creature with 120 hp or less to become staggered.



Sorcerer/Wizard Spells

1st-Level Spells

Power Word Dazzle: Dazzle one creature with 30 hp or less.

Power Word Fascinate: Cause one creature with 20 hp or less to be fascinated.

Power Word Hesitate: Cause one creature with 30 hp or less to take -10 on initiative checks.

2nd-Level Spells

Power Word Combust: Cause one creature with 30 hp or less to spontaneously combust.

Power Word Decelerate: Cause one creature with 60 hp or less to move slowly.

Power Word Trip: Cause one creature with 30 hp or less to fall prone.

3rd-Level Spells

Power Word Bleed: Cause one creature with 40 hp or less to begin bleeding.

Power Word Inspire: Cause one creature with 60 hp or less to gain a +1 morale bonus.

Power Word Sicken: Cause one creature with 90 hp or less to become sickened.

4th-Level Spells

Power Word Burden: Cause one creature with 120 hp or less to become entangled.

Power Word Frighten: Cause one creature with 105 hp or less to become shaken.

Power Word Mute: Cause one creature with 75 hp or less to become mute.

5th-Level Spells

Power Word Beguile: Cause one creature with 60 hp or less to be unable to save against an illusion.

Power Word Deafen: Deafen one creature with 150 hp or less.

Power Word Weary: Cause one creature with 100 hp or less to become fatigued.

6th-Level Spells

Power Word Stagger: Cause one creature with 120 hp or less to become staggered.

Power Word Surprise: Cause one creature with 70 hp or less to become flat-footed.

7th-Level Spells

Power Word Daze: Daze one creature with 135 hp or less.

8th-Level Spells

Power Word Confuse: Confuse one creature with 220 hp or less.

9th-Level Spells

Power Word Nauseate: Nauseate one creature with 250 hp or less.

Witch Spells

1st-Level Spells

Power Word Dazzle: Dazzle one creature with 30 hp or less.

Power Word Fascinate: Cause one creature with 20 hp or less to be fascinated.

Power Word Hesitate: Cause one creature with 30 hp or less to take -10 on initiative checks.

2nd-Level Spells

Power Word Combust: Cause one creature with 30 hp or less to spontaneously combust.

Power Word Decelerate: Cause one creature with 60 hp or less to move slowly.

Power Word Trip: Cause one creature with 30 hp or less to fall prone.

3rd-Level Spells

Power Word Bleed: Cause one creature with 40 hp or less to begin bleeding.

Power Word Inspire: Cause one creature with 60 hp or less to gain a +1 morale bonus.

Power Word Sicken: Cause one creature with 90 hp or less to become sickened.

4th-Level Spells

Power Word Burden: Cause one creature with 120 hp or less to become entangled.

Power Word Frighten: Cause one creature with 105 hp or less to become shaken.



HOW DO YOU BALANCE SPELLS WITH NO SAVES?

One question that immediately comes up when creating power word spells at lower spell levels than 7th, 8th, and 9th, is how to maintain balance with other spells at those levels. The most common and obvious balancing factors for spells are the need for attack rolls or the ability of targets to ignore the effects with saving throws. Since power word spells skip both those weaknesses, the factors that allow them to be balanced are less obvious.

Clearly *power word kill* is an extremely powerful spell, but it's also 9th level. Between being compared with spells such as *wish* and *meteor swarm*, and the fact that by the time a spellcaster has access to it *anti-magic fields* and *spell resistance* are more common, it's not too much of a stretch to think of it as a balanced, if powerful option. But when creating 1st-6th level power word spells, a designer cannot assume spell resistance is going to be common. How, then, can such spells be balanced?

The answer is twofold. First, lower-level power word spells affect targets with much lower hit point totals. While *power word mute* is very useful when facing a spellcaster, it's a 4th level spell that can only affect a creature with 75 hit points (compared to 150 for the much more devastating *power word stun*, or 200 hp for *power word blind*). Further, targets with 56-80 hp are affected for only 1d4 rounds. While it's an excellent spell to make it impossible for spellcasters to fulfill verbal spell components, it doesn't restrict any other ability they have, and unless they are already low on hit points it doesn't last long.

Similarly *power word nauseate* may seem horrifyingly powerful, as it can restrict a creature with up to 250 hp to move actions for a number of rounds. But since *power word stun* can prevent them from taking any actions if they have 150 hp, and is a level lower, the lesser restriction of only being able to move falls in line with the existing power words. And, of course, like *power word kill*, by the time spellcasters have 9th level spells the toughest foes they face will have some protection in the form of SR.

The second balancing factor is that lower-level power words have less useful effects than blinding, stunning, and killing. This is important as well, because even high-level foes can be impacted by power words after they take significant damage. Consider the 1st level power word spell presented below. *Power word dazzle* just places a foe at a -1 penalty to attacks and Perception checks. *Power word fascinate* only works on foes that don't currently perceive a threat. *Power word hesitate* is only useful before initiative checks are made. While useful, none of these can bring a fight to a close.

The very mechanics of power word spells makes them work differently from other spells, and adding 20 new ones to a campaign can create a sudden shift in tactics and what kinds of encounters PCs can handle easily. For example, as single-target spells, all power words are more effective in fights against a single foe than in conflicts against 2 or more targets, or a major target with a pack of lower-level defenders. A GM concerned with being prepared for the consequences of adding a larger number of new and low-level power word spells may wish to introduce them slowly, starting with the 1st-3rd level power word spells, and only giving access to higher-level spells once the GM is used to the effect of more such spells being in play.

Power Word Mute: Cause one creature with 75 hp or less to become mute.

5th-Level Spells

Power Word Beguile: Cause one creature with 60 hp or less to be unable to save against an illusion.

Power Word Deafen: Deafen one creature with 150 hp or less.

Power Word Weary: Cause one creature with 100 hp or less to become fatigued.

6th-Level Spells

Power Word Stagger: Cause one creature with 120 hp or less to become staggered.

Power Word Surprise: Cause one creature with 70 hp or less to become flat-footed.

7th-Level Spells

Power Word Daze: Daze one creature with 135 hp or less.

8th-Level Spells

Power Word Confuse: Confuse one creature with 220 hp or less.

9th-Level Spells

Power Word Nauseate: Nauseate one creature with 250 hp or less.

POWER WORD SPELLS

Power Word Beguile

School: enchantment (compulsion) [mind-affecting];

Level: Bard 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 60 hp or less

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to completely accept the first illusion it encounters by the end of its next turn. For as long as that illusion is maintained, the target automatically fails any saving throw the illusion normally allows. Any creature that currently has 61 or more hit points is unaffected by *power word beguile*.

Power Word Bleed

School: enchantment (compulsion) [mind-affecting];

Level: Magus 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 40 hp or less

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes



You utter a single word of power that causes a creature to begin to bleed 1d6 hp/round, whether the creature can hear the word or not. See the bleed condition in the *Pathfinder Roleplaying Game Core Rulebook* for information on bleeding, and how to end it. Any creature that currently has 41 or more hit points is unaffected by *power word bleed*.

Power Word Burden

School: enchantment (compulsion) [mind-affecting];

Level: Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 120 hp or less

Duration: See text

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become entangled, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 121 or more hit points is unaffected.

Hit Points	Duration
30 or less	Permanent
31-60	1d4+1 minutes
61-120	1d4+1 rounds

Power Word Combust

School: enchantment (compulsion) [fire, mind-affecting];

Level: Magus 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 30 hp or less

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to catch on fire, whether the creature can hear the word or not. The target is not allowed the normal DC 15 Reflex save to avoid catching on fire, and takes 1d6 fire damage immediately. See **Catching on Fire** in the *Pathfinder Roleplaying Game Core Rulebook* for information on the effects of catching on fire, and how to end them. Any creature that currently has 31 or more hit points is unaffected by *power word combust*.

Power Word Confuse

School: enchantment (compulsion) [mind-affecting];
Level: Sorcerer/Wizard 8, Witch 8; **Domain:** logos 8
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 220 hp or less
Duration: See text
Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to become confused, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature with 221 or more hit points is unaffected.

Hit Points	Duration
54 or less	Permanent
55-110	1d4+1 minutes
111-220	1d4+1 rounds

Power Word Daze

School: enchantment (compulsion) [mind-affecting];
Level: Sorcerer/Wizard 7, Witch 7; **Domain:** logos 7
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 135 hp or less
Duration: See text
Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to become dazed, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature with 136 or more hit points is unaffected.

Hit Points	Duration
45 or less	4d4 rounds
46-90	2d4 rounds
91-135	1d4 rounds

Power Word Dazzle

School: enchantment (compulsion) [mind-affecting];
Level: Magus 1, Sorcerer/Wizard 1, Witch 1
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 30 hp or less
Duration: See text
Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to become dazzled, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature with 31 or more hit points is unaffected.

Hit Points	Duration
10 or less	3d4 rounds
11-20	2d4 rounds
21-30	1d4 rounds

Power Word Deafen

School: enchantment (compulsion) [mind-affecting];
Level: Magus 5, Sorcerer/Wizard 5, Witch 5
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 150 hp or less
Duration: See text
Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to become deaf, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature with 151 or more hit points is unaffected.

Hit Points	Duration
40 or less	Permanent
41-75	1d4+1 minutes
76-150	1d4+1 rounds

Power Word Decelerate

School: enchantment (compulsion) [mind-affecting];
Level: Sorcerer/Wizard 2, Witch 2; **Domain:** logos 2.
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 60 hp or less
Duration: See text
Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to move more slowly, whether the creature can hear the word or not. The target’s fastest move rate is reduced by 50%. The duration of the spell depends on the target’s current hit point total. Any creature with 61 or more hit points is unaffected.

Hit Points	Duration
14 or less	24 hours
15-30	1d4+1 minutes
31-60	1d4+1 rounds

Power Word Fascinate

School: enchantment (compulsion) [mind-affecting];
Level: Bard 1, Sorcerer/Wizard 1, Witch 1; **Domain:** logos 1

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 20 hp or less

Duration: See text

Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to gain the fascinated condition (becoming fascinated by the first thing it sees), whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total, but ends normally if the target perceives any obvious threat. See the *Pathfinder Roleplaying Game Core Rulebook* for more information on the fascinated condition. Any creature with 21 or more hit points is unaffected.

Hit Points	Duration
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5 or less	24 hours
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6-10	1d4+1 minutes
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11-20	1d4+1 rounds
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Power Word Frighten

School: enchantment (compulsion) [emotion, fear, mind-affecting]; **Level:** Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 105 hp or less

Duration: See text

Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to become shaken, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 106 or more hit points is unaffected.

Hit Points	Duration
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35 or less	4d4 rounds
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36-70	2d4 rounds
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71-105	1d4 rounds
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Power Word Hesitate

School: enchantment (compulsion) [mind-affecting]; **Level:** Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 30 hp or less

Duration: See text

Saving Throw: none; **Spell Resistance:** yes

You utter a single word of power that causes a creature to hesitate, whether the creature can hear the word or not. The creature suffers a -10 penalty on initiative checks. The duration of the spell depends on the target's current hit point total. Any creature with 31 or more hit points is unaffected.

Hit Points	Duration
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7 or less	24 hours
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8-15	1d4+1 minutes
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16-30	1d4+1 rounds
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Power Word Inspire

School: enchantment (compulsion) [emotion, mind-affecting]; **Level:** Bard 3, Sorcerer/Wizard 3, Witch 3; **Domain:** logos 3
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 60 hp or less
Duration: See text
Saving Throw: none; Spell Resistance: yes (harmless)

You utter a single word of power that causes a creature to become inspired, whether the creature can hear the word or not. The subject gains a +2 morale bonus on all attack rolls, damage rolls, saving throws, skill checks, ability checks, level checks (such as caster level checks), and concentration checks, as well as a +2 morale bonus to AC. The duration of the spell depends on the target's current hit point total. Any creature with 61 or more hit points is unaffected.

Hit Points	Duration
20 or less	4d4 rounds
21-40	2d4 rounds
41-60	1d4 rounds

Power Word Mute

School: enchantment (compulsion) [mind-affecting]; **Level:** Bard 4, Sorcerer/Wizard 4, Witch 4; **Domain:** logos 4
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 75 hp or less
Duration: See text
Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become mute, whether the creature can hear the word or not. The target cannot speak, sing, complete verbal spell components, play an instrument, clap its hands, or make any kind of communicative noise. The duration of the spell depends on the target's current hit point total. Any creature with 76 or more hit points is unaffected.

Hit Points	Duration
25 or less	4d4 rounds
26-50	2d4 rounds
51-75	1d4 rounds

Power Word Nauseate

School: enchantment (compulsion) [mind-affecting]; **Level:** Sorcerer/Wizard 9, Witch 9; **Domain:** logos 9
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 250 hp or less
Duration: See text
Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become nauseated, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 251 or more hit points is unaffected.

Hit Points	Duration
64 or less	Permanent
65-125	1d4+1 minutes
125-250	1d4+1 rounds

Power Word Sicken

School: enchantment (compulsion) [disease, mind-affecting]; **Level:** Sorcerer/Wizard 3, Witch 3
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 90 hp or less
Duration: See text
Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become sickened, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 91 or more hit points is unaffected.

Hit Points	Duration
15 or less	Permanent
16-45	1d4+1 minutes
46-90	1d4+1 rounds

Power Word Stagger

School: enchantment (compulsion) [emotion, fear, mind-affecting]; **Level:** magus 6, Sorcerer/Wizard 6, Witch 6; **Domain:** logos 6
Casting Time: 1 standard action
Components: V
Range: close (25 ft. +5 ft./2 levels)
Target: one creature with 120 hp or less
Duration: See text
Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become staggered, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 121 or more hit points is unaffected.

Hit Points	Duration
40 or less	4d4 rounds
41-80	2d4 rounds
81-120	1d4 rounds

Power Word Surprise

School: enchantment (compulsion) [mind-affecting];

Level: Bard 6, Sorcerer/Wizard 6, Witch 6

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 70 hp or less

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to lose all actions and become flat-footed until the beginning of its next turn, whether the creature can hear the word or not. Any creature that currently has 71 or more hit points is unaffected by *power word surprise*.

Power Word Trip

School: enchantment (compulsion) [mind-affecting];

Level: Bard 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 30 hp or less

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to fall prone, whether the creature can hear the word or not. Any creature that currently has 31 or more hit points is unaffected by *power word trip*.

Power Word Weary

School: enchantment (compulsion) [emotion, fear, mind-affecting]; **Level:** Sorcerer/Wizard 5, Witch 5; **Domain:** logos 5

Casting Time: 1 standard action

Components: V

Range: close (25 ft. +5 ft./2 levels)

Target: one creature with 100 hp or less

Duration: See text

Saving Throw: none; Spell Resistance: yes

You utter a single word of power that causes a creature to become fatigued, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature with 101 or more hit points is unaffected.

Hit Points	Duration
40 or less	4d4 rounds
41-60	2d4 rounds
61-100	1d4 rounds

NEW CHARACTER OPTIONS

With the addition of 20 new power word spells, it becomes possible to design new character options on power words.

THE LOGOS DOMAIN

Closely related to the domain of Runes and the subdomain of Language, the Logos domain specifically draws on the nearly lost First Language, drawing upon the primal forces of the original words used to define and describe thought.

Granted Powers: You learn the power of the First Language. You gain bonus languages known equal to your wisdom bonus, in addition to those gained from your Int bonus. You may choose any languages as your bonus languages.

Voice of Power (Su): By focusing all your mystic power into a single, short utterance you can use a power word spell as a swift action. This takes all your mystic power, making it impossible to do on the same round you cast any other spell or use a spell-like ability. You can do this once per day at 1st level, plus an additional time per day at 6th, 12th, and 18th level.

Power Word of Command (Sp): At 8th level you can give commands in the first language. This acts as the command spell, except it has a range of close and rather than grant a saving throw, the command automatically affects a target with current hit points equal to your cleric level x5 or less. You may do this once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st – *power word fascinate**; 2nd – *power word decelerate**; 3rd – *power word inspire**; 4th – *power word mute**; 5th – *power word weary**; 6th – *power word stagger**; 7th – *power word daze**; 8th – *power word confuse**; 9th – *power word nauseate**.

*Indicates a new spell presented in this product.

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